

Figma design systems course syllabus

In this theoretical and practical one-day Figma Design Systems course, you discover why you should use a design system and how to build a design system from scratch.

In this course, you create a design system that includes components, styles, variables, and more. Along the way, you learn how to build components with exposed properties to make design elements more accessible and how to use advanced auto-layout features to build responsive designs. You also learn about design tokens and their place in a design system. This course also covers the basics of structure, categorizing, and naming of your elements in Figma.

Prerequisites: Figma introduction and advanced classes or similar, or have working knowledge of how to apply styles, components, variants, variables, and properties to elements in Figma

What you learn in this Figma design systems course

Design system theory and overview

- The “why” behind building a design system
- How Figma libraries fit into a design system
- Discovering the significant parts of a design system

Design systems in practice-Building a system in Figma

- Hands-on practice building a design system from scratch and an existing file
- Tips and tricks on building elements that are responsive
- Building components with

Getting started with Figma design systems

- Design system functionality
- How design systems fit into your Figma workflow

Parts of a design system

- Discovering how libraries play a part in a Figma design system
- Determining structure and taxonomy based on use case

Starting your design system

- Where do you begin?
- Auditing your design

Performing a design audit

- Locating and evaluating existing components, styles, and tokens
- Categorize all UI elements
- Determining the nature and functionality of your styles, components, and tokens
- Eliminating duplication, Identifying redundant and determining missing components

Confirming that the visual design is aesthetically pleasing and consistent
Verifying that existing elements match style and aesthetics

Naming conventions

Building names in a meaningful and modular way
Using names for system organization

Using variables

Creating Boolean variables
Creating String Variables
Organizing collections

Creating design tokens

Use cases of design tokens for sizes
Applying and editing tokens
Using modes with design tokens

Creating and using fill styles

Difference between color variables and fill styles
Creating fill styles for gradients and images
Organizing and naming fill styles
Integrating styles into other files and systems

Creating text styles

Creating and editing type styles
Organizing and naming fill styles
Integrating styles into other files and systems

Creating components review

Component best practices
Component organization

Creating component sets

Adding properties
Exposing properties

Publishing and using your design system

Publishing your system
Implementing your design system
Sharing your design system
Updating your design system