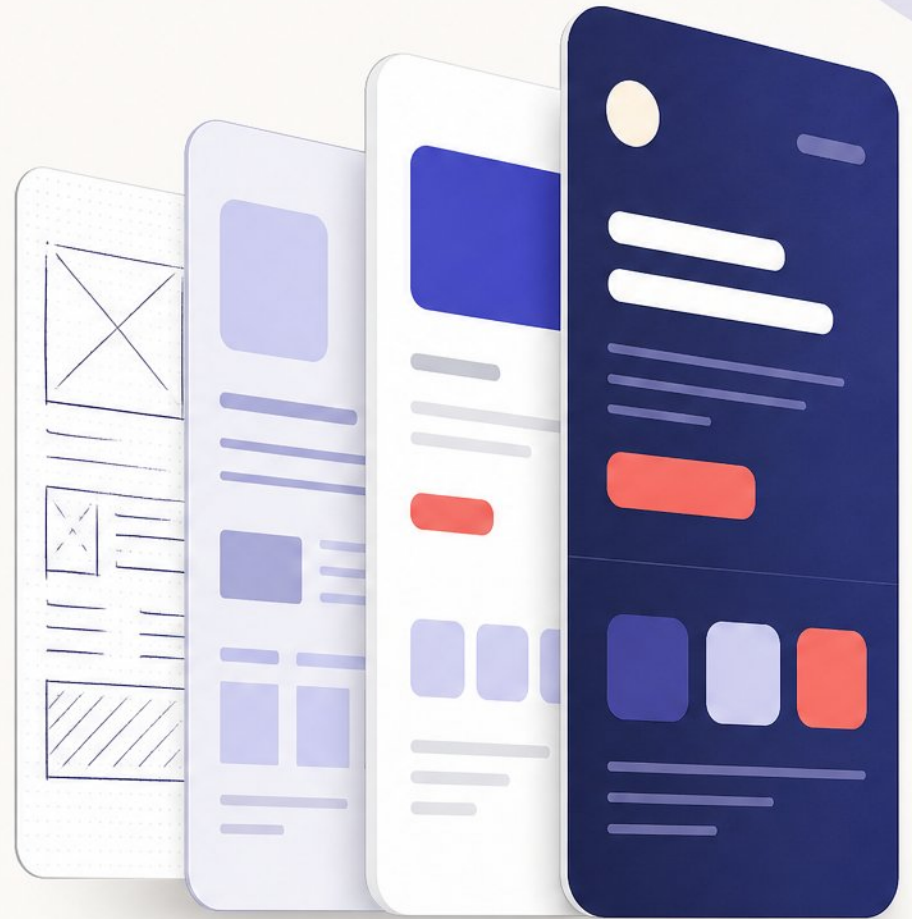


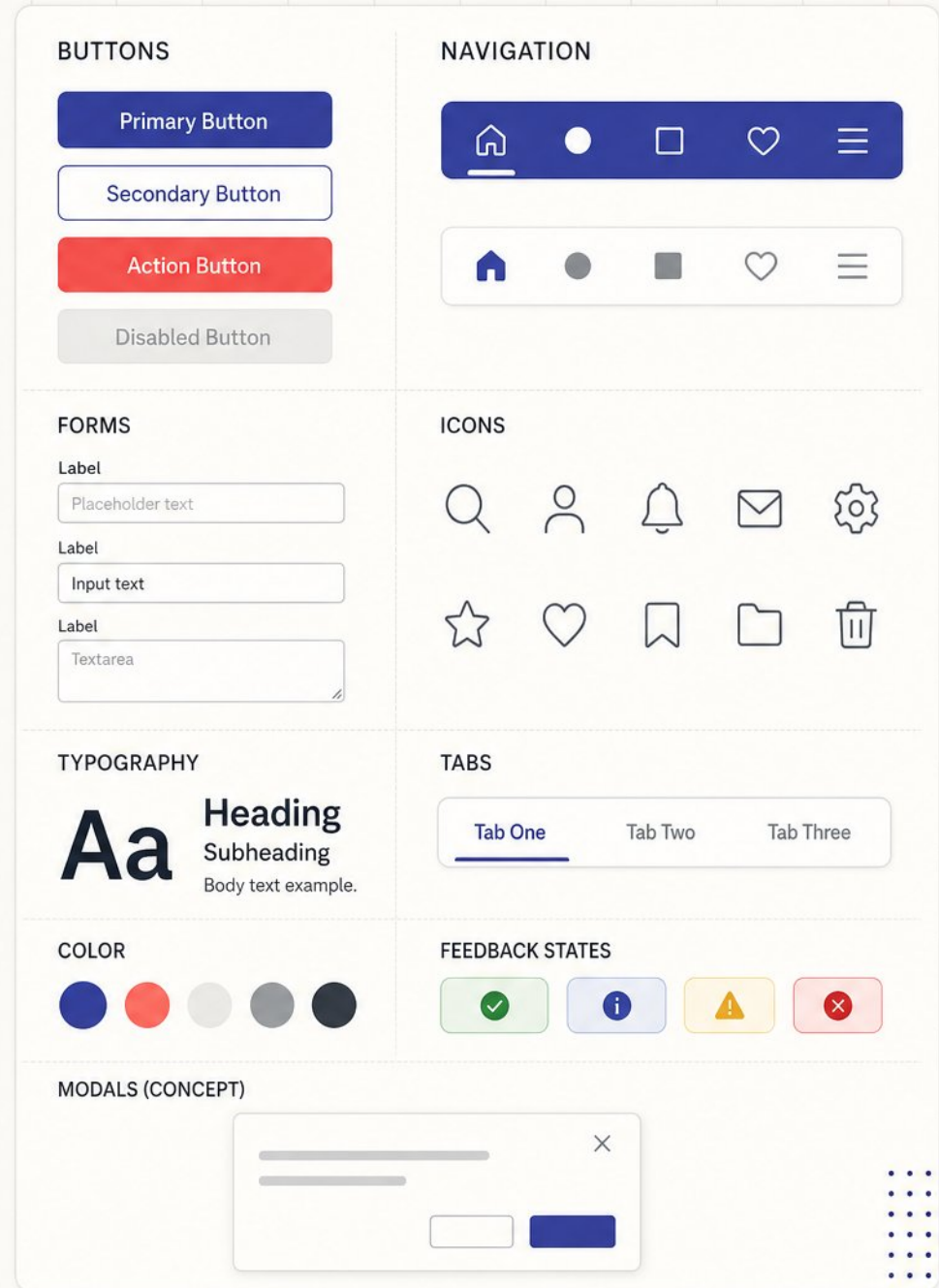
How to Learn UI Design Basics: A Practical Workflow

