# RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105



# CS23A34 USER INTERFACE AND DESIGN LAB

**Laboratory Observation NoteBook** 

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# **Introduction to Figma (GOOD and BAD Design)**

#### Aim:

To use Figma to create a simple mobile app login screen, including basic design and prototyping.

#### **Procedure:**

# Step 1: Sign Up and Create a New Project

- 1. Go to figma.com and create an account (if you haven't already).
- 2. Once logged in, click "New File" to start a blank project.

# **Step 2: Create the Frame (Artboard)**

- 1. On the left toolbar, select the "Frame" tool (shortcut: F).
- 2. Choose a mobile preset (e.g., iPhone 13) from the right-hand panel.

# **Step 3: Design the Login Screen**

# Add a Background Color:

- 1. Select the frame and go to the right-side panel.
- 2. Under "Fill" choose a background color (e.g., light blue #E3F2FD).

#### **Insert a Logo:**

- 1. Click the "Rectangle" tool (shortcut: R) and draw a placeholder for a logo.
- 2. Use the "Text" tool (shortcut: T) to add your app name, e.g., "MyApp".
- 3. Adjust font size and color from the right-hand panel.

# **Add Input Fields:**

- 1. Use the "Rectangle" tool to draw two boxes for username and password fields.
- 2. Add placeholder text inside (e.g., "Enter your email").
- 3. Apply rounded corners under "Corner Radius" in the right panel.

#### Add a Login Button:

- 1. Create a button using the Rectangle tool and set the color to blue (#1E88E5).
- 2. Use the Text tool to add the text Login inside the button.

#### **Align Elements:**

Use the alignment tools in the top menu (center everything vertically and horizontally).

Adjust spacing between elements using the Auto Layout feature (Shift + A).

#### **Step 4: Prototyping the Interaction**

- 1. Click the Prototype tab on the right panel.
- 2. Select the Login button and drag the blue dot to a new frame (e.g., a home screen).
- 3. Set the interaction to On Click  $\rightarrow$  Navigate to the next screen.
- 4. Choose an animation effect (e.g., Smart Animate).

# **Step 5: Preview the Design**

- 1. Click the Play button in the top-right corner to preview your app prototype.
- 2. Try clicking on the login button to see the transition to the next screen.

# **Step 6: Export Assets**

- 1. Select the elements you want to export (e.g., the logo or button).
- 2. In the right-hand panel, click " Export" and choose a format (PNG, JPG, SVG).
- 3. Click "Export" to download assets for developers.

# Figma Website Overview

- Figma's official website (<u>figma.com</u>) serves as a platform for accessing its cloud-based design tool, learning resources, community plugins, and collaboration features.
- It provides solutions for UI/UX design, prototyping, and design systems while offering seamless real-time collaboration for teams.
- Figma includes various built-in tools to streamline the design process.
- Figma's cloud-based accessibility, powerful tools, and collaboration features make it a preferred choice for designers, developers, and businesses worldwide.

#### **BAD DESIGN**

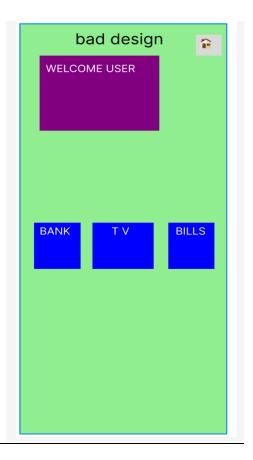


Fig: Bad Design

This login page has a poor design due to several issues:

- 1. Misaligned Elements The username and password fields are not properly aligned, making the layout look unstructured.
- 2. Poor Colour Choices The background colour is dull and unappealing, reducing readability and visual appeal.
- 3. Random Image Placement The icon appears unrelated and misplaced, adding to the clutter.

#### GOOD DESIGN

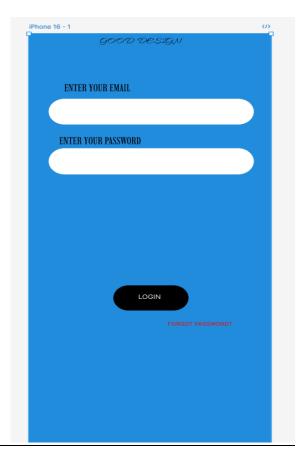


Fig: Good Design

This login page has a good design due to several factors:

- 1. Clear Branding The institution's logo and name are prominently displayed, ensuring credibility and identity.
- 2. Well-Aligned Elements The username and password fields are properly aligned, making the layout structured and easy to navigate.
- 3. Good Contrast & Readability The text is bold and legible, with clear labels for input fields and buttons.
- 4. Effective Button Design The green "SUBMIT" and red "CANCEL" buttons use intuitive color coding for user actions.

### **Result:**

Hence the introduction to Figma with good and bad design has been successfully studied and executed.