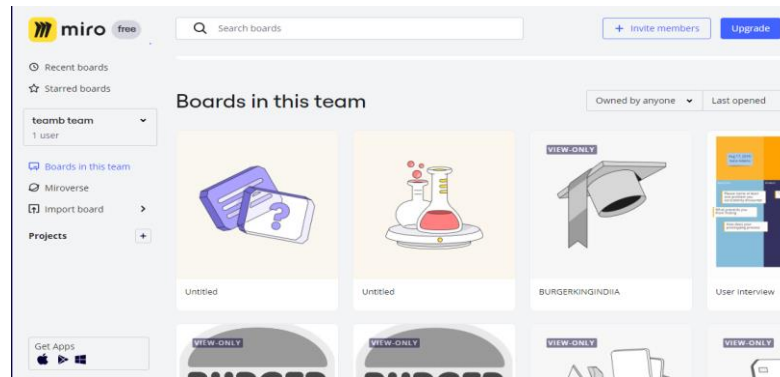


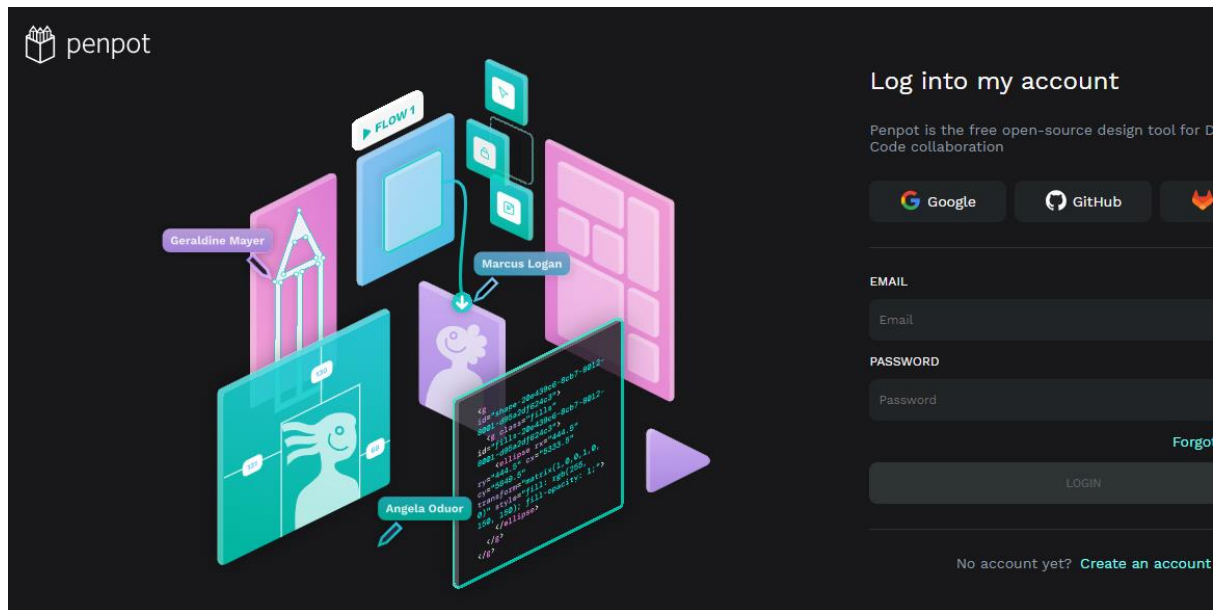
PHASE 1: Introduction to Miro for UI/UX Design

- Introduction to Miro as an online collaborative whiteboard platform.

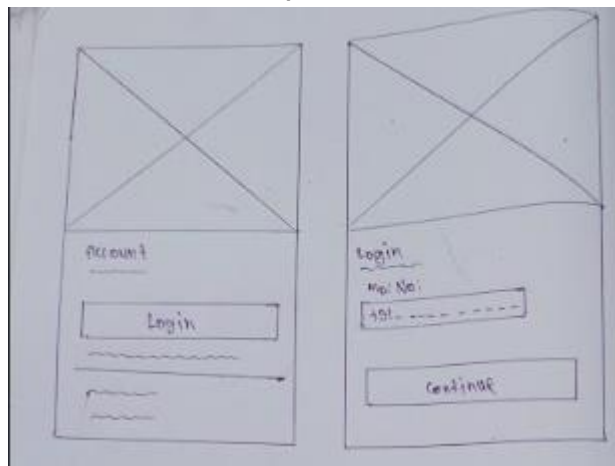


- Explain what a user journey map is and its significance in UX design.
- Link:
[https://drive.google.com/file/d/1R0V7j1zKRwJHVeJD-Y4erhp5sj8zhDNR/view?usp=drive link](https://drive.google.com/file/d/1R0V7j1zKRwJHVeJD-Y4erhp5sj8zhDNR/view?usp=drive_link)

