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Register

Design System Training

3 days (21 hours)

Overview

Design Systems have become an essential component of web and mobile interface design.

They enable effective collaboration and consistent design of digital products.

You will learn how to create and manage Design Systems. This is a fundamental concept for designers, developers, and project managers who want to streamline their design process and ensure a seamless user experience.

Design Systems encompass elements such as interface components, [style libraries](#), interaction models, and [design principles](#).

Our Design System training will equip you with the skills you need to design, implement, and maintain an effective and scalable Design System.

Take advantage of this training to strengthen your design and collaboration skills and fully leverage the benefits of Design Systems to create consistent digital experiences.

Objectives

- Understand the challenges associated with Design Systems
- Create a library of complex components
- Document your Design System
- Learn how to collaborate and communicate using this tool
- Maintain and evolve a Design System

Target audience

- UI Designer
- UX Designer
- Artistic Director
- Project Manager
- Developer
- Product Owner

Requirements

- Good knowledge of the web
- Experience in web design, development, or project management
- Have an appetite for Figma software
- Sensitivity to graphic design and ergonomics

Design System Training Program

Day 1 - Introduction to Design Systems

- What is a Design System?
- The challenges of Design Systems
- Discovering the "Component Libraries" section
- Discovering the "Documentation" section
- Examples and use cases

Choosing the right tools

- Discovering Figma
 - Setting up Figma variables for an advanced Style Guide
 - Auto-layout and constraints on Figma components
 - Complex components in Figma
 - Discovering features: nested, swap, and booleans on components
 - Using variables for responsiveness on Figma
 - Understanding and using modes in Figma
- Discovering Zeroheight

Discovering components

- Introduction to Atomic Design
- Differentiating elements
 - Atoms
 - Molecules
 - Organisms

Creating the first elements

- Using Figma to create UI components
- Differentiating between main components and instances
- Creating the style guide

Day 2 - Creating a component library

- Creating atom-type elements
- Creating molecule-type elements
- Creating organism-type elements

Conventions and accessibility

- Discovering accessibility standards to be observed in UI Design
- Applying accessibility standards to the component library

Creating a page with saved components

- Using the library effectively to create new pages
- Sharing the component library with other designers

Day 3 - Documenting and collaborating

- First steps on Zeroheight
- Creating usage specifications
- Creating design specifications
- Creating interaction specifications
- Documentation for designers
- Documentation for integrators (developers)

Thinking about its evolution

- Discovering versioning
- Implementation of a versioning system

Collaboration and resource sharing

- Exporting and sharing the component library
- Exporting and sharing documentation
- Exporting and sharing related assets
- Learning to collaborate as a team

Target companies

This training is intended for both individuals and companies, large or small, wishing to train their teams in new advanced IT technology or to acquire specific professional knowledge or modern methods.

Placement at the start of training

The positioning at the start of the training complies with Qualiopi quality criteria. Upon final registration, the learner receives a self-assessment questionnaire that allows us to assess their estimated level of proficiency in different types of technologies, as well as their expectations and personal objectives for the upcoming training, within the limits imposed by the selected format. This questionnaire also allows us to anticipate certain connection or internal security issues within the company (intra-company or virtual classroom) that could be problematic for the monitoring and smooth running of the training session.

Teaching methods

Practical training: 60% practical, 40% theory. Training materials distributed in digital format to all participants.

Organization

The course alternates between theoretical input from the trainer, supported by examples and discussion sessions, and group work.

Assessment

At the end of the session, a multiple-choice questionnaire is used to verify that the skills have been correctly acquired.

Certification

A certificate will be issued to each trainee who has completed the entire training course.