- UI: the visual and interactive layer users see and touch
- UI is the surface and controls; UX is the full experience
- A repeatable workflow keeps early design decisions consistent
- Learning path: principles first, tools second, practice throughout



What UI Design Really Means

- - UI includes buttons, forms, navigation, icons, typography, color, spacing, and feedback states.
- - Good UI is clear first and stylish second; it should feel invisible when done well.
- - UI design is functional, not decorative: it guides attention and supports user decisions.
- - Common elements: cards, inputs, modals, tabs, and CTAs.



Core UI Principles You Need First

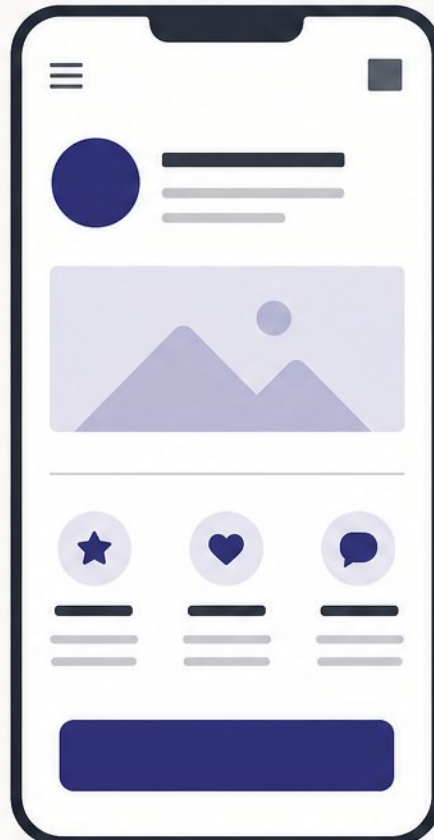
BEFORE

Cluttered & Unclear



AFTER

Clear & Well Structured



- **Hierarchy:**
make the most important element the most visually prominent



- **Consistency:**
reuse the same spacing, styles, and components across screens



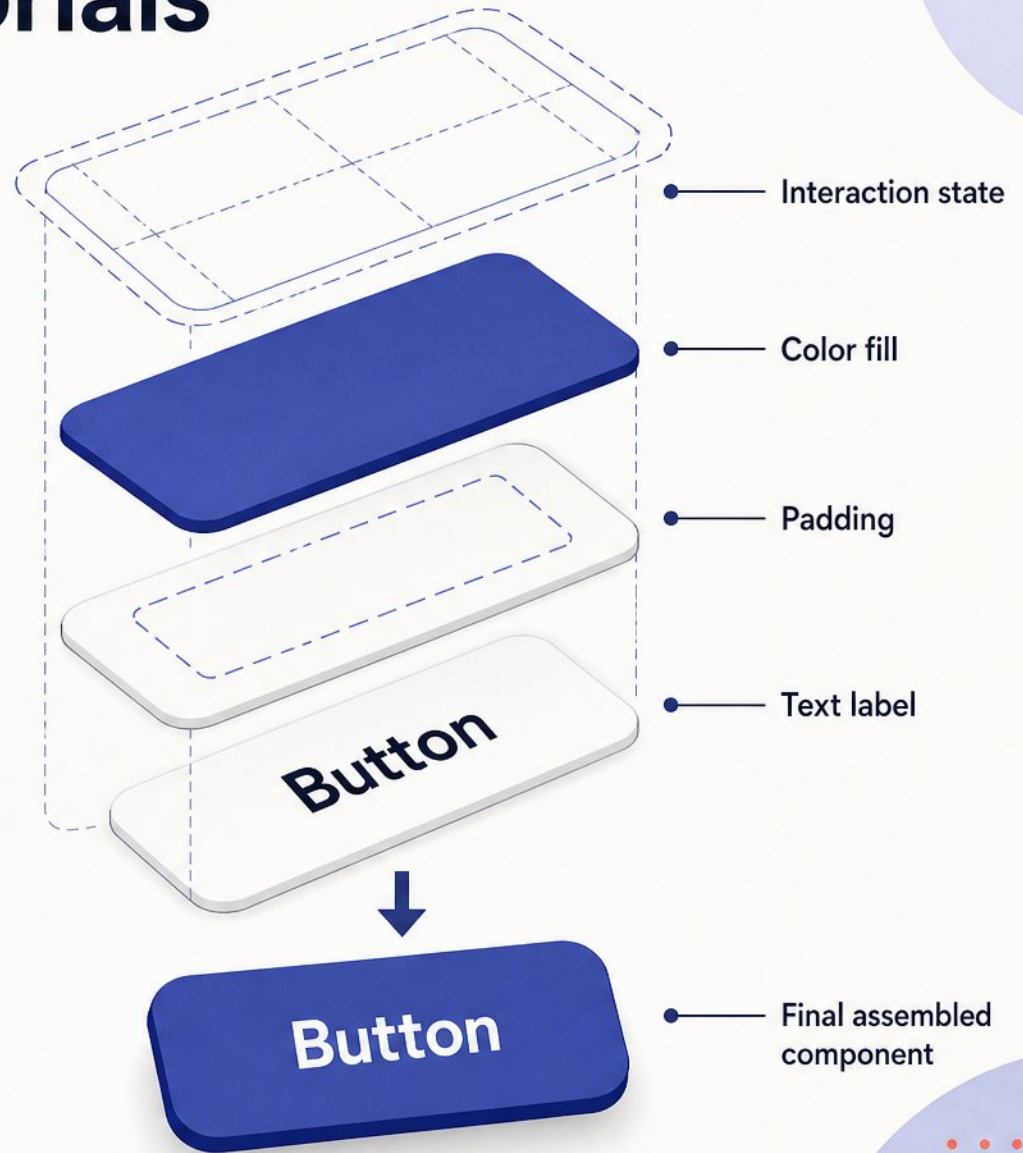
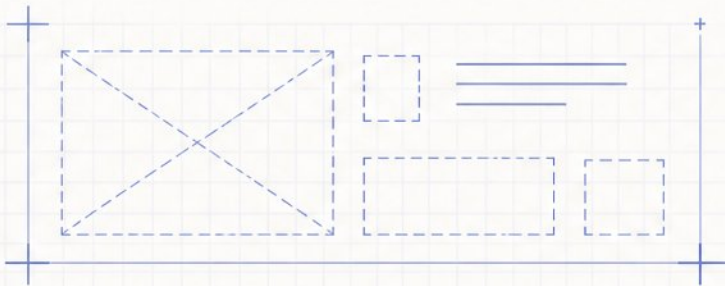
- **Alignment and proximity:**
use structure instead of scattered placement



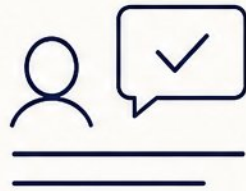
- **Clarity and feedback:**
every action should show a clear, understandable response

A Pocket Glossary for Reading Tutorials

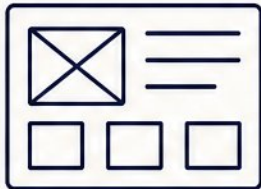
- **Wireframe:** low-fidelity layout that defines structure before visual styling
- **Component:** reusable UI element such as a button, card, or input field
- **High-fidelity:** polished design that reflects the final visual look
- **Auto Layout and variants:** key Figma concepts beginners will meet immediately



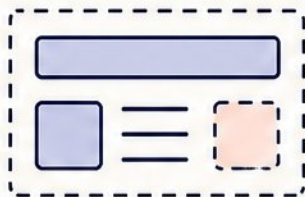
The Practical Workflow: Structure Before Style



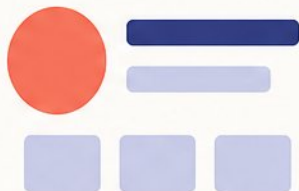
- **Step 1:** Define the screen goal and primary user task



