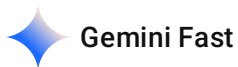


summarizw this <https://medium.com/vibe-coding/cursor-changed-how-we-code-this-tool-changes-how-we-design-b566551f4605>



The article "**Cursor Changed How We Code. This Tool Changes How We Design**" by Alex Dunlop (published in the *Vibe Coding* publication) focuses on how AI is bridging the gap between development and design, specifically highlighting **Mobbin** as the essential design companion to the **Cursor** code editor.

Here is a summary of the key points:

1. The "Vibe Coding" Shift

The author argues that Cursor has fundamentally changed coding by allowing developers to focus on the "vibe" or high-level logic and intent (using natural language) rather than getting bogged down in syntax. However, developers often still struggle with the **design** side—knowing *what* a modern, high-quality UI should look and feel like.

2. The Featured Tool: Mobbin

The "tool that changes how we design" is **Mobbin**.

- **What it is:** A massive, searchable library of real-world mobile and web UI screenshots from the world's best-designed apps (like Airbnb, Uber, and Instagram).
- **Why it's the "Cursor for Design":** Just as Cursor lets you use existing code patterns to build faster, Mobbin provides a library of "proven" design patterns. Instead of staring at a blank Figma canvas, developers can find exactly how top-tier apps handle specific flows (onboarding, checkout, settings).

3. The Workflow: Design by Reference

The article outlines a new workflow for the AI era:

- **Step 1: Find the Reference.** Use Mobbin to find a high-quality UI pattern that fits your needs.
- **Step 2: Screenshot/Capture.** Take the reference UI and provide it to Cursor (or an AI design tool like v0.dev or Claude).


- **Step 3: Generate.** Use Cursor to "code the vibe" of that reference. Because you are starting with a world-class reference, the AI-generated output is significantly more professional than if you had prompted it from scratch.

4. Transitioning from Developer to "Designer"

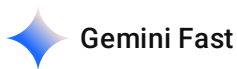
Dunlop emphasizes that tools like Mobbin and Cursor are democratizing design. Developers no longer need a formal design background to create beautiful products; they simply need **taste**—the ability to identify good design and the tools to translate it into code.

Summary Verdict

The core message is that **Mobbin + Cursor** is the ultimate stack for the modern solopreneur or "vibe coder." Mobbin provides the "DNA" of great design, and Cursor provides the "engine" to build it instantly.

You Asked 

Mobbin is free?



Mobbin has a "**Free Forever**" plan, but it is quite restricted compared to the paid versions. It acts more as a "free tier" to explore the platform rather than a full tool for professional use.

Here is the breakdown of how the free version compares to the paid plans:

1. The Free Plan (\$0)

- **What you get:** You can browse the **latest 8-12 apps and websites** added to the library.
- **Search/Filters:** You have very limited search results and filtering capabilities.
- **Collections:** You can create up to **3 collections** to save screens.
- **Flows:** You can view a limited number of "flows" (sequential steps like onboarding or checkout), but most are locked.
- **Screens:** You can view individual screens but cannot download them in bulk or use the advanced "Copy to Figma" features effectively.

2. The Pro Plan (~10–15/mo)

This is what most individual developers and "vibe coders" use. It unlocks:

- **Full Access:** Search and view the entire library of **1,000+ apps** and **300,000+ screens**.

- **Flows & Animations:** See the full step-by-step user journey and UI animations.
- **Unlimited Collections:** Save as many references as you want.
- **Advanced Features:** Download multiple screens at once and use the **Figma plugin** to copy designs directly into your workspace.

3. Discounts

- **Students:** Mobbin offers a significant **Education Discount** (usually 50% off), bringing the cost down to about \$5/month for eligible students.

Summary: Is it worth it for free?

If you just need a quick look at how one or two popular apps (like Airbnb or Instagram) handle a specific page, the **Free Plan** might be enough. However, if you are using the "Vibe Coding" workflow (finding specific, niche design patterns to feed into Cursor), you will likely hit the "paywall" quickly, as the search results for the free tier are very limited.

You Asked 

so basically mobbin is a website that includes many screenshots of apps but is more than that is that is also has "semantic" in mind such as "flows"?



Exactly. You've hit on why designers and developers are willing to pay for it: **Mobbin isn't just a gallery; it's a searchable database of user psychology and logic.**

While a site like Pinterest or Dribbble shows you "pretty pictures," Mobbin organizes those pictures by **intent**. Here is how that "semantic" or logic-based organization works:

1. The "Flow" Concept

Instead of showing you a single screen for "Onboarding," Mobbin records the **entire sequence**.

- **Example:** If you want to see how Airbnb handles a "Booking Cancellation," it doesn't just show the final "Cancelled" screen. It shows the flow: *Clicking the reservation -> The 'Reason' survey -> The refund breakdown -> The final confirmation.*
- **The "Why":** This allows you to see the **UX logic** (how many steps they use, what questions they ask, and where they put the "cancel" button to prevent user error).

2. Semantic Filtering (Searching by Task)

Mobbin tags screens with specific UI and UX metadata. You can search by very specific "actions" or "patterns" rather than just app names:

- **UI Elements:** Search for "Date Pickers," "Empty States," or "Skeleton Loaders."
- **UX Patterns:** Search for "Paywalls," "Permission Requests," or "Search Filters."
- **Specific Categories:** You can filter for "Fintech," "E-commerce," or "Social Media" to see how standards differ between industries.

3. Interactive "Prototypes"

For many apps, they don't just provide static images. They have a **"Prototype Mode"** where you can actually click through the screens as if you were using the app. This helps you understand the **animations and transitions** (e.g., "Does this menu slide in from the right or pop up from the bottom?").

4. Direct "Copy to Figma"

The most practical "semantic" feature for developers is their Figma integration. You can copy a real-world screen and paste it into Figma, where it often comes in with organized layers. This makes it a perfect bridge for the **Cursor workflow**:

1. **Find** a flow on Mobbin.
2. **Paste** the reference into your design tool or take a screenshot.
3. **Feed** that logic/visual into **Cursor** and say: *"Build me a checkout flow that looks and behaves exactly like this Airbnb reference."*

In short: If Dribbble is for "inspiration," Mobbin is for "instruction." It tells you exactly how the most successful apps in the world solved a specific problem so you don't have to guess.