

SKILLSER PRACTICE PACK

UI/UX Design with Figma

Tech & AI • Beginner • 8 hours

Build a working digital output and explain how you tested it.

Use this pack beside the course

- Set one observable result for the course.
- Complete the practical activity before marking the lesson complete.
- Keep evidence: screenshots, files, calculations, recordings, photos or finished samples.
- Use the checkpoint feedback to decide what to review.
- Treat the Skillser certificate as proof of course completion, not external accreditation.

1. Define your course outcome

Write a result another person could inspect. Avoid goals such as “understand more”. Prefer “I can create / explain / analyse / produce / perform ...”.

My outcome for UI/UX Design with Figma

What I can already do

My constraints

- Time available each week
- Phone-only or limited device access
- Internet/data cost
- Budget for tools or materials
- Confidence or previous experience
- A current rule, platform interface or policy may need verification

2. Working principles

Use these principles while you move through the course. They are designed to keep practice connected to a result.

1. Define the task and success criteria before choosing a tool.

Write one decision or example from your own context where this principle matters.

2. Create the smallest working version first.

Write one decision or example from your own context where this principle matters.

3. Test with realistic inputs and record failures.

Write one decision or example from your own context where this principle matters.

4. Document setup, assumptions and what you would improve.

Write one decision or example from your own context where this principle matters.

3. Three practical challenges

Do these away from the lesson player. Each challenge should leave evidence you can keep.

Challenge 1

Create a tiny working version that solves one concrete problem.

What I produced / what happened

What I would improve next

Challenge 2

Test it on at least two realistic inputs/devices and record what failed.

What I produced / what happened

What I would improve next

Challenge 3

Write a one-page README or handover note that another beginner could follow.

What I produced / what happened

What I would improve next

4. Capstone brief

Build a working digital output and explain how you tested it.

Capstone output

Create one final output that demonstrates the central skill in **UI/UX Design with Figma**. It should be specific enough for another person to inspect and should include evidence of your process, not only the final result.

Problem or goal

Tools / materials / information needed

Steps and timeline

Evidence I will keep

5. Review and next step

Score the work honestly. The purpose is to decide what to practise next.

Criterion	1	2	3	4
Clarity	Unclear	Partly clear	Clear	Very clear
Quality	Frequent errors	Some errors	Meets standard	Consistent
Process	Cannot explain	Incomplete	Repeatable	Adaptable
Evidence	Little proof	Some proof	Clear proof	Portfolio-ready
Reflection	No review	General	Specific	Tested improvement

My next 30-day practice plan

Content review note

Where this course depends on current laws, tax rules, CAC procedures, exam policies, financial products, software interfaces, advertising platforms, security guidance or regulated professional advice, verify the current official source before acting.