Name	**Systemic Interface Design**
Codes	M-SZ-E-301-FS-252602-13 / M-SZ-301-FS-252602-13
Host	Future School
Location	Classroom/Studio or workshop/ External venue/ Online

Course info			**Subject info**			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
Term mark	**36 + 4**	**36 + 4**		**Elective**	**2026/1**	5

Recommendation
Anyone who already have basic knowledge of Figma and wish to elevate their realistic prototyping skills to a professional level.

Short description
During the course, participants will master high-fidelity prototyping techniques in Figma at a professional level, and will develop the systemic mindset necessary for this. By the end of the course, participants will be able to create a user test prototype in which the user is not limited to a predefined process flow but can work with any data they want – thus closely resembling a realistic, functioning product.

Teachers				
Name	Contact information	Teaching hours	Short BIO	Open hours
Gulyás Benedek	gulyasbeni@gmail.com	40	Senior Product Designer, lecturer	
Tamás Fogarasy	Fogarasy@mome.hu	-	Head of Programme, IxD MA	

Course scheduling	
Course format	Weekly class appointments
Group and individual consultations according to a pre-announced schedule and workshops	Tuesday, 16:40-18:50

Details of each session's type and schedule, showing the teacher's role

Week	Date	Weekly educational content	Studio/workshop
1	2026.02.10	Course week	
2	2026.02.17	*Introduction*	
3	2026.02.24	Text and Color Styles	

4	2026.03.03	*Advanced grid and layout*	
5	2026.03.10	*Component building*	
6	2026.03.17	*Auto layout*	
7	2026.03.24	*Auto layout*	
8	2026.03.31	No class due to public holiday]	
9	2026.04.07	*Responsive interface building*	
10	2026.04.14	*Microtransitions*	
11	2026.04.21	*Variables and Conditionals*	
12	2026.04.28	No class due to public holiday]	
13	2026.05.05	*Final project consultations*	
14	2026.05.12	*Final project consultations*	
15	2026.05.19	*Final demonstrations and evaluation*	

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Homework				50
Project deliverables	Students will be required to create a high fidelity app prototype, attach a UI Kit, and prove that they used the systematic Figma tools (layout, styles, components, auto layout). They will be evaluated during a Final Presentation session at the end of the semester.	The presentation should include their homeworks, the screen UIs of their app, the UI Kit and the Landing Hero. They have to attach a project link and a clickable prototype of the app.	2026.05.17	40
Individual contribution	Effectively replicate the tasks in class.			10
General requirements				
e.g. eligibility criteria for the exam, free-form description				

Course materials and literature
Mandatory literature
Course notes and presentations
Recommended literature

Learning outcomes	
Knowledge	
Skills	Students will learn interactive, high fidelity prototyping methods in Figma, such as the use of variants, conditionals, microtransitions, and the mindset needed to build a professional systemic interface layout.

Attitude	The course deepens technical knowledge, connecting creative design with a systems perspective based on logics.
Autonomy and Responsibility	Students will take responsibility for completing assignments, participating in classwork, and effectively presenting the final project.

Exemption
No exemption may be granted from participation in or completion of the course. Exemption may be granted from completing certain tasks or attending specific sessions. Certain tasks may be replaced by equivalent activities. Full exemption may be granted The student must discuss the details of a full or partial exemption with the instructor and the programme lead.

Curricular connections		
Subject	Parallel courses	Course proportion in subject
Subject prerequisites	Special subject prerequisites	Is it available as an elective?
		Yes/No

Guidelines and rules for the use of artificial intelligence in the course
The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Policy of the Moholy-Nagy University of Arts.

Materials needed for the course	**Who provides the materials?**
Material requirement 1	Tech Park / Programme / Student / Other
Material requirement 2	Tech Park / Programme / Student / Other

Other information, comments
This course, and the activities carried out during it, fall under the scope of Section 6 (1) of the University's Intellectual Property Management Regulations, effective September 1, 2021. Accordingly, participating students will enter into an agreement with the University in line with Section 6 (3) of the Regulations, including the transfer of economic and usage rights of intellectual creations produced during the course to the University under the terms specified in the contract. Furthermore, the student is obligated to maintain full confidentiality regarding the entire course—especially concerning the subject of the course, the activities, the works,

creations, and other results, as well as the circumstances of their creation—and may not disclose, publish, or make any information public, except as otherwise specified in a signed written agreement necessary for completing the course.
Acceptance of these conditions is a prerequisite for enrolling in the course. By selecting the 'Course Registration' option, the student acknowledges awareness of these conditions and agrees to participate in the conclusion of the relevant agreement.