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Experiment No.	1
Course	OECS4, Human Machine Interaction

AIM:	To Study of open source UX tools (Justinmind Prototype, Pidoco, Figma, Marvel Prototype) and create a simple design for a given problem definition.																																								
PROBLEM DEFINITION:	Create a website design for the Oculus, IPL Auction 2024, Event																																								
THEORY:	<div>Comparison of UI Design tools:</div> <table><tr><th>Feature</th><th>Justinmind</th><th>Pidoco</th><th>Marvel</th><th>Figma</th></tr><tr><td>Highlighting Feature</td><td>Interactive prototypes with dynamic interactions and micro-animations</td><td>Low-fidelity to high-fidelity clickable prototypes with branching scenarios</td><td>Mobile & web app prototypes with user testing & annotations</td><td>Collaborative design & real-time editing, design handoff with developer specs</td></tr><tr><td>Learning Curve</td><td>Moderate due to advanced interaction features</td><td>Moderate, focus on visual design</td><td>Easy, ideal for quick & lightweight prototypes</td><td>Easy, beginner-friendly with extensive resources</td></tr><tr><td>Features</td><td>User flow diagramming, data binding, state management, developer specs</td><td>Design libraries, annotation tools, user testing, version control</td><td>User flows, interactive hotspots, gestures, annotations</td><td>Design systems, commenting, version control, design handoff</td></tr><tr><td>Pricing</td><td>Starts at \$24/user/month</td><td>Starts at €49/user/month</td><td>Starts at \$12/user/month</td><td>Starts at €5/user/month (Free plan available)</td></tr><tr><td>Collaborative Features</td><td>Real-time co-editing, commenting, annotation tools</td><td>Real-time collaboration, commenting, version control</td><td>Live feedback & testing, user comments, project sharing</td><td>Real-time co-editing, commenting, design handoff tools</td></tr><tr><td>Strengths</td><td>Powerful interaction design, developer handoff features</td><td>Comprehensive design & annotation tools, user testing</td><td>User-friendly, fast prototyping, mobile focus</td><td>Collaborative design, extensive features, free plan</td></tr><tr><td>Weaknesses</td><td>Steeper learning curve, limited design resources</td><td>More expensive than some competitors</td><td>Less advanced interaction features compared to Justinmind</td><td>Limited offline access</td></tr></table>	Feature	Justinmind	Pidoco	Marvel	Figma	Highlighting Feature	Interactive prototypes with dynamic interactions and micro-animations	Low-fidelity to high-fidelity clickable prototypes with branching scenarios	Mobile & web app prototypes with user testing & annotations	Collaborative design & real-time editing, design handoff with developer specs	Learning Curve	Moderate due to advanced interaction features	Moderate, focus on visual design	Easy, ideal for quick & lightweight prototypes	Easy, beginner-friendly with extensive resources	Features	User flow diagramming, data binding, state management, developer specs	Design libraries, annotation tools, user testing, version control	User flows, interactive hotspots, gestures, annotations	Design systems, commenting, version control, design handoff	Pricing	Starts at \$24/user/month	Starts at €49/user/month	Starts at \$12/user/month	Starts at €5/user/month (Free plan available)	Collaborative Features	Real-time co-editing, commenting, annotation tools	Real-time collaboration, commenting, version control	Live feedback & testing, user comments, project sharing	Real-time co-editing, commenting, design handoff tools	Strengths	Powerful interaction design, developer handoff features	Comprehensive design & annotation tools, user testing	User-friendly, fast prototyping, mobile focus	Collaborative design, extensive features, free plan	Weaknesses	Steeper learning curve, limited design resources	More expensive than some competitors	Less advanced interaction features compared to Justinmind	Limited offline access
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Steps to Create a Prototype in Figma:

1. Create a New Figma File:

Open Figma and create a new file for your project.

2. Design Your Screens:

Design each screen of your prototype using Figma's design tools.

Use frames to organize your content and establish the flow of your prototype.

3. Add Artboards:

For each screen, create an artboard to define the visible area.

Choose a device template or set custom dimensions based on your project requirements.

4. Design Interactive Elements:

Identify interactive elements like buttons, links, or input fields on each screen. Customize these elements using Figma's design tools.

5. Create Components:

Convert interactive elements into components for reusability.

This is especially useful for maintaining consistency across your design.

6. Set Up Navigation:

Define how users will navigate between screens by linking elements.

Select an interactive element, click the "Prototype" tab, and drag the connection to the target screen.

