**Review of My Figma Learning Experience**

I feel that this exercise has allowed me to learn a lot of new knowledge related to Figma. Despite facing some challenges, overall, it was enjoyable. The new knowledge I gained includes how to create different interfaces, how to add elements to the interface in a logical manner, and how to create animations between different interfaces.

The instructional videos I chose were generally good and introduced many fresh concepts. However, some details were not very clear, and I had to look for additional videos to understand how to complete certain steps. I think this was the biggest challenge I faced. For example, at the beginning of the video, it didn't explain how to hide elements that overflow the interface. The video smoothly presented this step, which left me confused. Later, after searching for other resources, I discovered that I only needed to drag the shape element's file into the interface file. It took me some time to solve this seemingly small but important issue, so I was very happy when I figured it out.

One of the great things that made me feel fantastic during the assignment was Figma's efficient workflow features, such as automatic alignment and copying of entire interfaces. Coupled with many keyboard shortcuts, I believe that designers can smoothly bring their ideas to life once they become proficient in using Figma.

Lastly, I found animation in design to be particularly interesting because many designs cannot be expressed through static pages but require dynamic transitions and animations between pages. Figma makes this possible and easy to accomplish. For instance, if I want to show an automatic transition of the interface when people click the "sign up" button, I only need to link it to the "sign up" interface using an arrow at the appropriate location. It's really cool. Figma has many more features that I haven't had the chance to explore fully, but they have sparked my curiosity and passion for design.