

**Excercise :6**

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**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.**

### 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

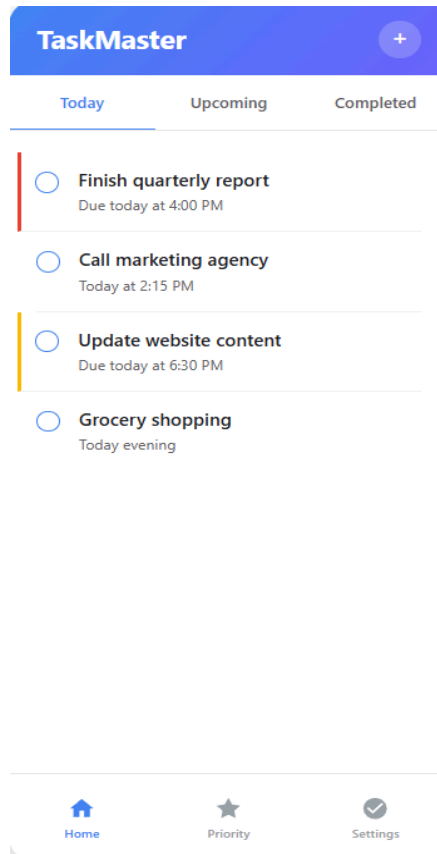
### 1. Refine the Design:

- 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:

Hence to experiment with different layouts and color schemes for a task manager app usability using GIMP(GNU image manipulation program (GIMP) has been successfully done.