

Experiment 1

Good and Bad Design

AIM:

Create a prototype with familiar and unfamiliar navigation elements. Evaluate ease of use with different user groups.

MATERIALS REQUIRED:

Pencil Project, Figma.

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 Frametool (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.


OUTPUT:

BAD DESIGN


iPhone 13 & 14 - 1




» Login




Password




User name




GOOD DESIGN:



Welcome back
sign in to access your account

Enter your email 

Password 

☐ Remember me [Forget password ?](#)

Next >

New Member? [Register now](#)

EXPLANATION:

In Bad design there is no proper background chosen and attributes such as user name,password and login whereas in the Good design we implement good background with Username ,password,phone number and login id. No detailed explanation provided.Mismatched attributes and icons are not proper.

RESULT:

The design of the prototype with familiar and unfamiliar navigation elements and Evaluating the ease of use with different user groups is successfully designed.