



# Sistema Bibliotecario

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## ABSTRACT

The present project consists of the design of a library management system, developed as an interactive prototype in Figma. This system aims to optimize the process of borrowing and returning books, providing an intuitive experience.

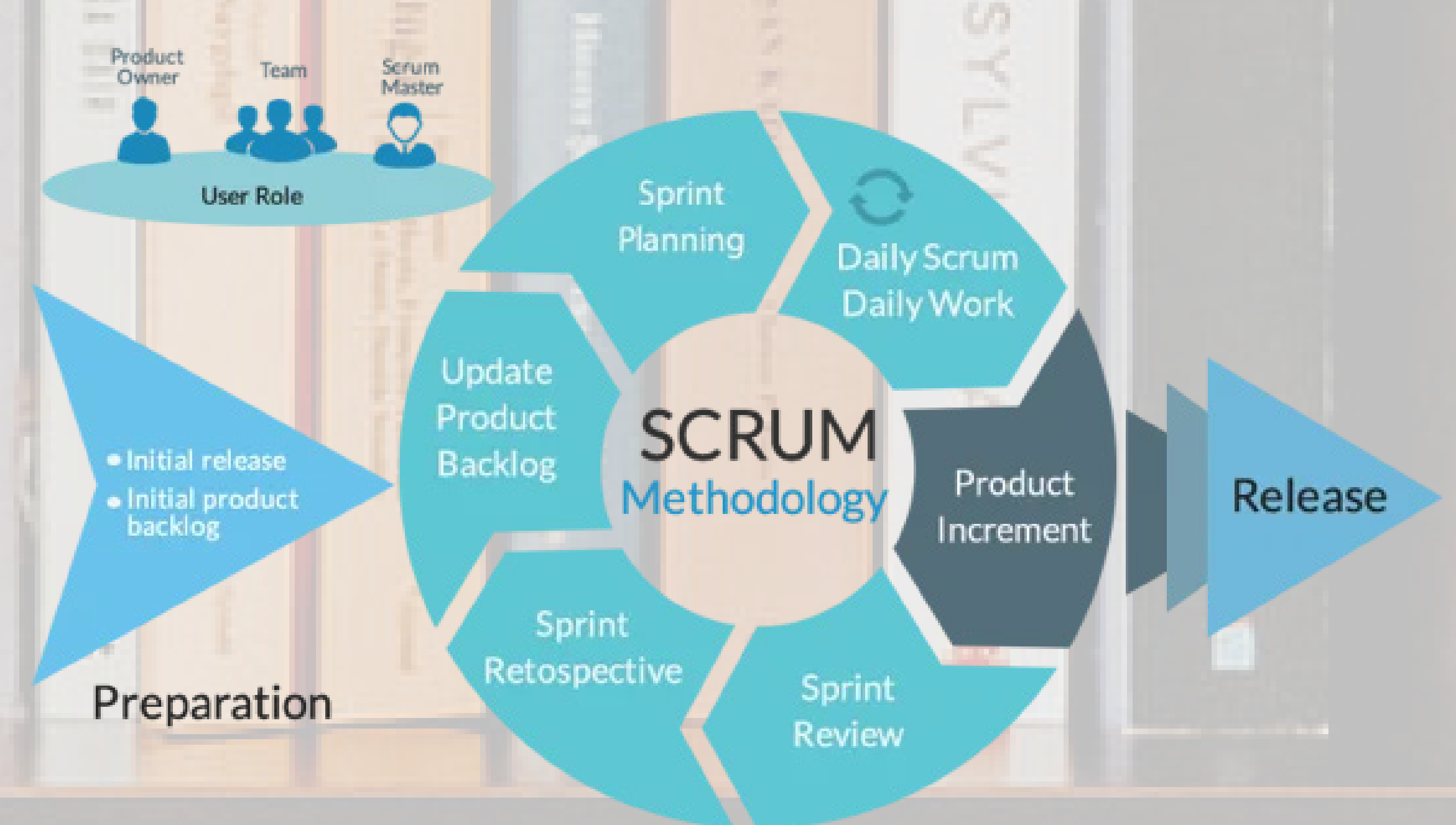
## INTRODUCTION

It was proposed to create a virtual library system using prototyping tools, aiming to develop an interactive environment that enhances the user experience and optimizes library processes.

