User Interface Design Systems and Prototyping Training Course

13 – 17 December 2026
Cape town

AGILE LEADERS
Training Center

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Ref: 1714_228837 **Date:** 13 – 17 December 2026 **Location:** Cape town **Fees:** 4500 Euro

Overview

User Interface Design Systems and Prototyping Training Course is a one-week course for UI designers, product teams, and visual designers, who leave with an Interface Design System and Prototype Pack. Participants connect visual hierarchy, responsive layout, typography, color and contrast, reusable components, interaction states, interactive prototyping, accessibility checks, and developer handoff. The course turns disconnected screen decisions into a traceable interface production workflow. Agile Leaders Training Center presents user interface design systems and prototyping.

Who Should Attend

- Functions responsible for interface structure and visual decisions
- Teams responsible for reusable components and design assets
- Functions responsible for responsive screens and prototypes
- Teams responsible for interface accessibility and consistency
- Functions responsible for design specifications and handoff

The course assumes participants work with design briefs, screen layouts, or digital products and leaves out UX research, software coding, and vendor certification.

Departments and Industries

The course supports departments and industries that produce digital interfaces and reusable design assets.

- Digital product, design, and front-end collaboration teams
- Banking, insurance, and digital commerce services
- Healthcare portals and education platforms
- Government service and professional services teams
- Media, travel, and customer self-service channels

Learning Objectives

By the end of this course, participants will be able to:

- Apply visual hierarchy, grid, typography, and color principles
- Build responsive interface layouts and wireframes
- Use design tokens, components, variants, and interaction states
- Evaluate interface accessibility against WCAG 2.2
- Build interactive prototypes and critique evidence

- Prepare design specifications and developer handoff packages

Course Agenda

Day 1: Visual Interface Foundations

- Interface Purpose and Screen Priority Map
- Visual Hierarchy and Attention Flow Method
- Layout Grid, Spacing, and Alignment System
- Typography Scale and Readability Specification
- Color Role and Contrast Decision Matrix

Day 2: Responsive Screens and Structures

- Low-Fidelity Wireframe and Content Block Map
- Responsive Breakpoint and Constraint Plan
- Safe Area and Device Adaptation Checklist
- Navigation Structure and Screen Flow Diagram
- Form Layout and Error Message Pattern

Day 3: Components and Design Systems

- Design Token Taxonomy and Naming Standard
- Component Anatomy and Property Specification
- Variant, State, and Behavior Matrix
- Reusable Pattern and Template Library
- Design System Contribution and Review Workflow

Day 4: Prototypes, Accessibility, and Handoff

- Interactive Prototype Flow and Transition Model
- WCAG 2.2 Interface Accessibility Review
- Focus, Contrast, and Target State Checklist
- Interface Critique and Revision Decision Log
- Developer Handoff and Acceptance Specification

Day 5: Interface Design Practice

- Exercise: Build a Responsive Screen Structure
- Exercise: Assemble Components and Interaction States
- Exercise: Test Accessibility and Visual Consistency
- Exercise: Review Prototype and Handoff Evidence
- Capstone Exercise: Interface Design System and Prototype Pack

Practical Exercises

The course uses suggested activities based on finance, healthcare, education, and digital commerce interfaces.

- Suggested activity: convert a screen brief into hierarchy, grid, typography, and color decisions.
- Suggested activity: create responsive wireframes and map component variants across screen sizes.
- Suggested activity: inspect contrast, focus, target size, error, and disabled states against accessibility criteria.
- Suggested activity: present a prototype, record critique decisions, and prepare a developer handoff package.

FAQs

Who suits user interface design systems and prototyping training, and what does it assume?

User interface design systems and prototyping training suits professionals who create or review digital screens and assumes practical exposure to design briefs, layouts, or digital product work.

How does user interface design training differ from UX research training?

User interface design training concentrates on screen structure, visual hierarchy, components, interaction states, prototypes, and handoff; UX research training concentrates on user needs, behavior evidence, interviews, and usability findings.

Why do UI teams use design tokens and reusable components?

Design tokens and reusable components make visual decisions, states, and behavior easier to apply consistently across screens.

How does interface accessibility affect component design?

Interface accessibility requires teams to define contrast, focus, target size, labels, errors, and state changes so components remain perceivable and operable.

Conclusion

Participants take an Interface Design System and Prototype Pack back to work. It connects visual rules, responsive structures, reusable components, interaction states, accessibility evidence, prototype flows, and implementation specifications. The pack changes isolated screen files into a governed interface workflow with traceable design decisions and consistent handoff evidence.