- **Step 2:** Wireframe the structure before adding color and type



- **Step 3:** Establish hierarchy, spacing, and reusable components



- **Step 4:** Move to high-fidelity only after the structure is clear

From Idea to Finished Screen



- Start with a brief: who is the user and their goal



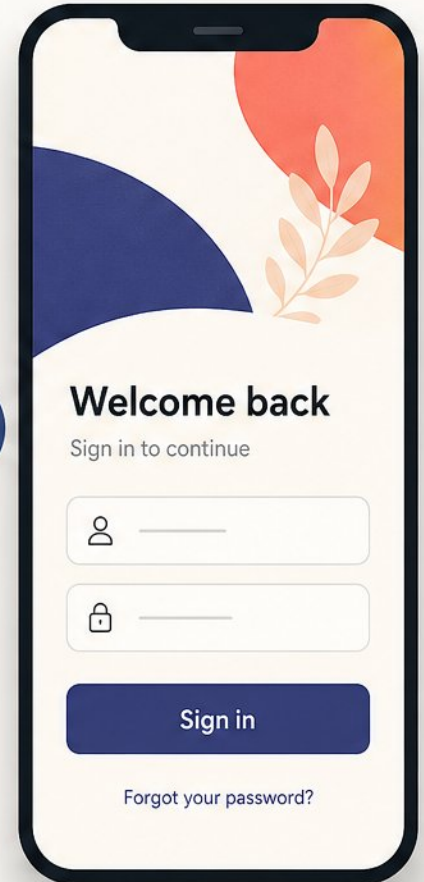
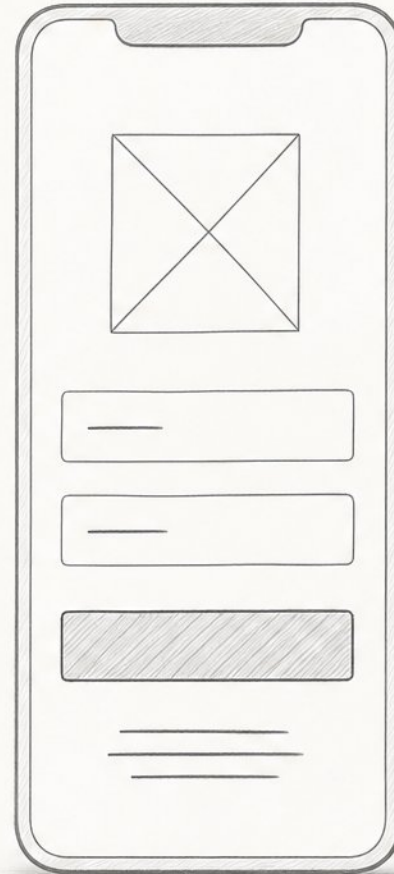
- Create low-fidelity wireframes to test layout and flow early



- Add typography, color, and imagery once structure is validated

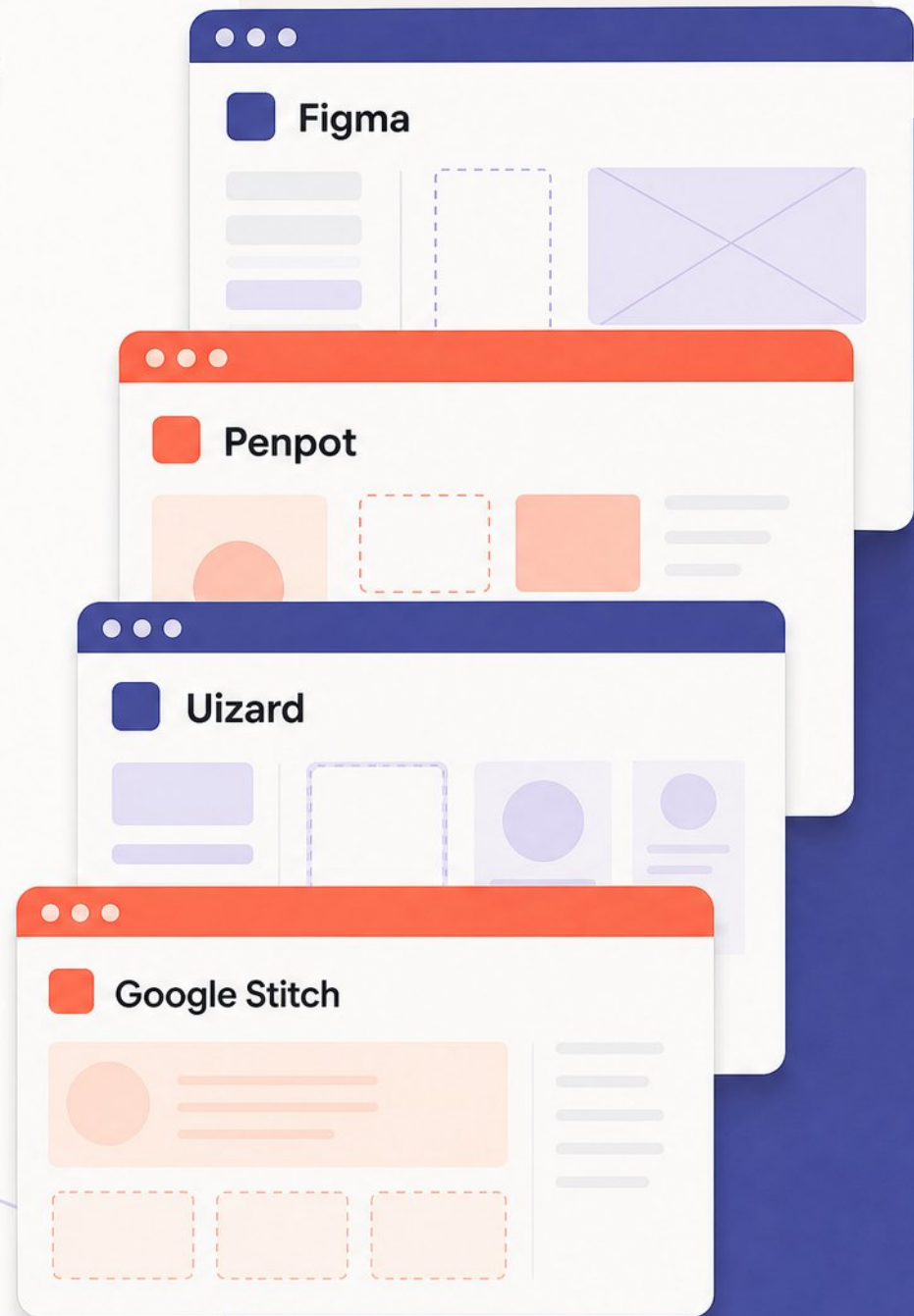


- Build a clickable prototype and test with a friend or peer



Essential Tools for Learning UI

- Figma is the industry standard and best beginner default
- Start with frames, auto layout, components, and basic prototyping
- Uizard offers a gentler onramp for absolute beginners
- Google Stitch is a free, AI-native option for rapid ideation
- Learn one tool deeply before exploring alternatives



