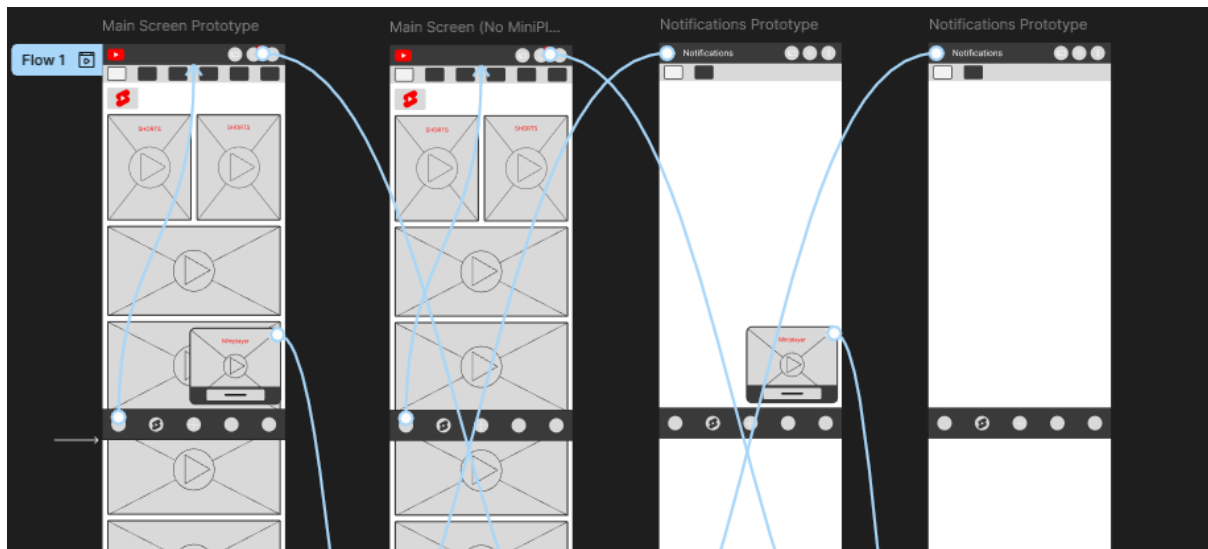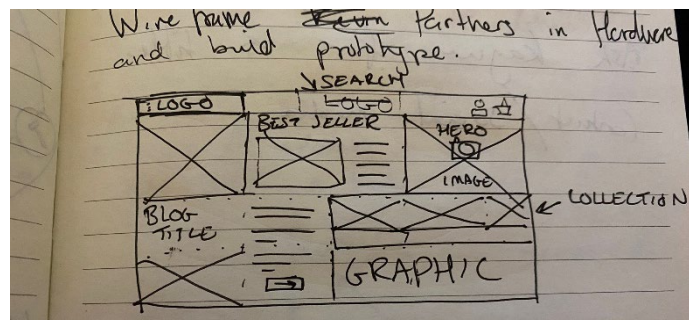Fun with Figma

We used Figma as a layout tool to prototype an app or webpage, in a similar way to how Adobe InDesign works, but free(!).

I spent most of my time in sessions trying to recreate the Youtube app, as it was the one that I was most familiar with and had lots of buttons that did all sorts of things. Below is a screenshot of some of the prototyping, with wire-frames, moving into a lo-fi prototype and then finally into a mid-fi prototype.

Once we moved on to HTML and CSS, I dropped this aspect, as I felt like I enjoyed planning and laying things out as I went along. This was a **bad** idea, and as such I soon saw the value in looking at my original website design from canva, and started using figma to plan out how the website would work.

(This is some lo-fi wireframing for a future website at work, which, if you look closely, is actually written in English.

The website will act as my portfolio of work, where I can incorporate lots of SEOs into blog posts, share my thoughts and build a community. It was vital that this website was visually appealing then, as well as easy to use.

CLICK HERE for a sneak peak at a very bodged job.