

# Designing for People

UX & UI design for ages 13–17

| AGES  | FORMAT                | DELIVERY            | LANGUAGE          |
|-------|-----------------------|---------------------|-------------------|
| 13–17 | 10 sessions × 2 hours | In person or online | English or Arabic |

A ten-session course that takes teenagers from "apps just exist" to a product they have designed, tested and presented themselves. They build real screens in Figma, interview real users, and learn to use AI the way professionals do: as a first draft they are responsible for judging. No experience needed, and nothing to install.

## WHAT STUDENTS LEAVE WITH

**A finished product.** Named, with a logo, a clickable prototype and a tested flow.

**A case study.** Ready for a university application or a first job.

**Real Figma skills.** Frames, auto-layout, components, built by hand.

**Research habits.** How to interview people without leading them.

**AI judgment.** A record of where AI helped and where it was confidently wrong.

## WHY IT LANDS AT THIS AGE

Teenagers are the most fluent users of digital products alive, and the least often asked what they think. They already know what is annoying. What they lack is the method and the vocabulary.

It also arrives when career questions turn serious, and it teaches AI judgment at the moment they start using these tools unsupervised.

## HOW THE COURSE RUNS

### Act one — Learning to see

What makes a screen work, not just look good. Layout, hierarchy, colour and contrast.

### Act two — Making something small

First real screens in Figma, then a proper teardown of an app they already use.

### Act three — Their own product

Find a real problem, talk to real people, design it, test it, and present it.

Each session is about 30 minutes learning and 80 minutes making, closing with ten minutes of sharing work. Every session has one AI exercise, and in every one the AI gets something wrong, so students learn to catch it. *AI drafts, you decide. If you cannot explain why it is right, it does not go in your project.*

**Next step: a short conversation, or a taster workshop for one group.**

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