How to Use AI Without Skipping the Craft



- Use Uizard, Galileo AI, or Stitch for quick starting points



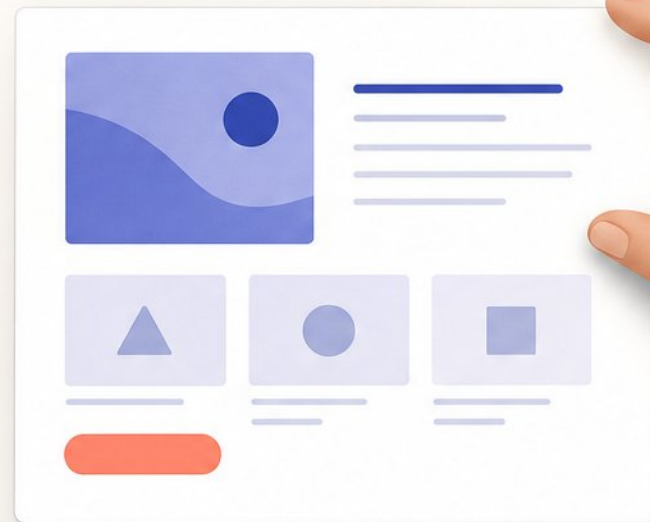
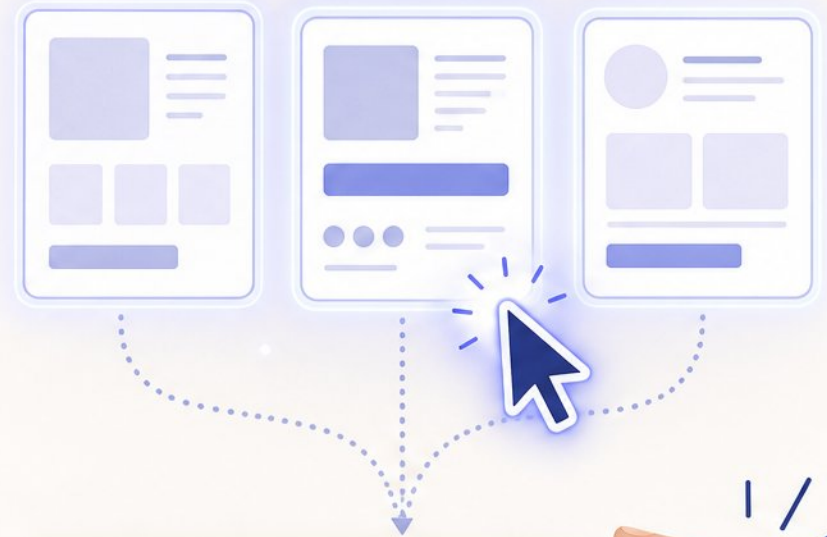
- Treat AI as an ideation partner, not a replacement for principles