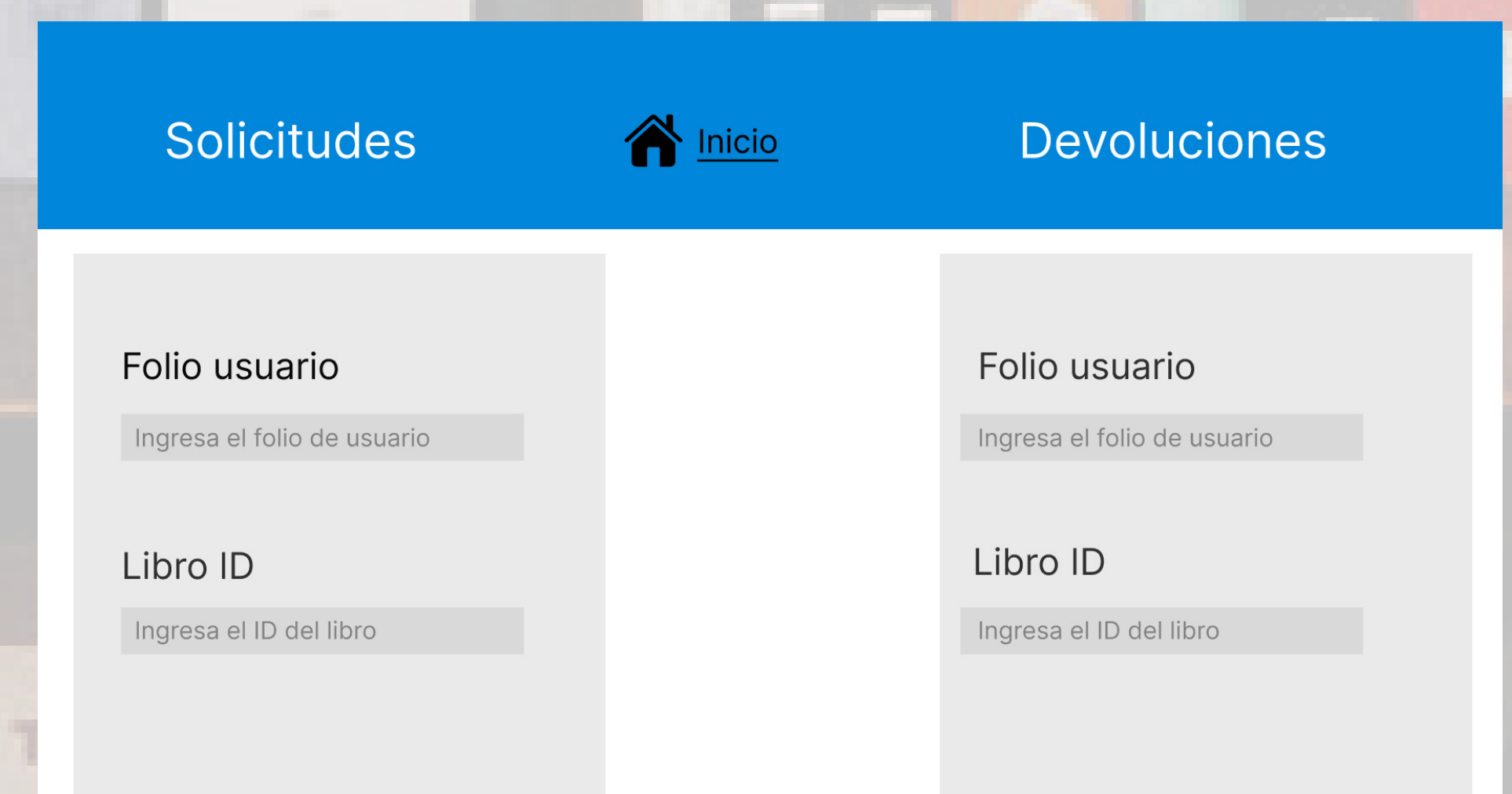
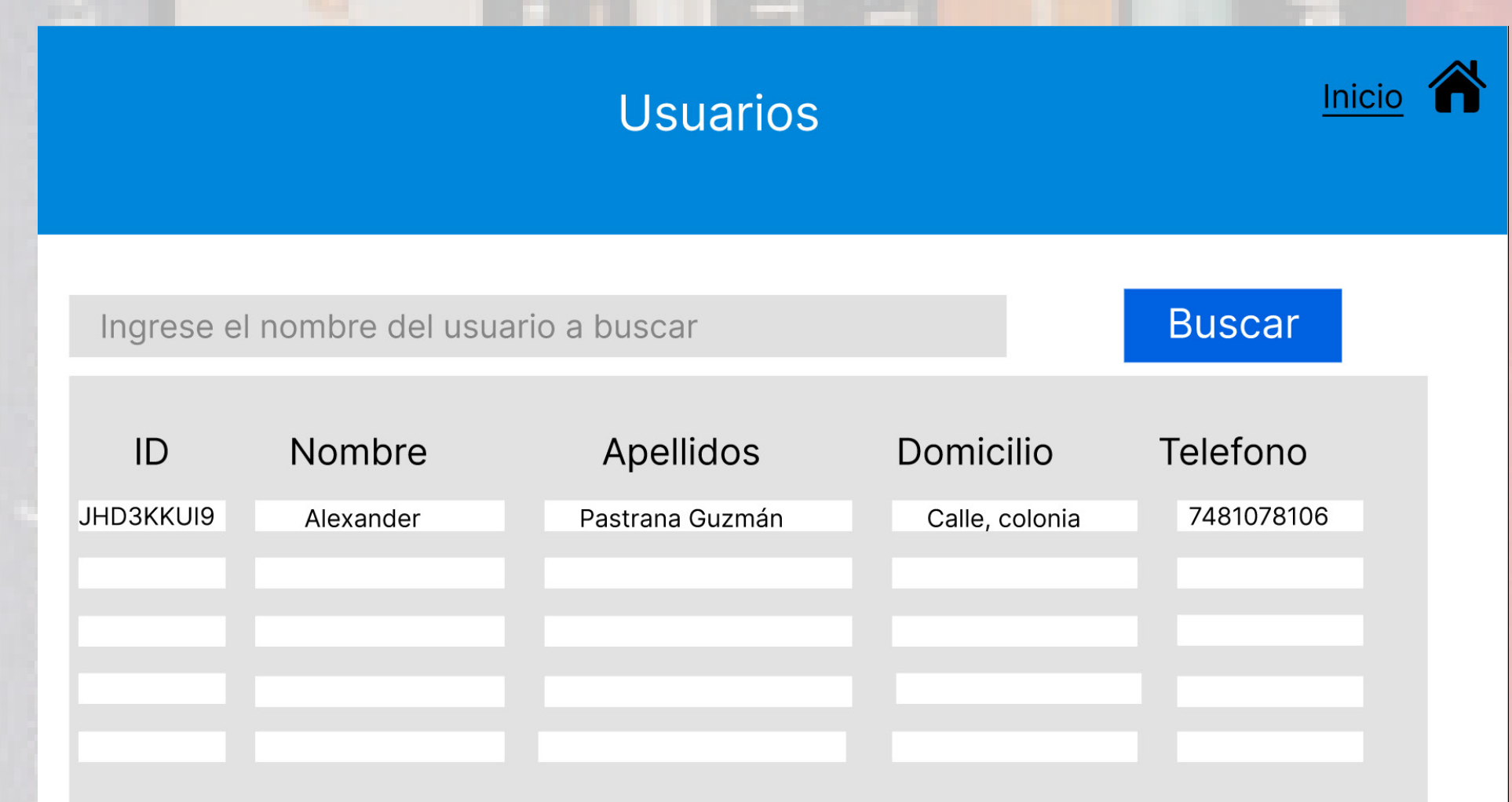
