

**EX NO 1:**

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## **INTRODUCTION TO FIGMA**

### **AIM:**

To create a mobile app design in Figma and compare good design with bad design.

### **THEORY:**

Figma is a web-based design tool for creating user interfaces, prototypes, and designs. It enables real-time collaboration, vector editing, and cross-platform access. Figma supports design systems, interactive prototyping, and an extensive library of plugins, making it perfect for teams.

### **PROCEDURE:**

#### **Step 1: Create a New file**

1. 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.
3. A mobile-sized frame will appear on the canvas, which will act as your app screen.

#### **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

**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,
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
3. Apply rounded corners under "Corner Radius" in the right panel.

**Add a Login Button:**

1. Create a button using the "Rectangle" tool
2. Add the text "Login" inside the button.

**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

**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.

## OUTPUT:

The image displays two side-by-side iPhone 13 mini screens. The left screen, labeled 'iPhone 13 mini - 1', shows a login interface titled 'MY APP'. It features two input fields: 'Enter your email :' with an email icon and 'Enter password :' with a password icon. Below these is a blue 'Sign In' button, a red link for 'forgot password ?', and a blue link for 'don't have an account .... SIGN UP'. The right screen, labeled 'iPhone 13 mini - 2', shows a 'SignUp Page'. It contains several input fields: 'NAME : ex : bob', 'DOB : dd/mm/yy', 'AGE : in number', 'EMAIL :', 'MOBILE : 1234567890', 'GENDER : ☐ male ☐ female', 'EDUCATIONAL QUALIFICATIONS :', and 'PASSWORD: enter 6-10 digits'. At the bottom are two buttons: a blue 'CREATE ACCOUNT' button and a red 'BACK' button.

iPhone 13 mini - 1

**MY APP**

Enter your email : 

.....

Enter password : 

.....

**Sign In**

[forgot password ?](#)

[don't have an account .... SIGN UP](#)

iPhone 13 mini - 2

**SignUp Page**

NAME : ex : bob

DOB : dd/mm/yy

AGE : in number

EMAIL : .....

MOBILE : 1234567890

GENDER : ☐ male ☐ female

EDUCATIONAL QUALIFICATIONS :

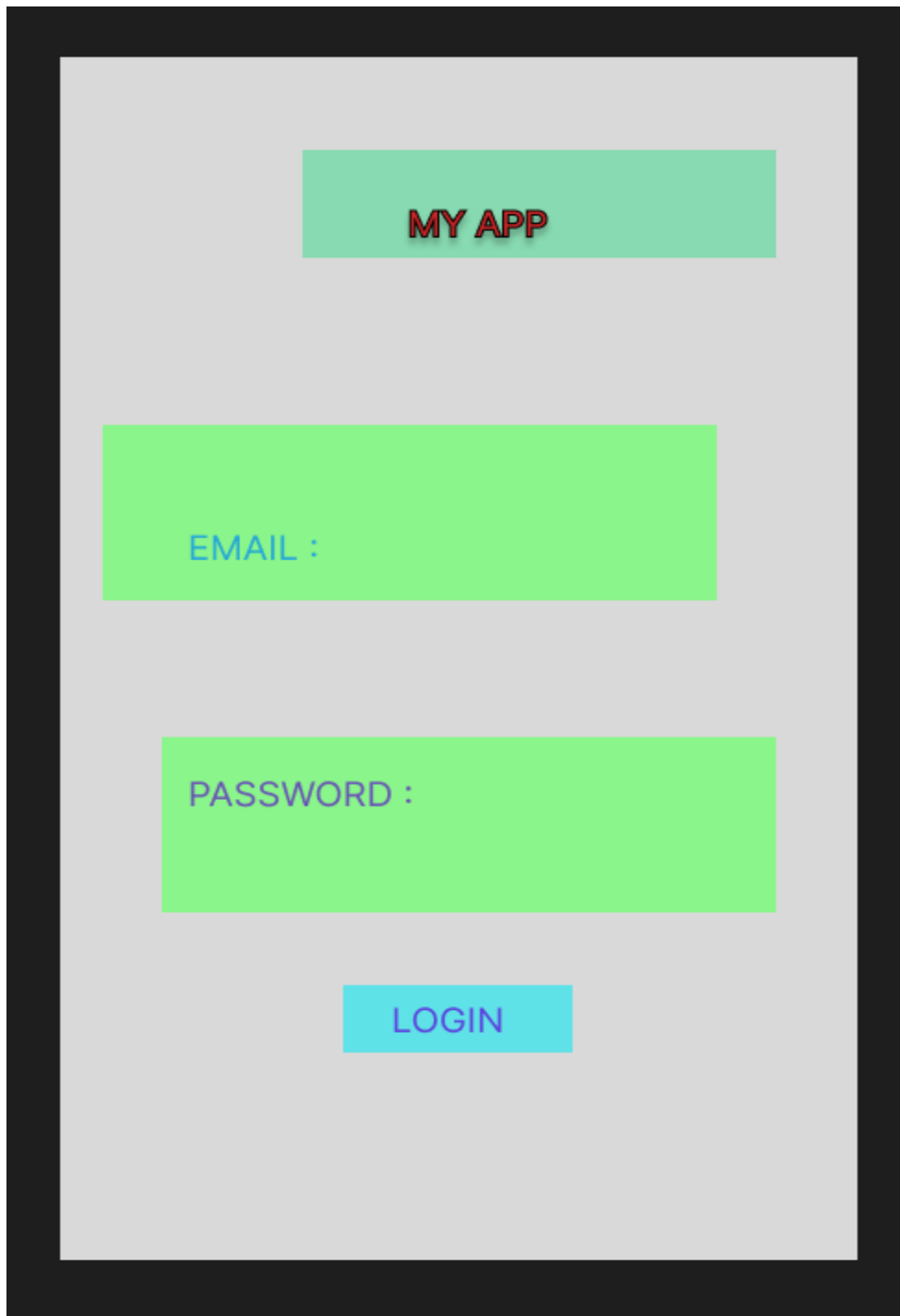
.....

