

EX NO 1:

NAME: HARISH R P

ROLL NO:230701106

INTRODUCTION TO FIGMA

AIM:

To create a mobile app design in Figma and compare good design with bad design.

THEORY:

Figma is a web-based design tool for creating user interfaces, prototypes, and designs. It enables real-time collaboration, vector editing, and cross-platform access. Figma supports design systems, interactive prototyping, and an extensive library of plugins, making it perfect for teams.

PROCEDURE:

Step 1: Create a New file

1. Click "New File" to start a blank project.

Step 2: Create the Frame (Artboard)

1. On the left toolbar, select the "Frame" tool (shortcut: F).
2. Choose a mobile preset (e.g., iPhone 13) from the right-hand panel.
3. A mobile-sized frame will appear on the canvas, which will act as your app screen.

Step 3: Design the Login Screen

Add a Background Color:

1. Select the frame and go to the right-side panel.
2. Under "Fill" choose a background color

Insert a Logo:

1. Click the "Rectangle" tool (shortcut: R) and draw a placeholder for a logo.
2. Use the "Text" tool (shortcut: T) to add your app name,
3. Adjust font size and color from the right-hand panel.

Add Input Fields:

1. Use the "Rectangle" tool to draw two boxes for username and password fields.
2. Add placeholder text inside
3. Apply rounded corners under "Corner Radius" in the right panel.

Add a Login Button:

1. Create a button using the "Rectangle" tool
2. Add the text "Login" inside the button.

Step 4: Prototyping the Interaction

1. Click the "Prototype" tab on the right panel.
2. Select the "Login" button and drag the blue dot to a new frame (e.g., a home screen).
3. Set the interaction to "On Click" → &"Navigate to" the next screen.
4. Choose an animation effect

Step 5: Preview the Design

1. Click the "Play" button in the top-right corner to preview your app prototype.
2. Try clicking on the login button to see the transition to the next screen.

OUTPUT:

The image displays two side-by-side iPhone 13 mini screens. The left screen, labeled 'iPhone 13 mini - 1', shows a login page titled 'MY APP'. It features two input fields: 'Enter your email :' with an eye icon and 'Enter password :' with a lock icon. Below these is a blue 'Sign In' button, a red link for 'forgot password ?', and a blue link for 'don't have an account SIGN UP'. The right screen, labeled 'iPhone 13 mini - 2', shows a 'SignUp Page'. It contains several input fields: 'NAME : ex : bob', 'DOB : dd/mm/yy', 'AGE : in number', 'EMAIL :', and 'MOBILE : 1234567890'. There are checkboxes for 'GENDER : male' and 'female'. Below these is a section for 'EDUCATIONAL QUALIFICATIONS :'. At the bottom, there is a 'PASSWORD:' section with a hint 'enter 6-10 digits', a blue 'CREATE ACCOUNT' button, and a red 'BACK' button.

iPhone 13 mini - 1

MY APP

Enter your email :

Enter password :

Sign In

forgot password ?

don't have an account
SIGN UP

iPhone 13 mini - 2

SignUp Page

NAME : ex : bob

DOB : dd/mm/yy

AGE : in number

EMAIL :