- Generate variations, then refine manually in Figma

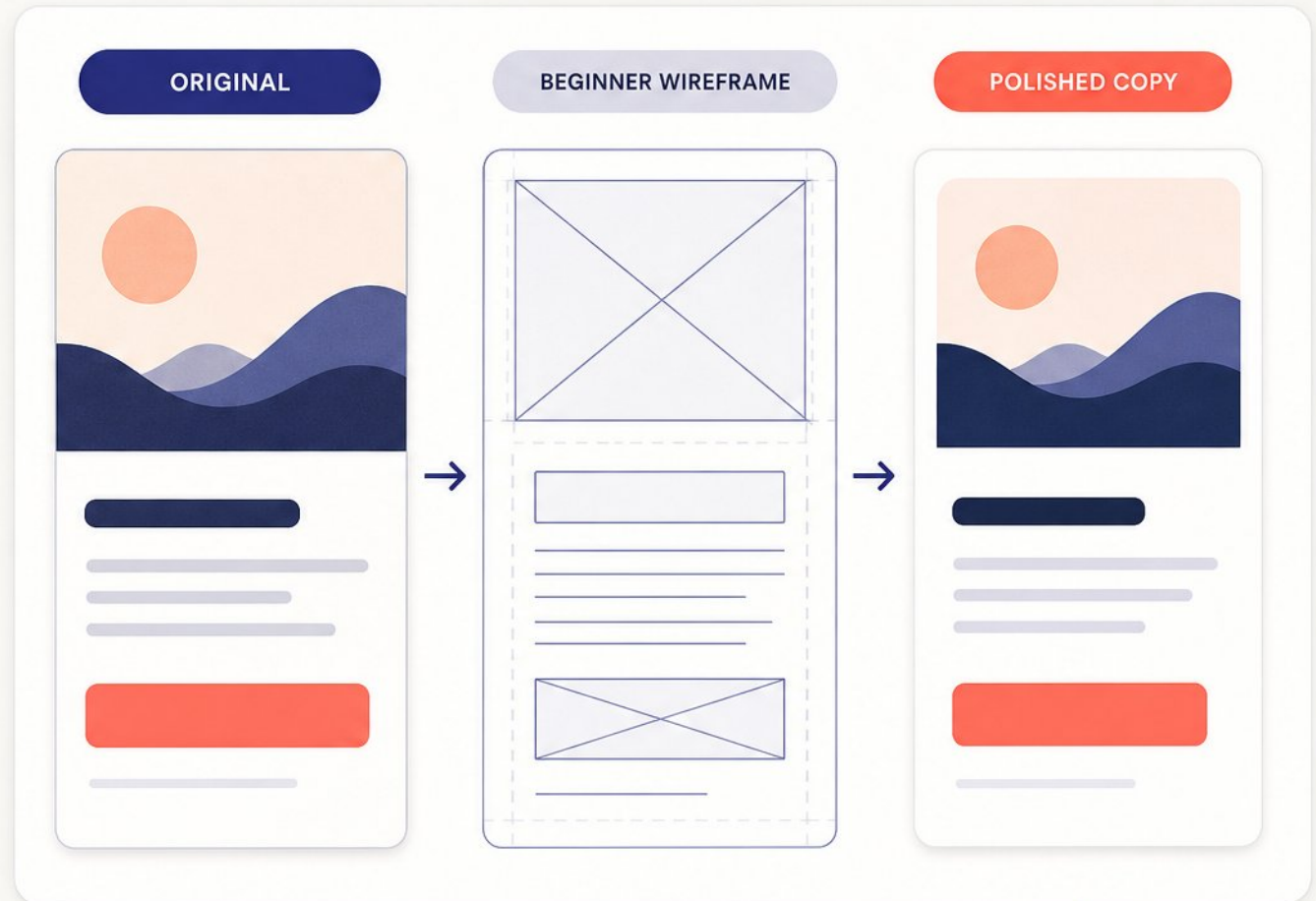


- Keep the focus on practice and skill-building, not just fast output



Learning by Copying: Smart Practice Projects

- Recreate existing interfaces to learn spacing, hierarchy, and components
- Start with small, single-flow projects: login screen, recipe card, onboarding
