**Additional resources**

**Additional Resources**

The following resources are additional reading materials that introduce you to what prototyping is, micro-interactions in user experience, micro-animations using a Figma tutorial, testing your prototype and gathering feedback. These will add to the knowledge that you’ve gained in this lesson.

**Prototyping**

[What is prototyping?](https://www.interaction-design.org/literature/topics/prototyping)

[Types of Prototyping](https://www.nngroup.com/articles/microinteractions/)

**Micro-animations with Figma tutorial**

[Micro-Animations with Figma Tutorial](https://www.youtube.com/watch?v=0YIovQXnwBY)

[How to test your prototype and gather feedback](https://www.interaction-design.org/literature/article/test-your-prototypes-how-to-gather-feedback-and-maximise-learning)