PASSWORD: enter 6-10 digits

**CREATE ACCOUNT**

**BACK**

## BAD DESIGN:

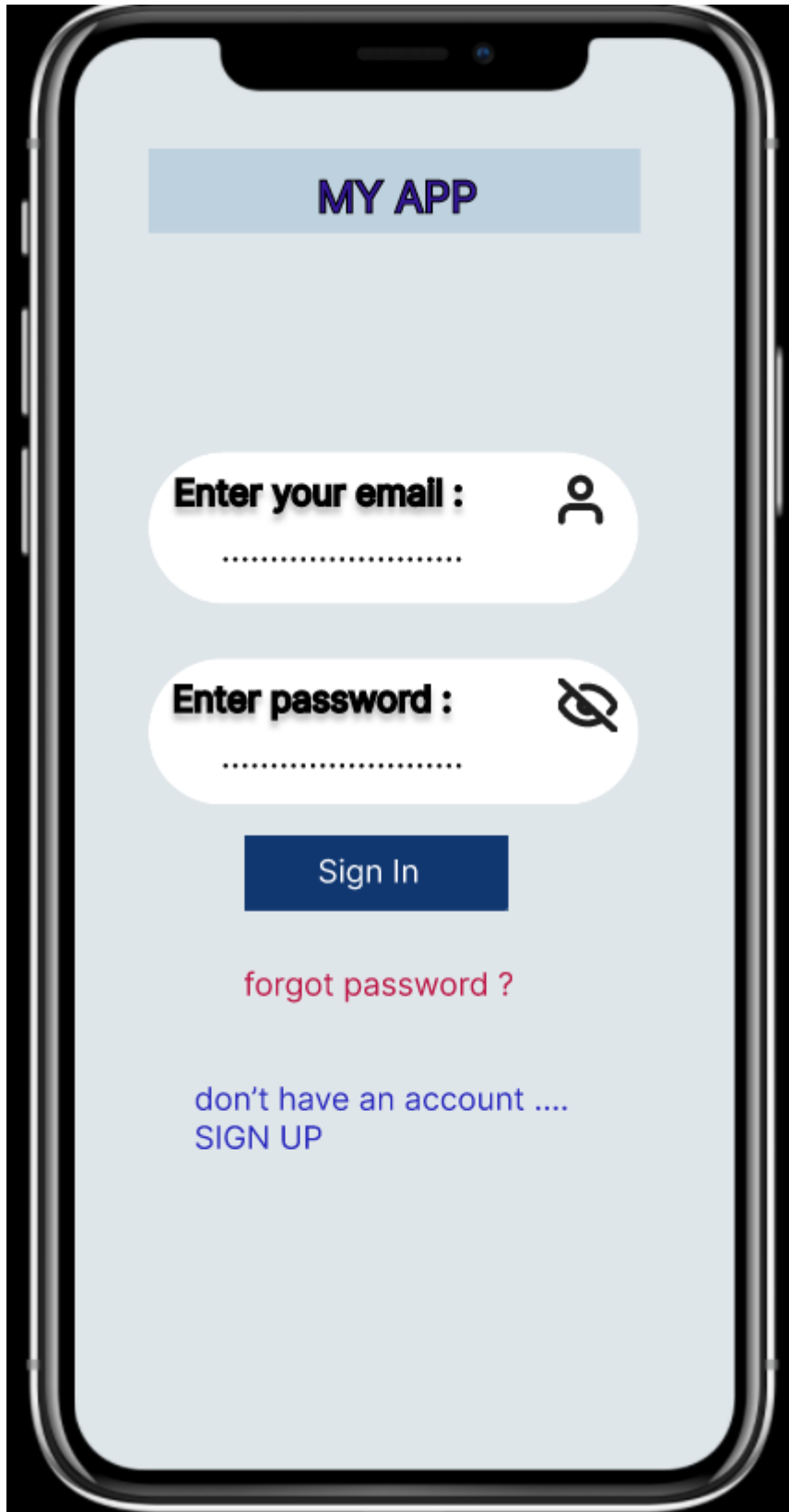


## REASON:

This design lacks proper alignment, resulting in inconsistency, and fails to communicate a clear message to the user. The absence of structure makes it

difficult for users to navigate or understand the content, leading to a poor user experience.

### GOOD DESIGN:



**REASON:**

This design could benefit from improved alignment to create a more consistent and visually appealing structure. With clearer messaging and better organization, users would find it easier to navigate and understand the content, leading to an enhanced user experience.

**FIGMA DESIGN FILE:**

[my design](#)

**RESULT:**

Hence , introduction to figma and creating a app design and comparison of good design and bad design using figma have been studied successfully.