SARDAR VALLABHBHAI PATEL EDUCATION SOCIETY'S

R. N. G. PATEL INSTITUTE OF TECHNOLOGY - RNGPIT

An Autonomous Institute u/s UGC Act 1956
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Program Name: Integrated M.Sc. (IT)
Level: Post Graduate
Branch: Information Technology
Subject Code: 1BS406
Subject Name: UI and UX Design using Figma

w. e. f. Academic Year:	2025
Semester:	4
Category of the Course:	Value Added Course

Prerequisite:	**NIL**
Rationale:	This course equips students with essential UI/UX design skills using Figma to create, prototype, and collaborate on modern digital interfaces.

Course Outcome:

After Completion of the Course, the Student will able to:

No	Course Outcomes
01	Understand the fundamentals of Figma.
02	Apply UI design principles to create structured layouts.
03	Explain interactive prototypes.
04	Explore developer-ready handoff files.

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			C Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	**T**	**PR**	**C**	**Theory**		**Tutorial / Practical**		
				SEE (TH)	IAT	CCE	SEE (P)	
2	0	0	2	25	25	0	0	50

Where SEE: Semester End Examination, IAT: Internal Assessment Test, CCE: Continuous and Comprehensive Evaluation

Course Content:

Unit No.	Content	No. of Hours	% of Weightage
1.	**Introduction to Figma** 1.1 What is Figma? 1.2 Figma Interface 1.3 Working with Tools 1.4 Managing Layers 1.5 Images and Assets	7	25%
2.	**UI Design Essentials** 2.1 Layout and Structure 2.2 Components 2.3 Typography and Colors 2.4 Auto Layout	8	25%
3.	**Prototyping and Interactions** 3.1 Prototyping 3.2 Advanced Interactions 3.3 Preview and Testing	7	25%
4.	**Collaboration, Export and Handoff** 4.1 Collaboration 4.2 Version Control 4.3 Exporting Assets 4.4 Developer Handoff	8	25%
		30	100

Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks(%)					
R Level	**U Level**	**A Level**	**N Level**	**E Level**	**C Level**
40	**60**	-	-	-	-

Where R: Remember; U: Understanding; A: Application, N: analyse and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)

References/Suggested Learning Resources:
(a) Books:

1. Ultimate Figma for UI/UX Design **-** Aditi Sharma - Orange Education Pvt. Ltd.
2. UI Design with Figma: From Beginner to Pro Valeria Celis - D-Libro
3. Designing and Prototyping Interfaces with Figma **-** Fabio Staiano - Packt Publishing
4. The Design of Everyday Things **-** Donald Norman - Basic Books

(b) Open-source software and website:

1. https://www.figma.com/resource-library/design-basics/
2. https://designlab.com/figma-101-course/introduction-to-figma
3. https://designcode.io/figma-handbook
4. https://help.figma.com/hc/en-us/articles/30848209492887-Course-overview-Figma-Design-for-beginners-2025

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