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| **Experiment No.** | **1** |
| **Course** | **OECS4, Human Machine Interaction** |

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| **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:** | **Comparison of UI Design tools:**    **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:**    **Figma File Link:**  [**https://www.figma.com/file/7lkiKavEQ3DFPKCgB2QgQK/HMI-Experiment-1?type=design&node-id=0%3A1&mode=design&t=28LaOgNV6S1EtdKJ-1**](https://www.figma.com/file/7lkiKavEQ3DFPKCgB2QgQK/HMI-Experiment-1?type=design&node-id=0%3A1&mode=design&t=28LaOgNV6S1EtdKJ-1) | |
| **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 bpth Figma and Justinmind. |