



A COURSE FOR AGES 13–17

Design an app people actually want to use.

Ten sessions. You start from "apps just exist" and finish with a real product you designed, tested on real people, and can show anyone. No experience needed. Nothing to install.

What you'll actually do

- Work out what makes an app good or annoying, and be able to say *why*.
- Build real screens in Figma. By hand, from scratch.
- Tear apart an app you use every day and redesign the worst parts.
- Find a real problem, interview real people, and design something for them.
- Use AI like a pro: let it draft, then decide what is actually good. Every session it gets something wrong, and your job is to catch it.

You walk away with

Your own app — named, with a logo and a working prototype.

A case study you can put in a university or job application.

Real Figma skills.

A design journal — 20 entries that show how far you came.

HOW LONG

10 sessions

2 hours each

EACH SESSION

Mostly making

~30 min learning, ~80 min building

WHERE

In person or online

English or Arabic

The best part

You give and get feedback from session two. So by session ten, standing up and presenting your own work feels normal, not scary. That confidence sticks around long after the course.

No experience? Good.

You don't need to draw, code, or own special software. Figma runs in your browser, and everything starts from zero. If you have opinions about apps, you're already halfway there.

Want in?

Ask your school or a parent to get in touch, and I'll take it from there.

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Taught by Hana Abdelaziz, NN/g UX Master Certified, with nineteen years designing software used by engineers worldwide. Interviews are with family or classmates only; no personal data is collected, and no work is shared without a parent's consent.