

Design Systems with Figma and AI

Course Structure

Foundations of Design Systems

Day I: Introduction to Design Systems

Learn what design systems are, why they matter, how global brands use them, and what AI knows about.

Part 1

Topics:

- What is a Design System?
- Examples: Google Material, Shopify Polaris, Uber Base Web, Porsche Design System, etc.

Activities:

- Critique popular design systems in groups
- FigJam: What makes a good design system?
- Group discussion: How AI can help us in making a Design System?

Part 2

Topics:

- Design Tokens: color, type, spacing
- Setting up styles in Figma
- Using AI to help us create design styles

Activities:

- Create a mini style guide (tokens)
- Apply tokens to a basic UI card
- Group discussion: What limitations do AI tools impose on the creative process?

Day II: Building Design Systems

Get hands-on with component creation, layout, and atomic design principles.

Part 1

Topics:

- Components 101: buttons, inputs, icons
- Atomic Design methodology
- Using AI to assess the design system

Activities:

- Build basic UI components
- Use Figma variants and properties
- Group discussion: How does the design process affect the design system?

Part 2

Topics:

- Layout Grids, Auto Layout, Constraints
- Responsive design principles
- Advanced Components: nested/interactive
- Building a shared component library

Activities:

- Design a form UI using auto layout
- Apply spacing tokens
- Create an interactive dropdown or toggle
- Use AI to create and Organise Components
- Group review of designed components

Day III: Maintenance & Accessibility

Accessibility as a prerequisite for a solid design system

Part 1

Topics:

- Icon Systems and Imagery
- Naming Conventions, Asset Management
- Using AI to create better design systems

Activities:

- Create an icon set and avatar component
- Apply them in a reusable card layout
- Use advanced Prompting Techniques to create design assets

Part 2

Topics:

- Documentation Best Practices
- Structuring Guidelines in Figma

Activities:

- Document 3 core components
- Set up a documentation page
- Writing Documentation with AI
- Creating AI Agents for the maintenance of the AI system

Day IV: Collaboration and Communication

Part 1

Topics:

- Accessibility in Design Systems (WCAG)
- Inclusive design & usability auditing

Activities:

- Audit components for color contrast, focus states
- Refactor styles for accessibility
- Creating AI agents for Accessibility Evaluation

Part 2

Topics:

- Scaling your system into real UIs
- Group project

Activities:

- Apply the design system to a flow
- Peer review and usability testing
- Using AI for review and usability testing

Day V: Finishing Group Projects and Presentation

Part 1

Activities:

- Finalizing the group projects
 - Group presentations
 - Showcase documentation + UI examples
- Learning Outcomes

Part 2

Activities:

- Retrospective & Feedback. What can AI help you with?