

USER INTERFACE AND DESIGN

EXPERIMENT 1

Aim: to create a figma project for a simple login screen, including basic application 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.
3. You'll see a blank canvas where you can start designing.

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 (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.
3. Group the button and text together by selecting them and pressing Ctrl + G (Windows) or Cmd + G (Mac).

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: Share Your Design

1. Click the **"Share"** button in the top-right corner.
2. You can invite team members via email or generate a shareable link.
3. Adjust permissions (View, Edit, or Comment only).

Step 7: 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 allows a user to enhance and improve upon their UI design for a website or app. Through its various features , we can create an exhibit website for college login and demonstrate good design and bad design consecutively.



Fig 1 : good design

This demonstrates good design, as the colors are consistent, the fields are aligned , and the app conveys its purpose simply and easily to any first timer user without any hitches.

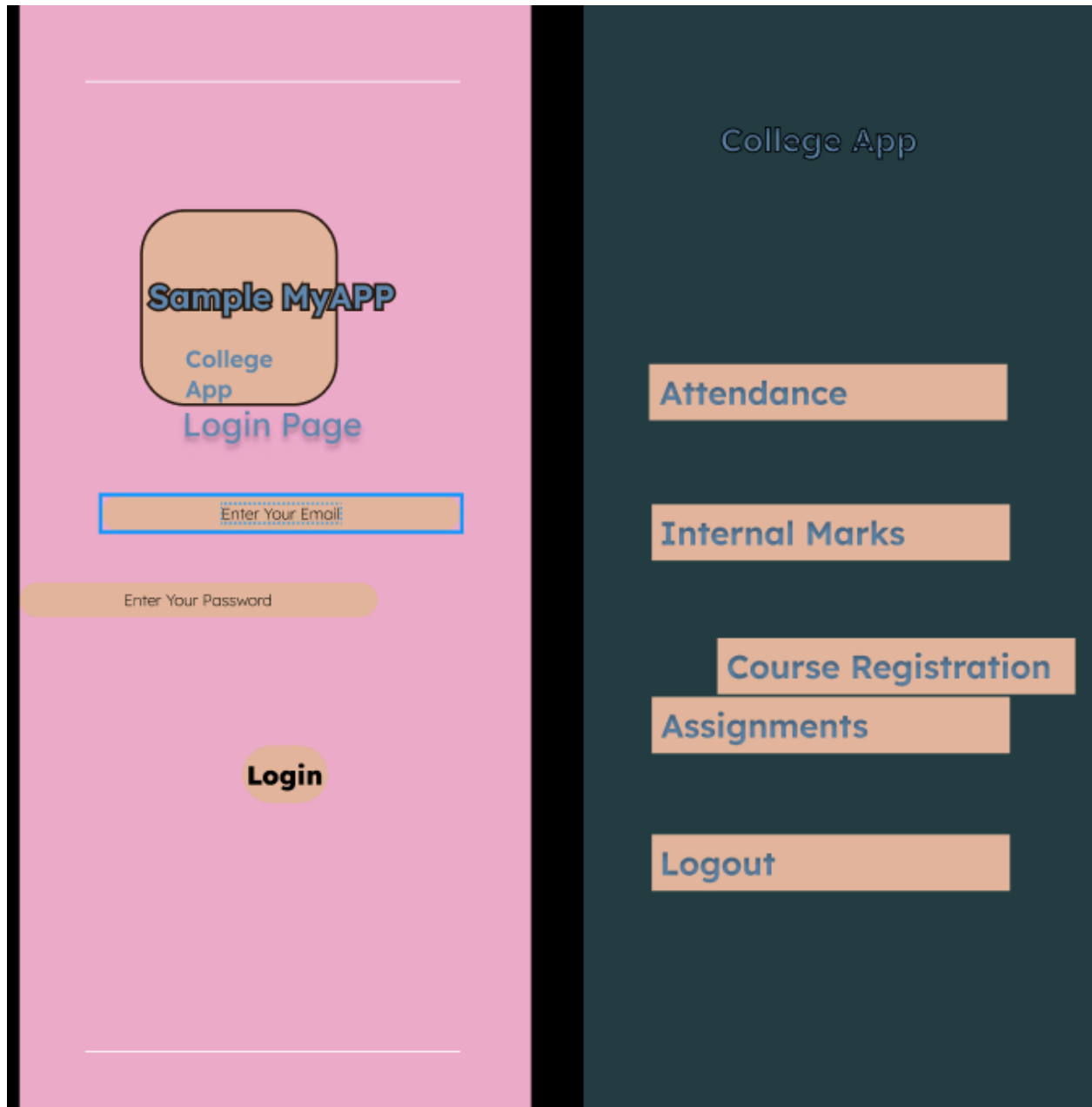


Fig 2 : bad design

The picture demonstrates the same website app of a college login but in inconsistent colors, misaligned fields, no linkage between the buttons and overall exhibition of poor UI design which leads to poor UX.

Result : Thus, an introduction with figma for good and bad UI design has been executed and observed.