- Move from copywork to original redesigns and real-world projects
- Use prompts from Daily UI or FakeClients for guided practice



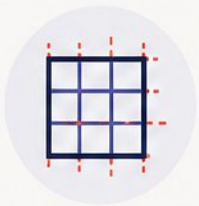
Common Beginner Mistakes and How to Avoid Them



- Jumping into high fidelity before defining structure and user goal



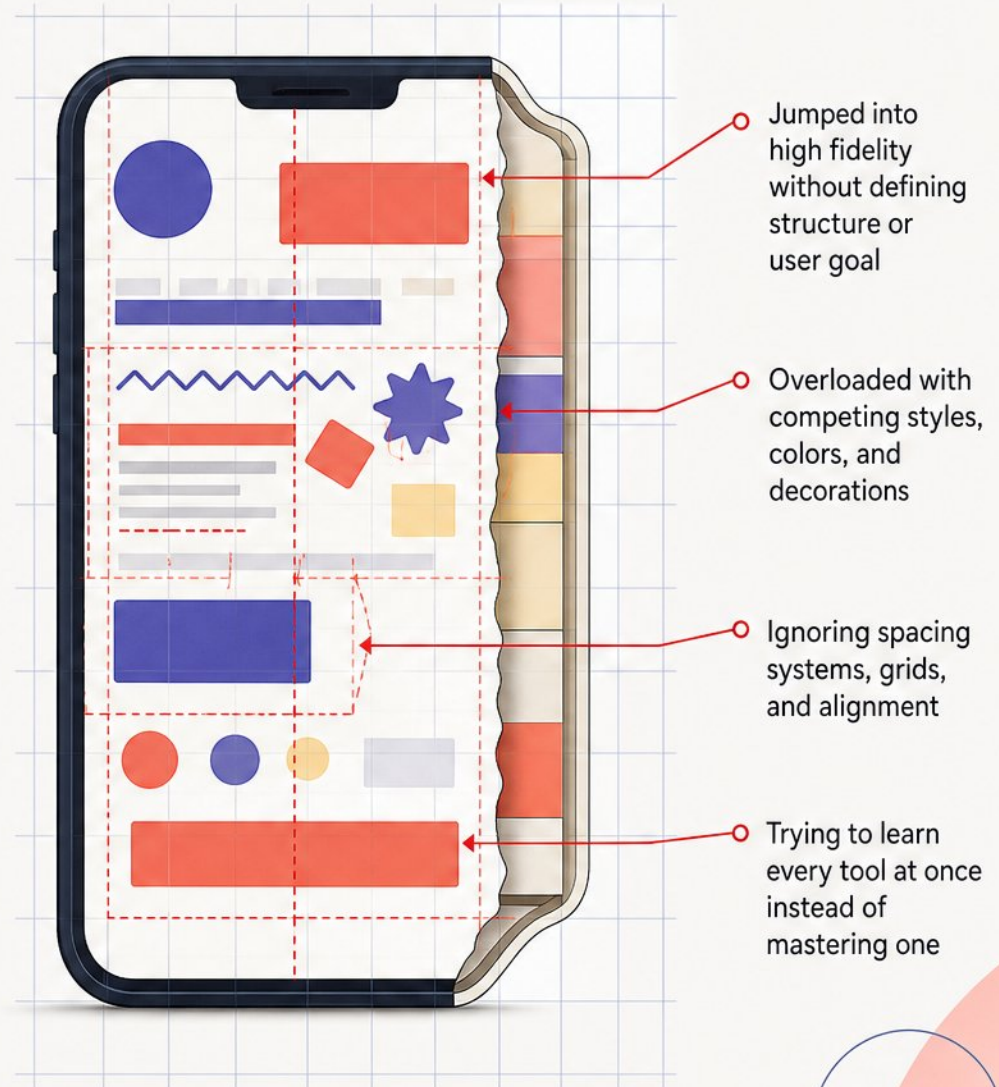
- Overloading screens with competing styles, colors, and decorations



