LUT
University

User Interfaces and Usability
Figma & Material design demo

Antti Knutas

Introduction

Starting point (prep that already has been completed)

- Let's assume that we have done the research (discovering our users / stakeholders, completed ideation, etc.)
- Let's also assume that we have built our personas (or some other summary of user research) and user stories / scenarios
- …and that we have already brainstormed a couple of ideas alone or with your design team or fellow engineers
- And finally, that we have had look at Material design guidelines with a specific look and feel in mind

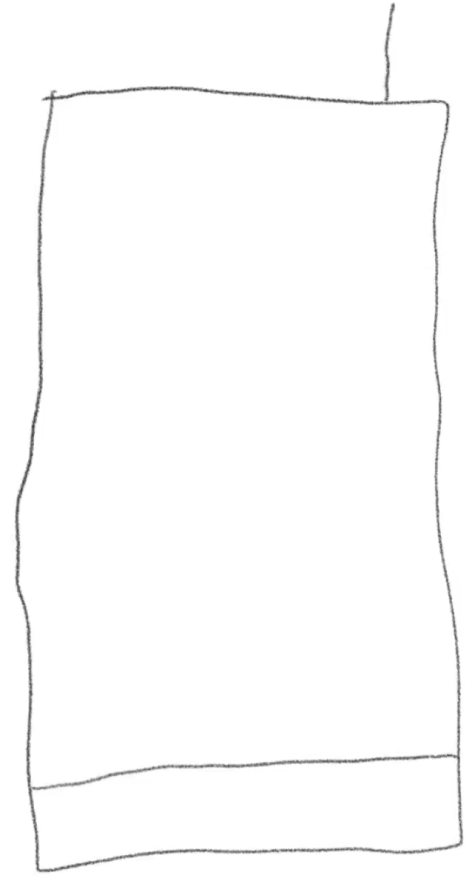# **Problem at hand: How to start demostrating our ideas**

Next, we need to create a couple of prototypes to demonstrate our ideas

Remember:
1. Sketching (low-fi, analog)
2. => digital prototyping (high-fi, digital)
3. => native prototyping (Flutter / React / Vue.js / iOS UIKit etc.)
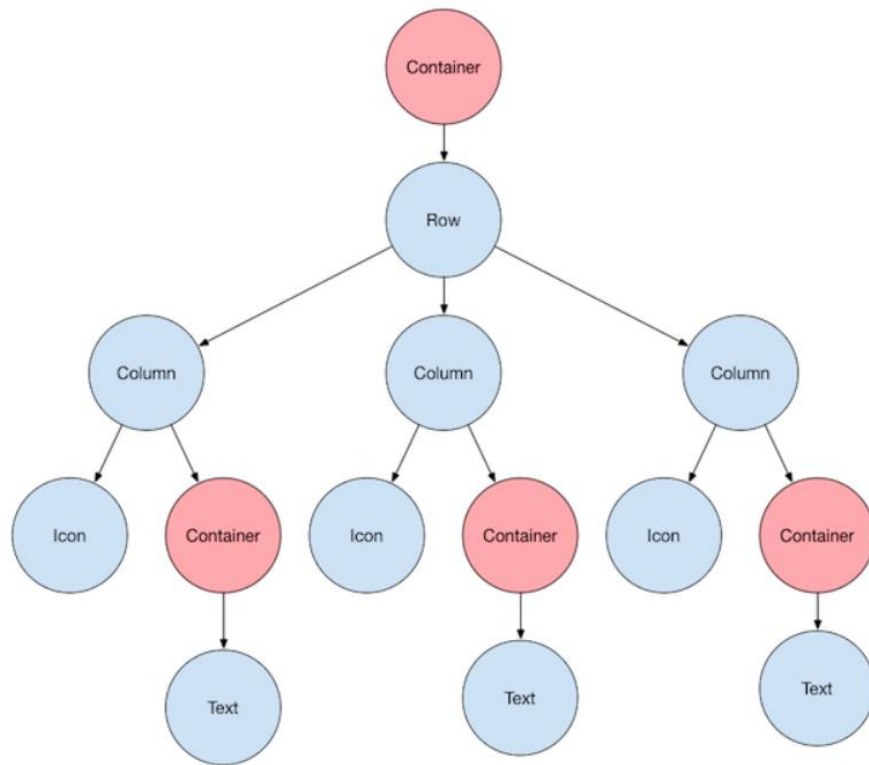
To start with:
Quick sketch (hand-drawn)

Structuring the digital prototype:
Sneak peek into Flutter layouts
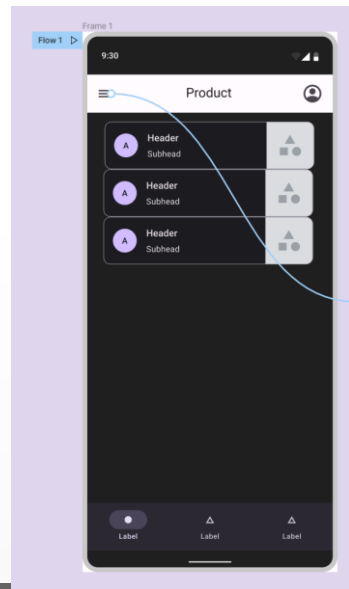
It's all Widgets (even layouts)

What does this mean for us?

Our prototype in Figma is structured like a **tree.** (very much like Flutter, React, or even HTML web pages). Specifically, like this:

- Frame (with responsive layout grid)
  - Grid
    - Top app bar
    - Card
      - Media
      - Content
        - Text
    - Bottom app bar

Demo

Steps

1. Create a Figma login or sign up
2. Confirm that you have the Material theme builder installed
3. Find and copy the Material 3 design kit into a new project
4. Have a look at your sketch or wireframe
5. Think about your component structure and how these fit into the material design responsive layout grid
6. Start dragging and adding components
7. As an additional flourish, customize the colour theme

Getting started on your own

Login to Figma and try the tools yourself. Try to design something, like a social media view or a messaging application!

Material Design Team also has tutorial templates published.

All Material design plugins and templates can be found from the Material Design team's account at https://www.figma.com/@materialdesign
See also their tutorial on Figma & responsive design at
https://codelabs.developers.google.com/codelabs/adaptive-material-guidance#0