

# **RAJALAKSHMI ENGINEERING COLLEGE**

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**



<p><b>CS23A34</b> <b>USER INTERFACE AND DESIGN LAB</b></p>
<p><b>Laboratory Observation NoteBook</b></p>

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**Year/Branch/Section : II/CSE/D**

**Register No. : 230701340**

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**Ex. No. : 6**

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**Name : SRIHARI S**

**Experiment with different layouts and color schemes for an app. Collect user feedback on aesthetics and usability using GIMP(GNU Image Manipulation Program (GIMP))**

**AIM:**

The aim is to trial different app layouts and color schemes and evaluate user feedback on aesthetics and usability using GIMP.

**PROCEDURE:**

**Tool Link:** <https://www.gimp.org/>

**Step 1: Install GIMP**

- Download and Install: Download GIMP from GIMP Downloads and install it on your computer.

**Step 2: Create a New Project**

**1. Open GIMP:**

- Launch the GIMP application.

**2. Create a New Canvas:**

- Go to File -&gt; New to create a new project.
- Set the dimensions for your app layout (e.g., 1080x1920 pixels for a

standard mobile screen).

### **Step 3: Design the Base Layout**

#### **1. Create the Base Layout:**

- Use the Rectangle Select Tool to create sections for different parts of your app (e.g., header, content area, footer).
- Fill these sections with basic colors using the Bucket Fill Tool.

Example Output: A base layout with defined sections for header, content, and footer.

#### **2. Add UI Elements:**

- Text Elements: Use the Text Tool to add text elements like headers, buttons, and labels.
- Interactive Elements: Use the Brush Tool or Shape Tools to draw buttons, input fields, and other interactive elements.

Example Output: A layout with labeled sections and basic UI elements.

#### **3. Organize Layers:**

- Use layers to separate different UI elements. This allows you to easily modify or experiment with individual components.
- Name each layer according to its content (e.g., Header, Button1, InputField).

### **Step 4: Experiment with Color Schemes**

#### **1. Create Color Variants:**

- Duplicate Layout: Duplicate the base layout by right-clicking on the image tab and selecting Duplicate.
- Change Colors: Use the Bucket Fill Tool or Colorize Tool to change the colors of the UI elements in each duplicate.

Example Output: Multiple color variants of the same layout.

## 2. Save Each Variant:

- Save each color variant as a separate file (e.g., Layout1.png, Layout2.png, etc.).
- Go to File -> Export As and choose the file format (e.g., PNG).

## **Step 5: Collect User Feedback**

### 1. Prepare a Feedback Form:

- Create Form: Create a feedback form using tools like Google Forms or Microsoft Forms.
- Include Questions: Include questions about the aesthetics and usability of each layout and color scheme.

### 2. Share the Variants:

- Distribute Files: Share the image files of the different layouts and color schemes with your users.
- Provide Instructions: Provide clear instructions on how to view each variant and how to fill out the feedback form.

### 3. Gather Feedback:

- Collect responses from users regarding their preferences and suggestions.
- Analyze the feedback to determine which layout and color scheme are most preferred.

### **Step 6: Iterate and Refine**

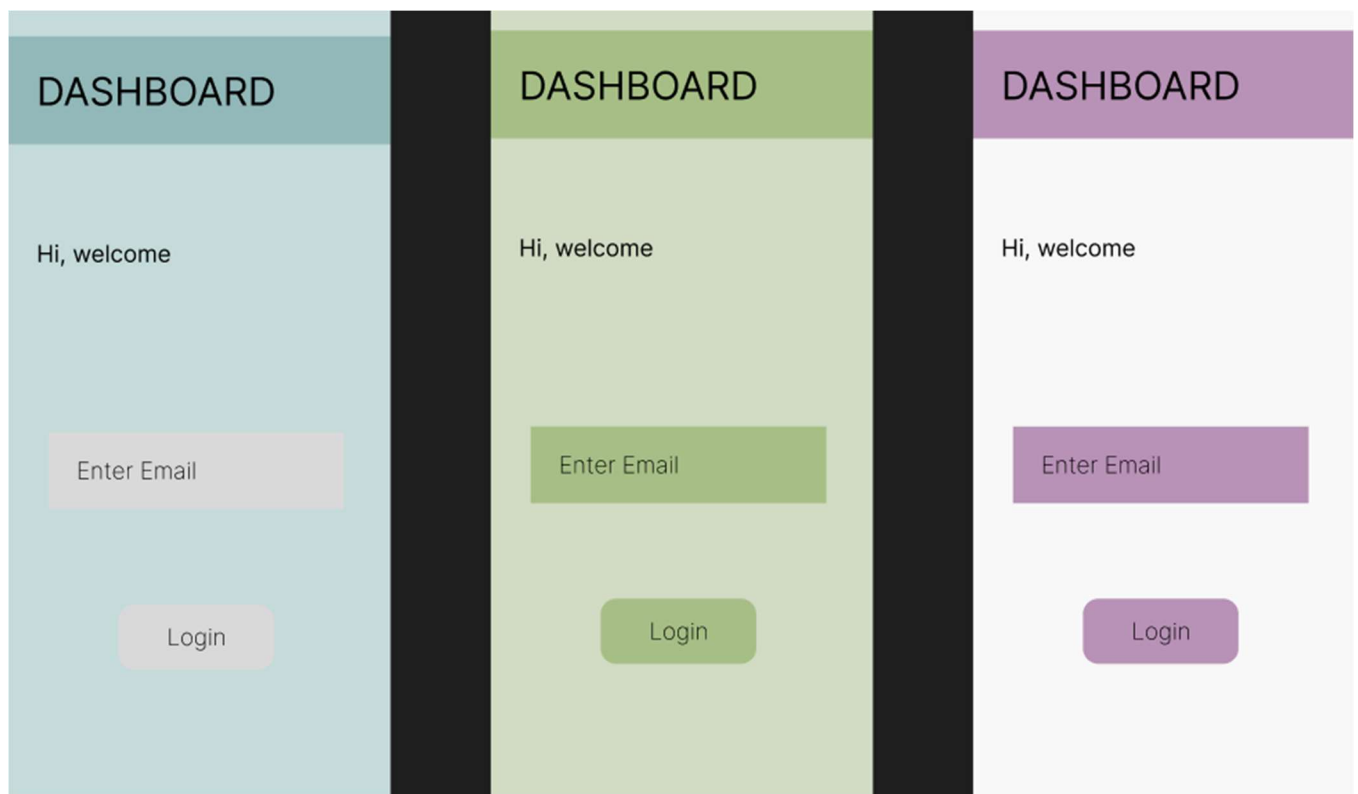
#### **1. Refine the Design:**

- Based on the feedback, make necessary adjustments to the layout and color scheme.
- Experiment with additional variations if needed.

#### **2. Final Testing:**

- Conduct a final round of testing with the refined design to ensure usability and aesthetic satisfaction.

## OUTPUT:



## RESULT:

Different layouts and color schemes for an app have been experimented and user feedback on aesthetics and usability using GIMP (GNU Image Manipulation Program (GIMP) has been collected.