PHASE 2: Introduction to Low-Fidelity and High-Fidelity Prototyping in Penpot



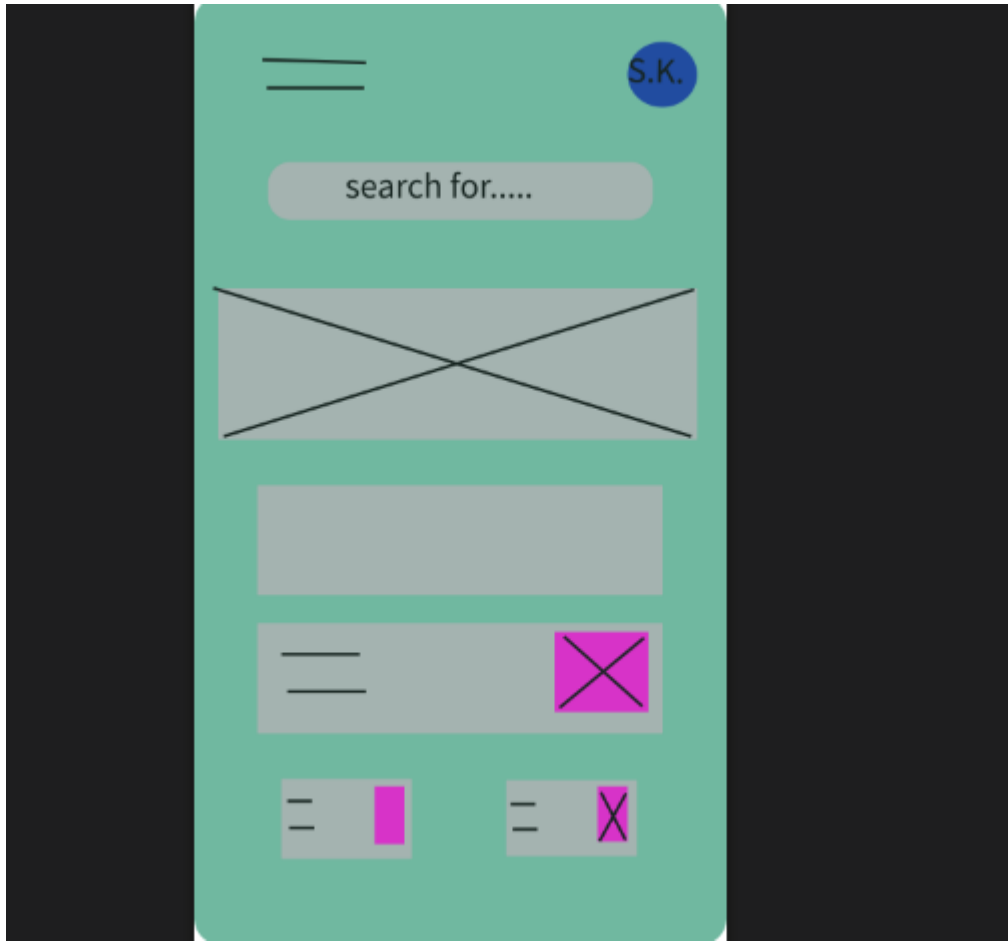
- Low fidelity:
 1. Simplified and rough sketches
 2. Basic shapes and lines