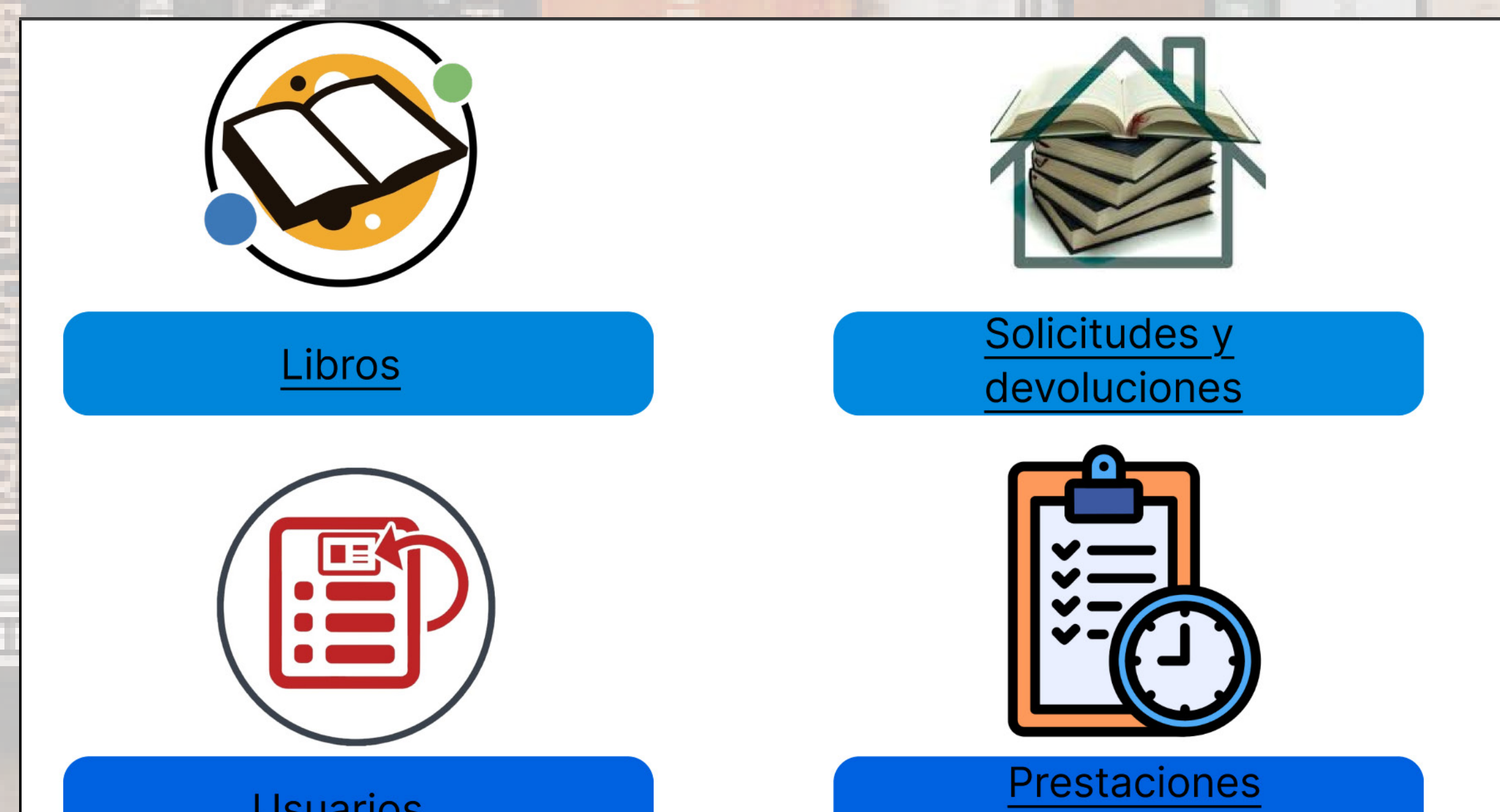
