

UI/UX: Design Systems Training (Advanced Level)

Duration: 2 Days

Description

This advanced training is designed to provide participants with a comprehensive understanding of design systems, one of the cornerstones of modern digital product development. The program combines theory with practice, supported by real-world examples and hands-on exercises. By the end of the workshop, participants will be equipped with both conceptual knowledge and technical skills to design, manage, and scale design systems effectively.

Audience

- UX/UI Designers
- Frontend Developers
- Product Managers
- Professionals working with or planning to work with design systems

Outline

Understanding Design Systems

- What design systems are and why they matter
- Principles of consistency and reusability
- From small components to large-scale structures

Building Visual Consistency

- Ensuring consistency in modern digital products
- Coordinating large design and development teams

Hands-on with Figma

- Creating systematic rules: color palettes, typography, icon sets, spacing systems

- Designing and managing key components (buttons, inputs, cards)
- Ensuring state variations and component harmony

Documentation & Collaboration

- Creating effective documentation
- Ensuring smooth adoption by development teams
- Best practices for team collaboration

Accessibility & Inclusiveness

- Applying accessibility principles
- Designing inclusive systems for all users

Scalability & Responsiveness

- Multi-brand system design approaches
- Responsive strategies for consistent cross-device experiences

Governance & Sustainability

- Management and adoption strategies
- Change management and updates
- Performance measurement methods

Prerequisites

There are no prerequisites.