

# TRAINING

## FigJam

### LEARNING OBJECTIVES

- Discover FigJam's interface and key use cases
- Use FigJam to collaborate visually as a team
- Master brainstorming, wireframing and project tracking features
- Optimise collaborative workshops using templates and integrations

### TRAINING DURATION

2 days (14 hours)

### TARGET AUDIENCE

Design, marketing and project management professionals

### PREREQUISITES

None

### ACCESS TIME

Eligibility based on application and interview with the Experience team: response within 48 hours.

### PRICE

- Inter-company training: €1,680 excl. VAT per person
- Intra-company / tailor-made training: on request

### Crews Education

3 rue Lac du Mont-Cenis, BP 70408, 73370 Le Bourget du Lac, FRANCE  
Tél : +33 (0)4 80 81 94 50 - Email : [contact@crews-education.com](mailto:contact@crews-education.com)  
[www.crews-education.com](http://www.crews-education.com)

## DETAILED PROGRAM

- Introduction to FigJam
  - Overview of Figma vs FigJam
  - Interface, navigation, templates and shortcuts
  - Setting up a collaborative workspace
- Creating effective visual boards
  - Sticky notes, shapes, text, reactions and emojis
  - Connectors, sections and visual organisation
  - Comments, mentions and real-time interactions
- Facilitating collaborative workshops
  - Using the collaborative cursor
  - Timer, polls, icebreakers and feedback tools
  - Templates for design sprints, agile retrospectives and brainstorming
- Project structuring
  - Creating schedules, mind maps and user flows
  - Mapping user journeys and information architecture
  - Integrations with Notion, Jira, Slack and Google Docs
- Practical workshops
  - Creating a complete workshop: retrospective, brainstorming or project meeting
  - Customising templates
  - Simulating remote team facilitation

### Crews Education

## **CAREER OPPORTUNITIES, PATHWAYS AND FOLLOW-UP COURSES**

At the end of the training, learners will be able to use FigJam to facilitate collaborative workshops, visually organise ideas and projects, and streamline remote teamwork.

## **TEACHING METHODS, RESOURCES AND SUPPORT**

- Training delivered by professionals actively working in the digital field
- Varied and dynamic teaching methods (case studies, workshops, assignments)
- Individual support by the Experience team

## **TRAINING TOOLS**

- High-performance digital tools: Google Workspace for Education, Edusign...
- Practical case studies based on real-life business situations

## **EVALUATION METHODS**

- End-of-training assessment via quiz or project submission

## **RESULTS AND PERFORMANCE INDICATORS**

- Satisfaction rate at the end of training: NA
- Individual progress rate: NA

## **ACCESSIBILITY**

Accessibility for people with disabilities or specific difficulties, contact us to organize an interview and offer you a program adapted to your needs: [handicap@crews-education.com](mailto:handicap@crews-education.com)

Accessibility to international attendants, contact us: [international@crews-education.com](mailto:international@crews-education.com)

## **CONTACTS**

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- By email: [contact@crews-education.com](mailto:contact@crews-education.com)

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