7. Define Interactions:

Specify interactions for each link, such as transition effects or animations. Adjust transition types, durations, and easing options to enhance the user experience.

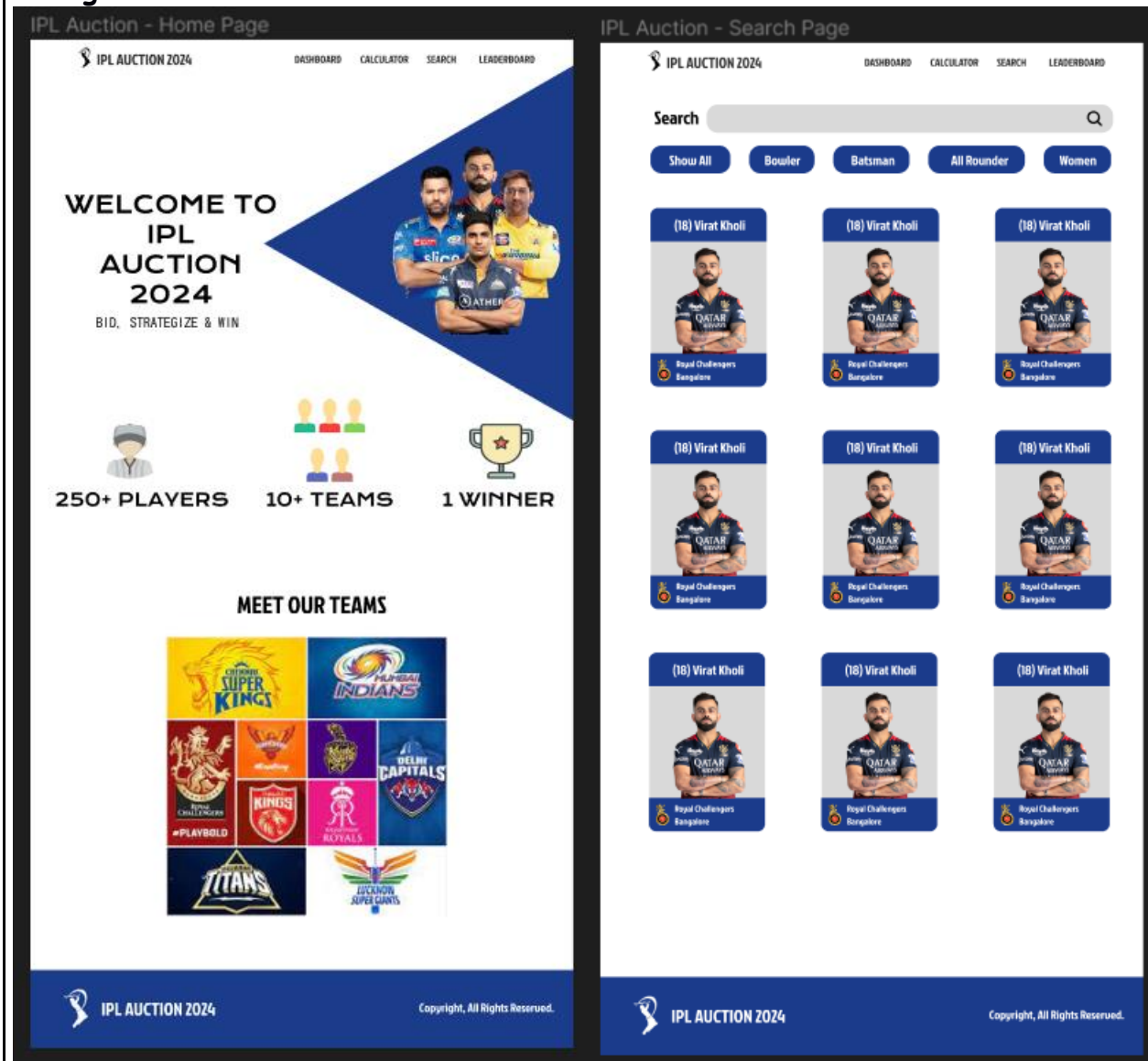
9. Preview Your Prototype:

Click the "Present" button to enter prototype mode.

Interact with your design to test navigation and transitions.

IPL AUCTION 2024 Website:

1. Figma:



CONCLUSION:

In this experiment, we learned about the various platforms available for UI designing. We did a comparison between all of them and found Figma as the all-round best option for beginners. We also learned how to create prototypes for a website in both Figma and Justinmind.