

Design Systems with Figma and AI

Course Dates: July 20-31, 2026

Schedule: Monday-Friday, 10:00-13:00

Location: Tallinn University, Tallinn, Estonia

Primary tools: Figma, Anthropic

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Course Description

This two-week practical course introduces participants to industry-standard practices for building and maintaining design systems using Figma, AI tools, and AI Agents. Through lectures, hands-on exercises, and collaborative group work, students will learn how to develop, audit, and communicate scalable component libraries that drive efficiency and consistency in digital product design.

Course Structure

Week 1: Foundations of Design Systems

Part I: Introduction to Design Systems (Days 1-2)

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

Day 1 (Mon, Jul 14)

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?

Day 2 (Tue, Jul 15)

Topics:

- Design Tokens: color, type, spacing
- Setting up styles in Figma
- How AI can help us with design styles

Activities:

- Create a mini style guide (tokens)
- Apply tokens to a basic UI card

Part II: Building Design Systems (Days 3-5)

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

Day 3 (Wed, Jul 16)

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

Day 4 (Thu, Jul 17)

Topics:

- Layout Grids, Auto Layout, Constraints
- Responsive design principles

Activities:

- Design a form UI using auto layout
- Apply spacing tokens

Day 5 (Fri, Jul 18)

Topics:

- Advanced Components: nested/interactive
- Building a shared component library

Activities:

- Create an interactive dropdown or toggle
- Organize components into a master file
- Use AI to create and Organise Components

Week 2: Application, Audit, and Communication

Part II (continued): Maintenance & Accessibility (Days 6-7)

Day 6 (Mon, Jul 21)

Topics:

- Icon Systems and Imagery
- Naming Conventions, Asset Management

Activities:

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

Day 7 (Tue, Jul 22)

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

Part III: Collaboration and Communication (Days 8-10)

Day 8 (Wed, Jul 23)

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

Day 9 (Thu, Jul 24)

Topics:

- Scaling your system into real UIs
- Group project

Activities:

- Apply the design system to 2 connected screens
- Peer review and system testing
- Using AI for review and testing

Day 10 (Fri, Jul 25)

Topics:

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

Activities:

- Present final design systems in groups
 - Showcase documentation + UI examples
- Learning Outcomes

By the end of this course, students will:

- Understand the concepts behind modern design systems and atomic design
- Create a scalable, accessible, and reusable component library in Figma
- Document and communicate design decisions and component usage clearly
- Create custom AI Agents and Skills to streamline and validate design systems
- Collaborate with peers to evaluate, extend, and present a functional design system