

EX NO :6

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NAME:YOKESHWARAN K

ROLL NO:230701389

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 -> 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.

0. 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.

0. 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.

0. 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

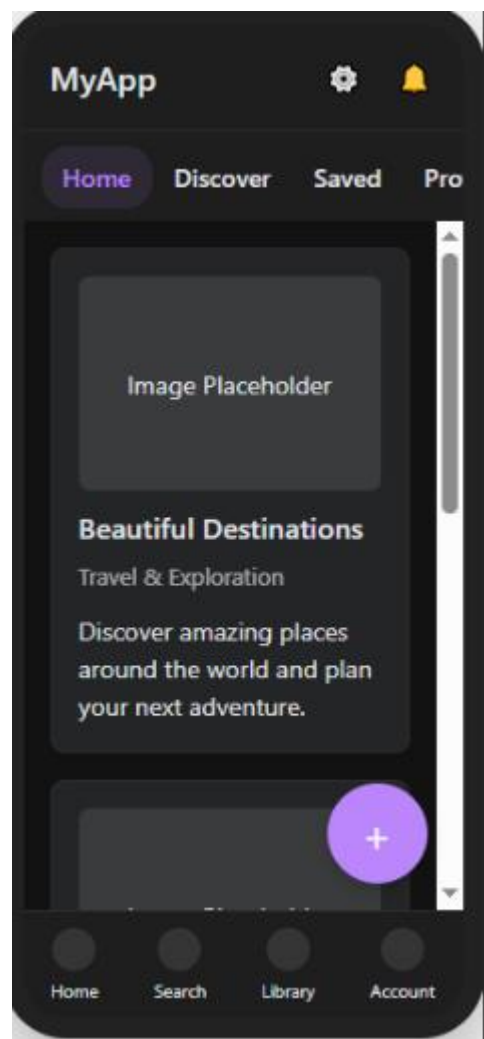
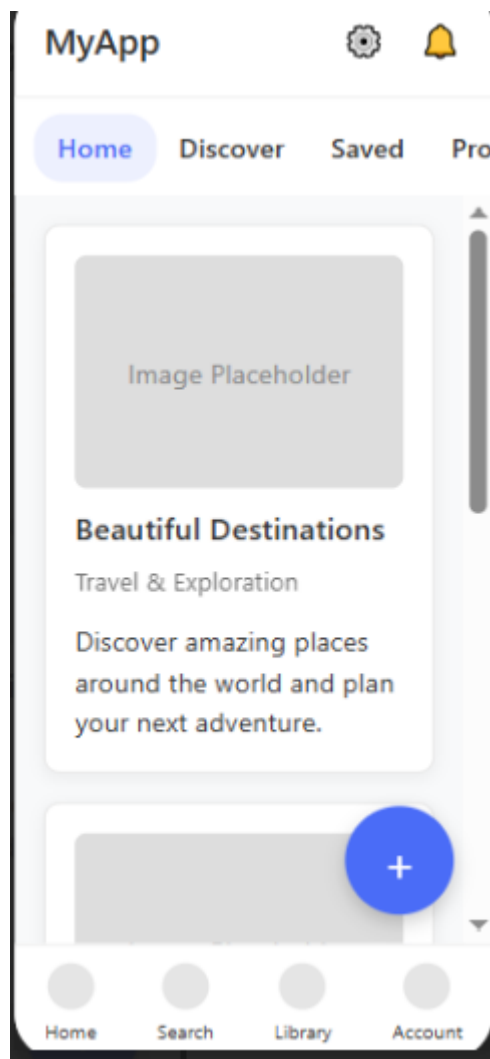
1. Refine the Design:

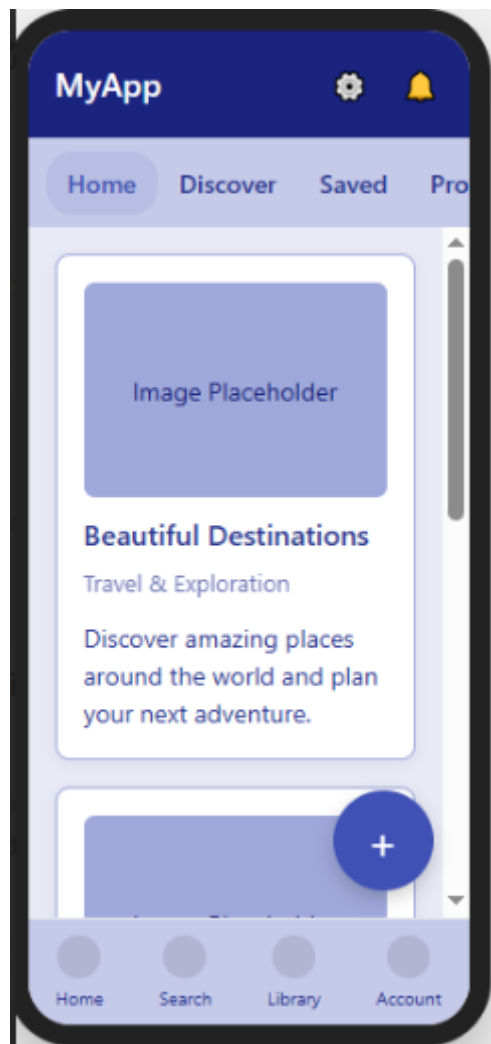
- Based on the feedback, make necessary adjustments to the layout and color scheme.
- Experiment with additional variations if needed.

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. Collect user feedback on aesthetics and usability using GIMP(GNU Image Manipulation Program (GIMP) has been executed successfully.