3. Link: https://drive.google.com/drive/folders/1KXgEl4rkfg_vEmDaxeY8jq9PEU_TanTh?usp=drive_link

- High fidelity:
 1. Real content and images

2. Detailed and polished design elements

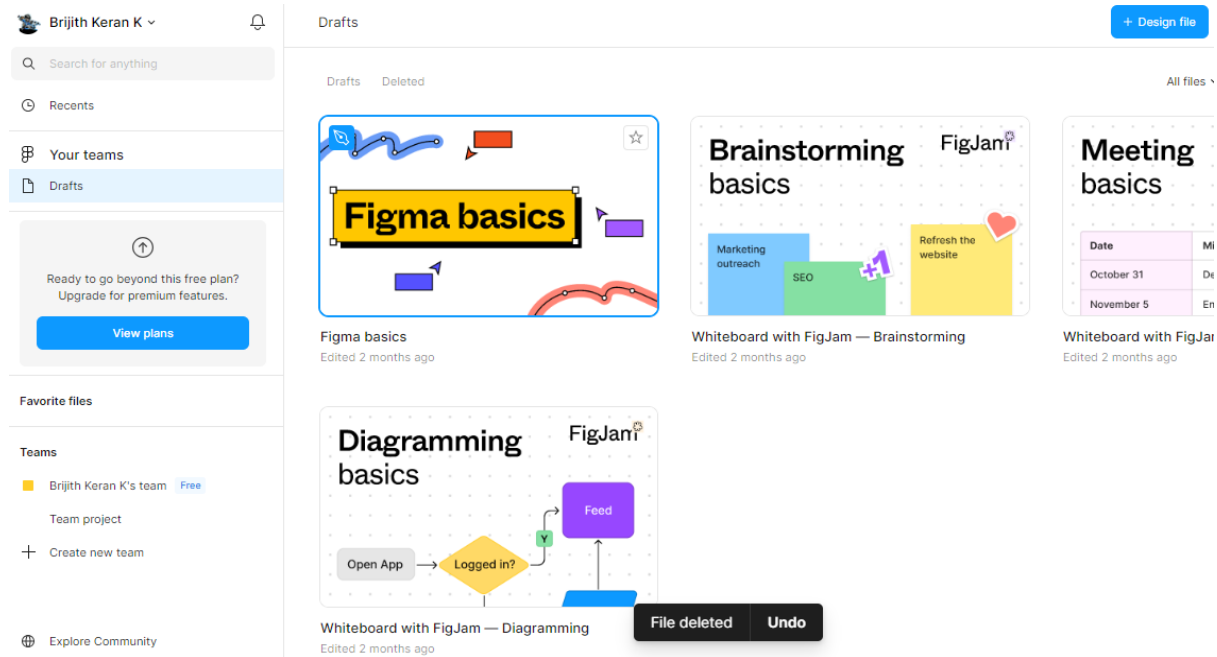


3.Link:

[https://drive.google.com/drive/folders/1KgtWNG372fGXCNVA58tFE5sdmnlxsyjQ?usp=drive link](https://drive.google.com/drive/folders/1KgtWNG372fGXCNVA58tFE5sdmnlxsyjQ?usp=drive_link)