- Ignoring spacing systems, grids, and alignment



- Trying to learn every tool at once instead of mastering one



Building Your First Portfolio Project



- Show process: problem, research, wireframes, and iterations



- Document key decisions and what you would change



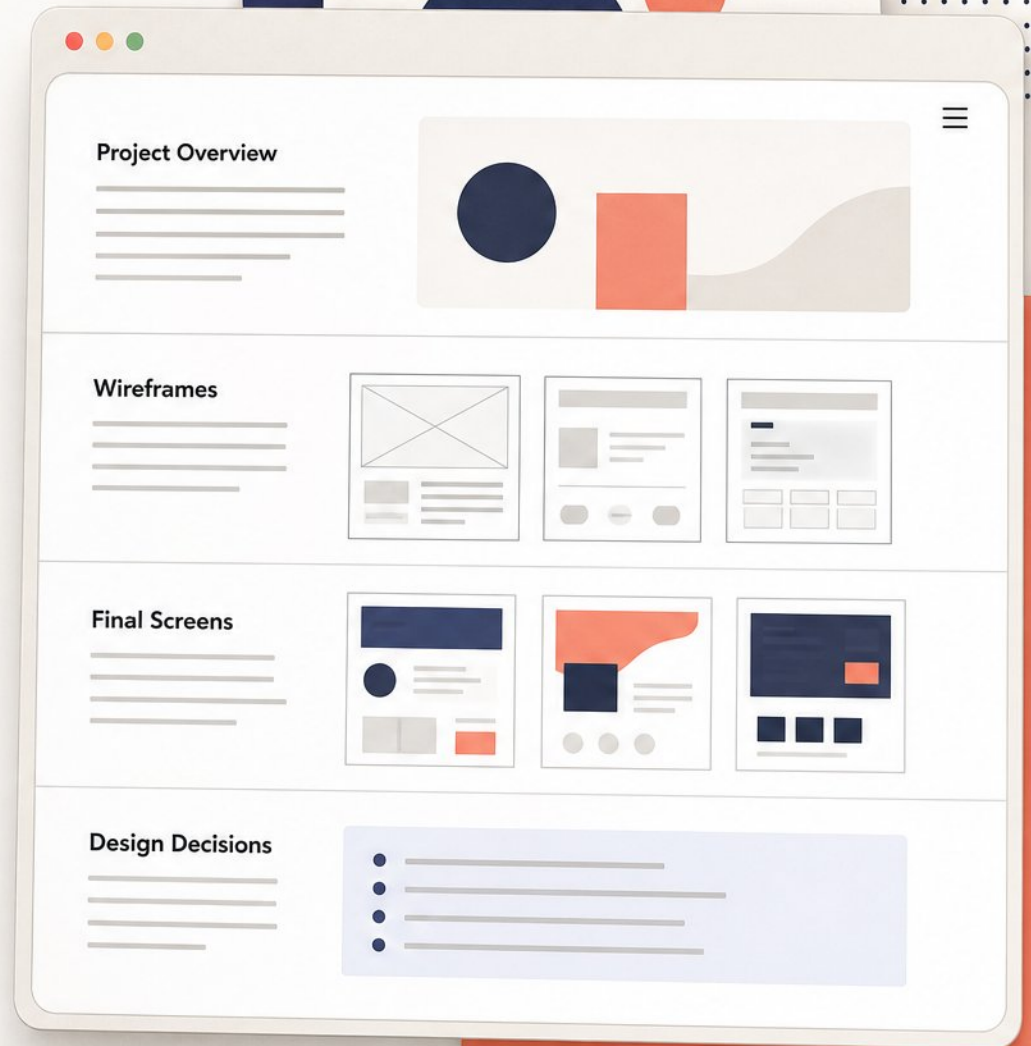
- Feature redesigns, mini-apps, or detailed case studies



- Use free platforms like Framer, Webflow, Notion, or Behance



- Start with 3–5 focused case studies of your best work



A Realistic 12-Week Learning Plan

WEEK 1

WEEK 5

WEEK 9

WEEK 12



Weeks 1-4:

principles, typography,
color, Figma basics,
2-3 tutorial projects



Weeks 5-8:

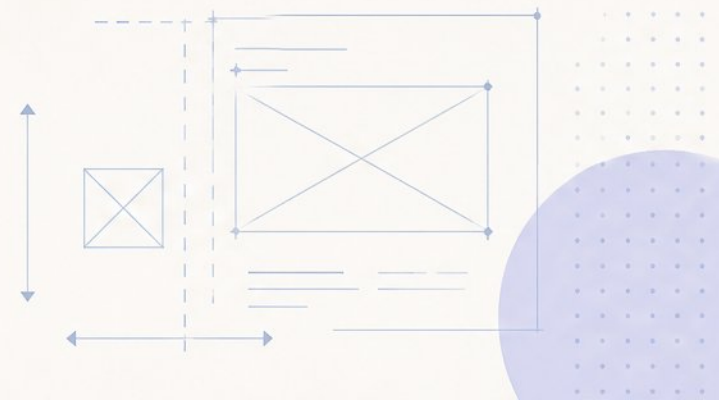
personal projects,
UI clones, daily challenges,
first prototype



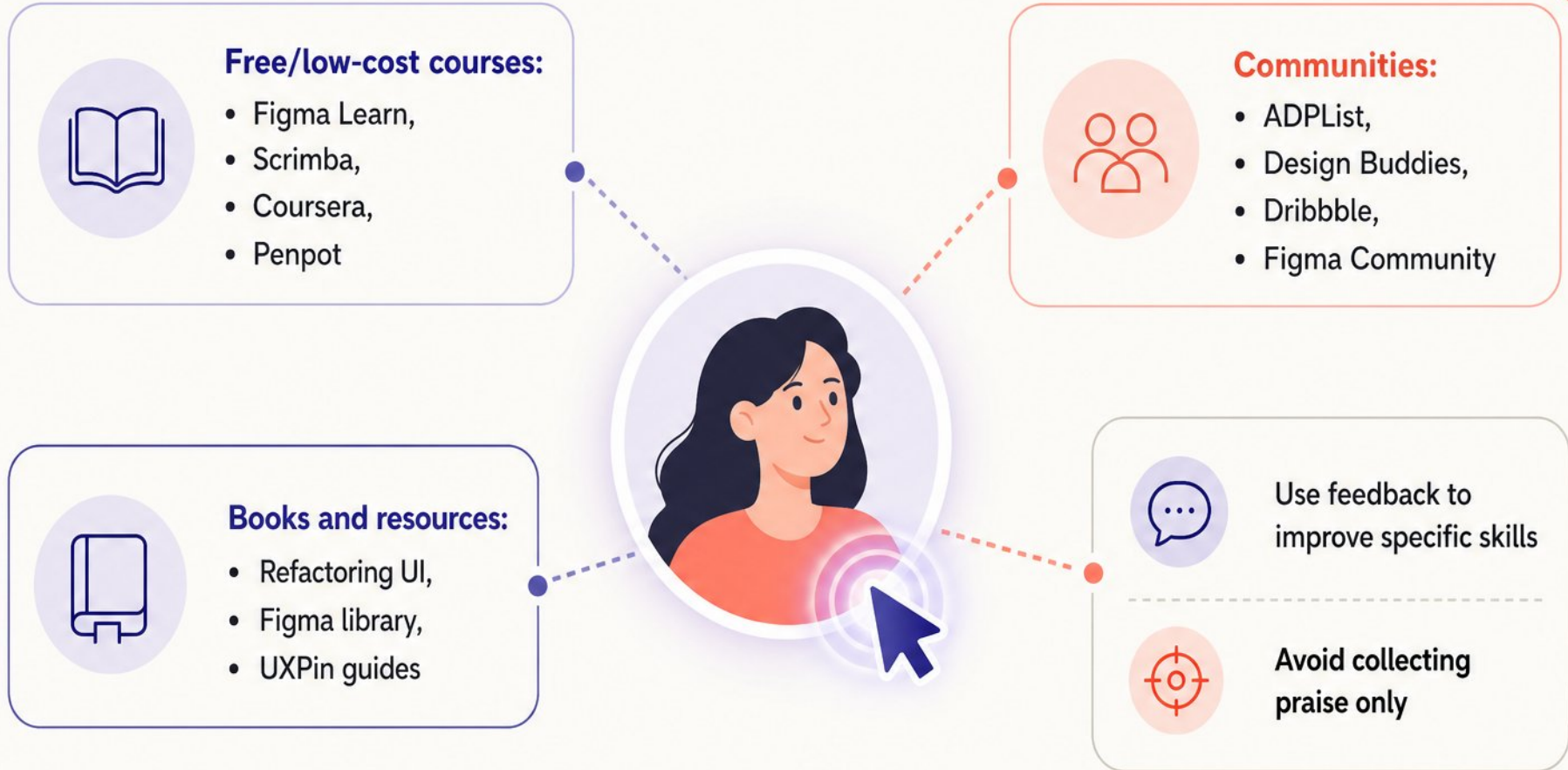
Weeks 9-12:

portfolio case study,
feedback rounds,
and iteration

- Expect 2-3 focused hours daily for part-time learners
- Progress over perfection: 3-6 months to build real skills



Where to Learn More and Get Feedback



Your Next Step: Apply the Workflow This Week

- ---
- Pick one small project and complete the full workflow: brief to prototype
- Share your work in a community or with a mentor for early feedback
- Iterate based on feedback before starting the next project
- After basics, continue into UX research, interaction design, and design systems



PersonWise.

PersonWise • AI digital-human course platform



Scan the code or click anywhere to watch this course live, with voice Q&A

personwise.ai/t/4b69b22f/public