

Figma workshop at KCST campus



Figma is a vector graphics editor and primarily web-based prototyping tool, with additional offline features enabled by desktop applications for macOS and Windows. It allows students to create their U.I. and UX for web-based or phone-based application design without any programming language.

The workshop was conducted by Ms Noor Magdy, a freelancer working on a U.I. UX startup using Figma.

After the workshop, a competition was held in which participants demonstrated the skills they had acquired during the two days. The competition's theme was to create a programming teaching platform design within one and a half hours by each of the two-member team. The three winning teams were:

- First place:
 1. Noor Al-Hashash
 2. Nora Salem
- Second place:
 1. Ali Khalaf



2. Ibrahim Al Salili
- Third place:
 1. Shatha Ashraf
 2. Sumaya Jamal