

# EXPERIMENT 1 : GOOD DESIGN VS BAD DESIGN IN FIGMA

## Aim:

To create and analyze good and bad UI designs using Figma, understanding how design principles affect user experience.

## Procedure:

### Step 1: Setting Up the Experiment

#### 1. Open Figma and Create a New File

- Go to Figma and log in.
- Click “**New File**” to start designing.

#### 2. Set Up Two Frames for Comparison

- Click on the **Frame Tool (F)** and create two separate frames:
  - **Frame 1: Good UI Design**
  - **Frame 2: Bad UI Design**
- Give each frame a **name** (e.g., "Good Design" and "Bad Design").

### Step 2: Designing the Good UI (Frame 1)

#### 3. Apply Good UI Principles:

- Use a **grid layout** to align elements properly.
- Select a **clear and readable font** (e.g., Roboto, Inter) with proper size and spacing.
- Maintain a **high-contrast color scheme** for better readability.
- Design buttons with **proper size, padding, and clear labels** (e.g., “Login” instead of “Click Here”).
- Keep the layout **consistent and structured**, ensuring a smooth navigation flow.
- Add relevant **icons and high-quality images** to enhance the design.

#### 4. Test Good UI Usability:

- Check if users can **easily navigate** the design.

- Use **Prototype Mode** to simulate interactions.

### Step 3: Designing the Bad UI (Frame 2)

#### 5. Introduce Poor UI Practices:

- Avoid using a **grid**, leading to misaligned and cluttered elements.
- Use **inconsistent or unreadable fonts**, making the text difficult to read.
- Pick **poor color combinations**, such as bright neon colors or low contrast between text and background.
- Design buttons that are **too small, unclear, or placed in unexpected positions**.
- Overload the layout with **too many elements, unnecessary text, and distracting images**.

#### 6. Test Bad UI Usability:

- Simulate user struggles with readability and navigation.
- Compare with the good UI design for differences.

### Step 4: Evaluation and Analysis

#### 7. Compare Both Designs:

- Place both frames side by side and analyze the differences.
- Observe how good UI design enhances usability, while bad UI design creates confusion and frustration.

### Output :



### **Results:**

The **good UI design** was easy to navigate, with clear text, proper color contrast, and well-placed buttons. Users found it intuitive and visually appealing.

The **bad UI design** was cluttered and difficult to use. Poor alignment, low contrast, and unclear buttons caused confusion and frustration for users.

### **Link :**

<https://www.figma.com/design/cuhGONS98y1ErYPQjKIMBh/230701334---SREYA-G---EXP-1---GOOD-DESIGN-VS-BAD-DESIGN?t=nEKZ0jUAHck25XSy-1>