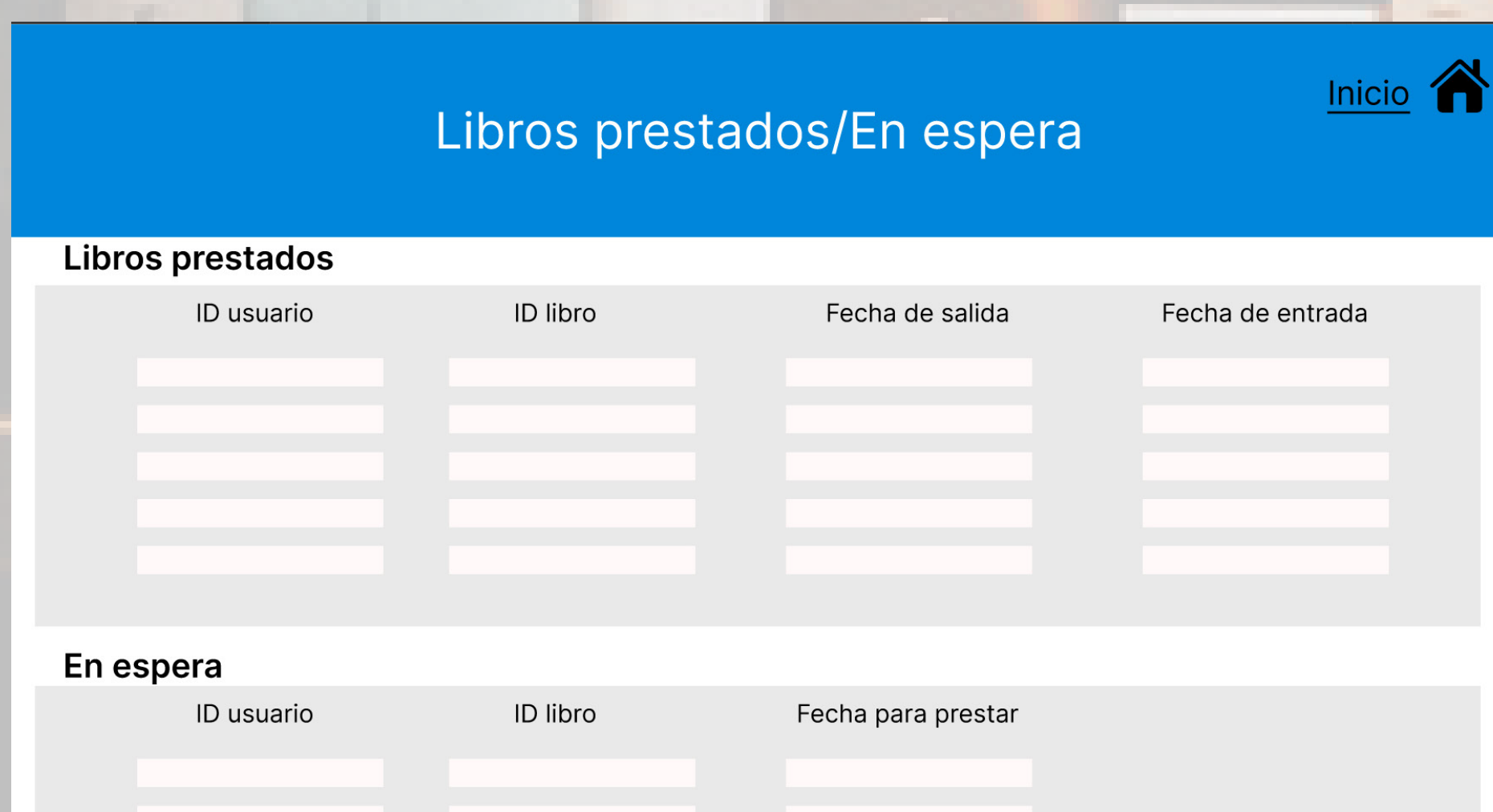
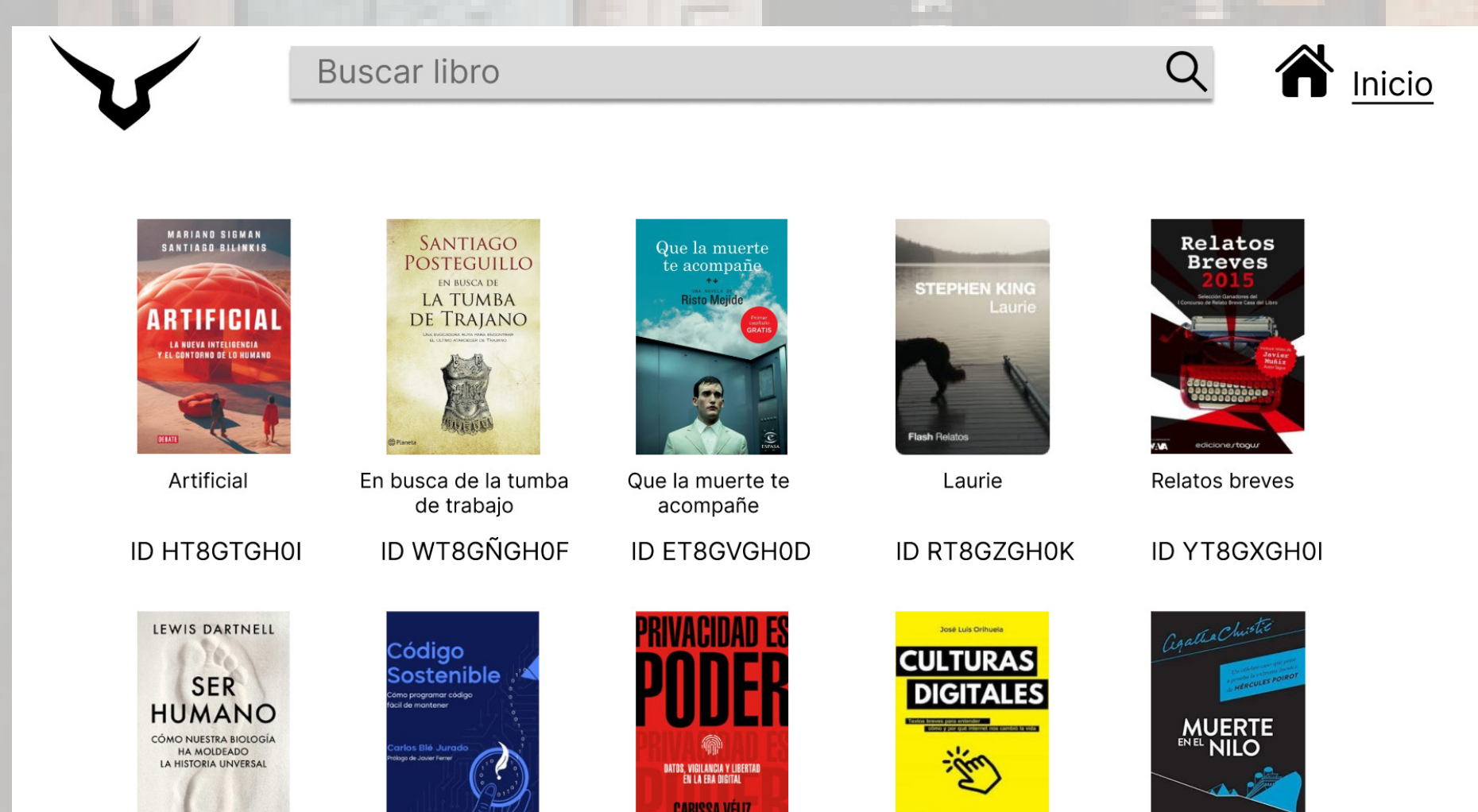
## BACKGROUND



## WORK METHODOLOGY



## Final prototype



<https://www.figma.com/proto/cue.com>

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