MOBILE : 1234567890

GENDER : ☐ male ☐ female

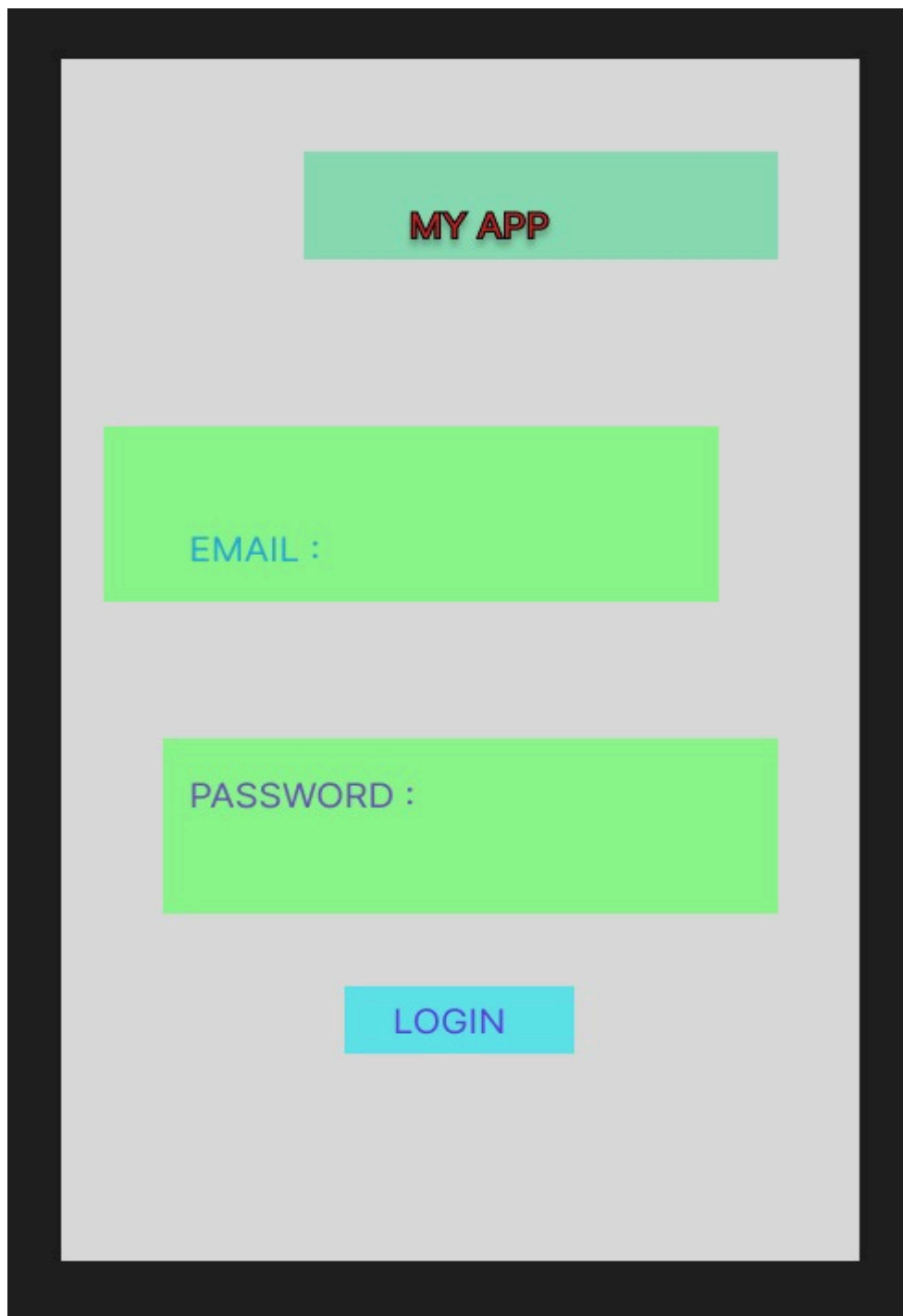
EDUCATIONAL
QUALIFICATIONS :

PASSWORD:
enter 6-10 digits

CREATE
ACCOUNT

BACK

BAD DESIGN:

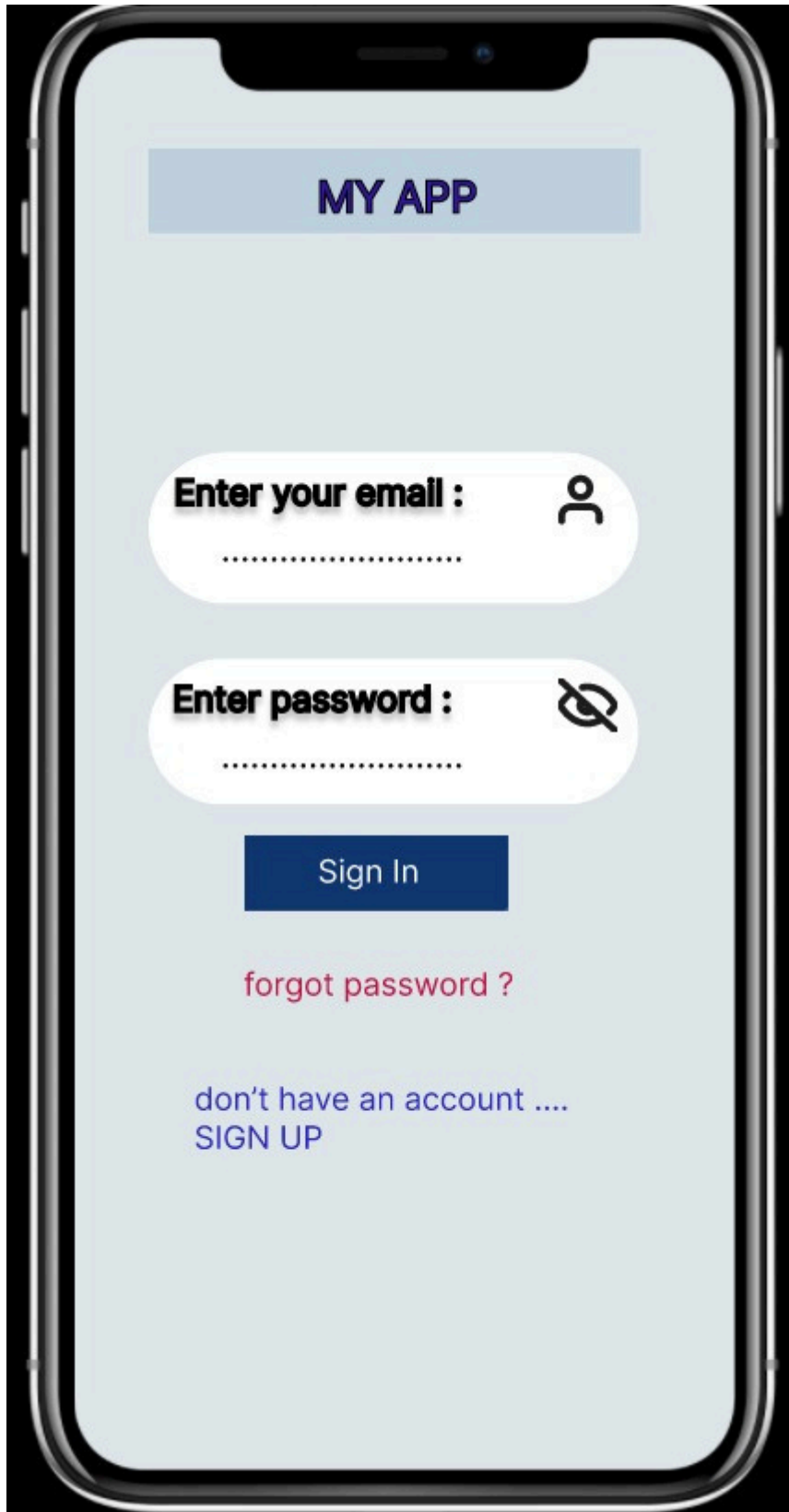


REASON:

This design lacks proper alignment, resulting in inconsistency, and fails to communicate a clear message to the user. The absence of structure makes it

difficult for users to navigate or understand the content, leading to a poor user experience.

GOOD DESIGN:



REASON:

This design could benefit from improved alignment to create a more consistent and visually appealing structure. With clearer messaging and better organization, users would find it easier to navigate and understand the content, leading to an enhanced user experience.

FIGMA DESIGN FILE:

[my design](#)

RESULT:

Hence , introduction to figma and creating a app design and comparison of good design and bad design using figma have been studied successfully.