RAJALAKSHMI ENGINEERING COLLEGE

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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 righthand 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).

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.

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 → Navigate to the next screen.

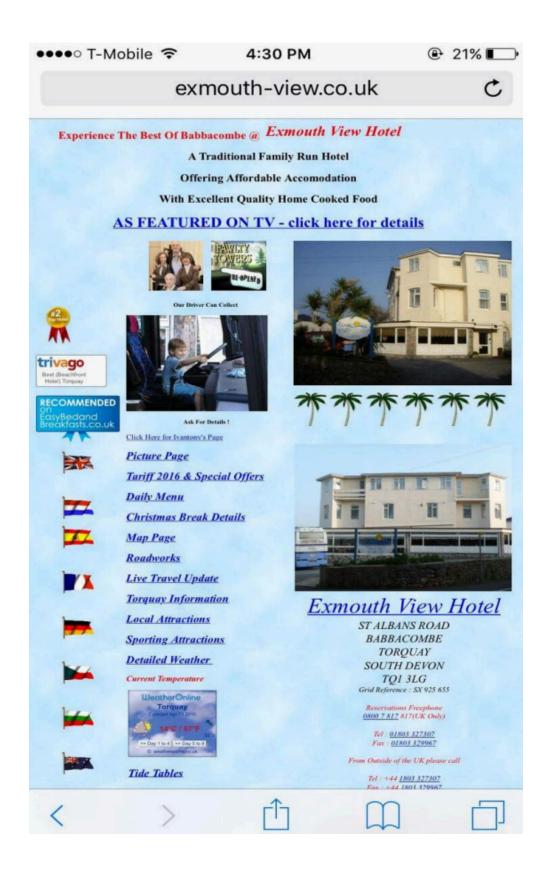4. Choose an animation effect (e.g., Smart Animate).

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.

OUTPUT :

BAD DESIGN:

Why it's a bad design:

1. The page is overloaded with text, unwanted images and linked without any clear organisation.
2. Multiple font sizes and styles makes it difficult to read and understand.
3. This design looks outdated.
4. There are way too many low quality images which do not add any value to the design. Some text colors are very hard to read and understand.

GOOD DESIGN :

Changes made to make this design better:

1. The second design looks so much cleaner and more high-end. The first one is like an old-fashioned poster with too much text and random pictures. After that changes, it really looks like a high end vacation destination.
2. Rather than a clustered design with too many links and tiny images, the second design keeps it simple. The "ENJOY" text immediately catches the eye and makes it easier for the customer to understand the motive.
3. When looking at the second design, you immediately get the feeling that this is a high end place to stay. The first one looked old and a lot of images and text were out of place, whereas the second one markets an experience.
4. The second design lays everything out well, with nice quality photos. The first one simply jammed in photos without much consideration and information.

Result:

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