PHASE 3: INTRODUCTION TO FIGMA DESIGN

- Tools and features in Figma for wireframing
- Sketching out user interfaces

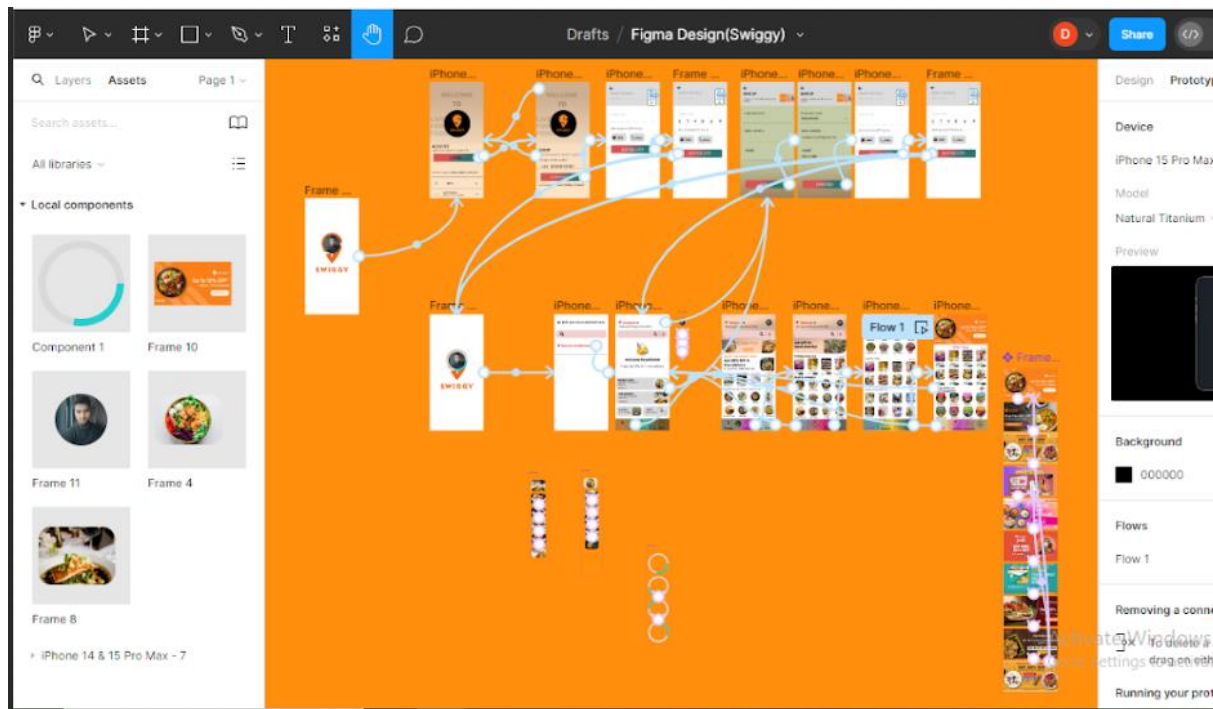


- Link:
https://drive.google.com/file/d/1VcBnWocz1l2CuNZz6n559glgnWDSgEmv/view?usp=drive_link

PHASE 4: Creating Prototypes in Figma

- **Add Frames:** Frames in Figma act as artboards.
- **Add UI Elements:** Use Figma's design tools to create the components of your

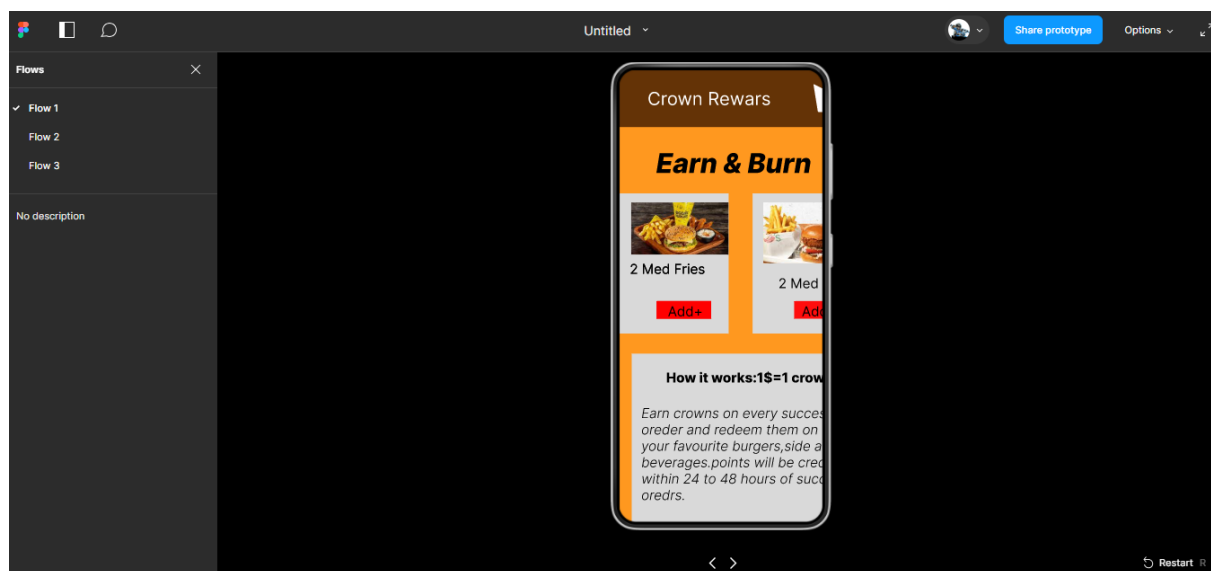
user interface (buttons, text fields, images, etc.).



- Link:
https://drive.google.com/file/d/1ZGpq4T67-h0SNDfwkFz3-pSwTWuHeSSg/view?usp=drive_link

PHASE 5: Finalize Your Figma Prototype with Screen record

- Ensure your prototype is in its final state with all interactions and animations working correctly.
- Switch to presentation mode by clicking the play button in the top-right corner of Figma. This allows you to interact with your prototype as if it were a live app or website.



- Link:
https://drive.google.com/file/d/1Ym-OwY-my6uu8h_B45wT8YTrDZ5BfwOB/view?usp=drive_link

