

# **EXPERIMENT 4**

## **Instagram Mobile Application Prototype**

### **Design**

#### **Aim:**

To design and develop a mobile application prototype using Figma and to implement familiar and unfamiliar navigation techniques for better user interaction and usability.

#### **Tool Used:**

- Figma (UI/UX Design Tool)

#### **DESCRIPTION:**

User Interface Design focuses on creating interactive and user-friendly application screens. In this experiment, a prototype of a mobile application similar to Instagram was designed using Figma. The design includes multiple screens such as Login, Home, and Profile. Navigation between screens is implemented using prototype connections. Both familiar and unfamiliar navigation patterns are used to enhance user experience.

## **PROCEDURE:**

1. Open Figma and create a new design file.
2. Create mobile frames using iPhone dimensions.
3. Design the Login screen with username and password input fields.
4. Create a Home screen containing stories, posts, and navigation bar.
5. Design a Profile screen with profile image, followers, following, and bio section.
6. Add icons, buttons, and layout elements to make the interface realistic.
7. Implement familiar navigation such as login form, bottom navigation bar, and profile layout.
8. Add unfamiliar features like profile completion indicator and floating action button.
9. Use Prototype mode in Figma to connect screens using navigation links.
10. Test the prototype to ensure smooth interaction between screens.

## **FAMILIAR NAVIGATION:**

Familiar navigation refers to commonly used interface elements that users already know and feel comfortable using.

The following familiar navigation techniques were implemented:

- Login form with username and password
- Home feed scrolling interface
- Bottom navigation bar (Home, Reels, Search, Profile)
- Story highlights section
- Profile layout with followers and following count
- Standard button interactions

## **UNFAMILIAR NAVIGATION:**

Unfamiliar navigation introduces new or less common interaction methods to enhance usability and user engagement.

The following unfamiliar features were implemented:

- Profile completion indicator showing 70% completion
- Floating action button for quick post creation
- Simulated typing interaction in login screen using prototype
- Swipe-based tab switching (conceptual)

## **Screens Designed:**

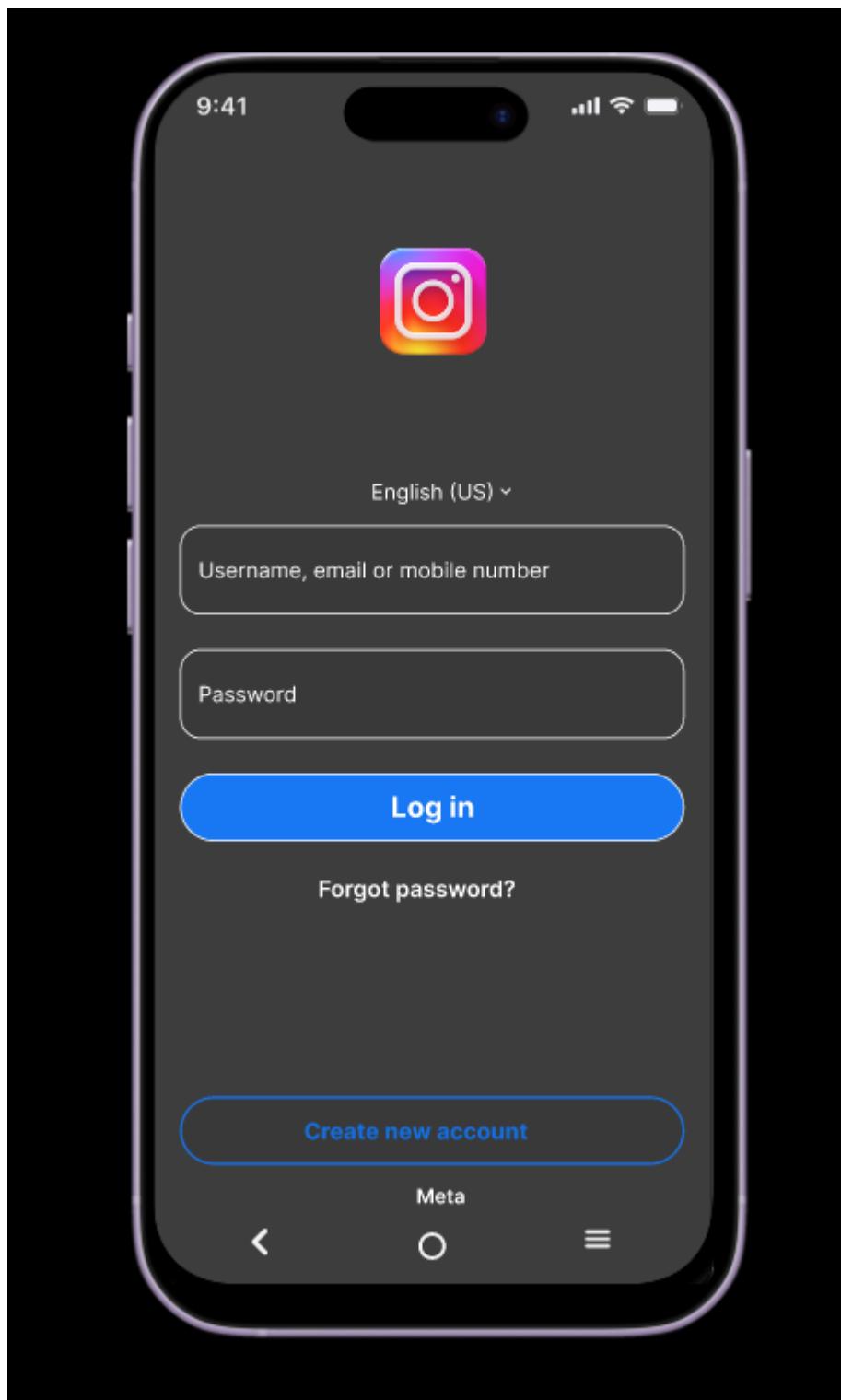
1. Login Screen
2. Home Screen
3. Profile Screen
4. Create Post Screen (Prototype interaction)

## **PROTOTYPE IMPLEMENTATION:**

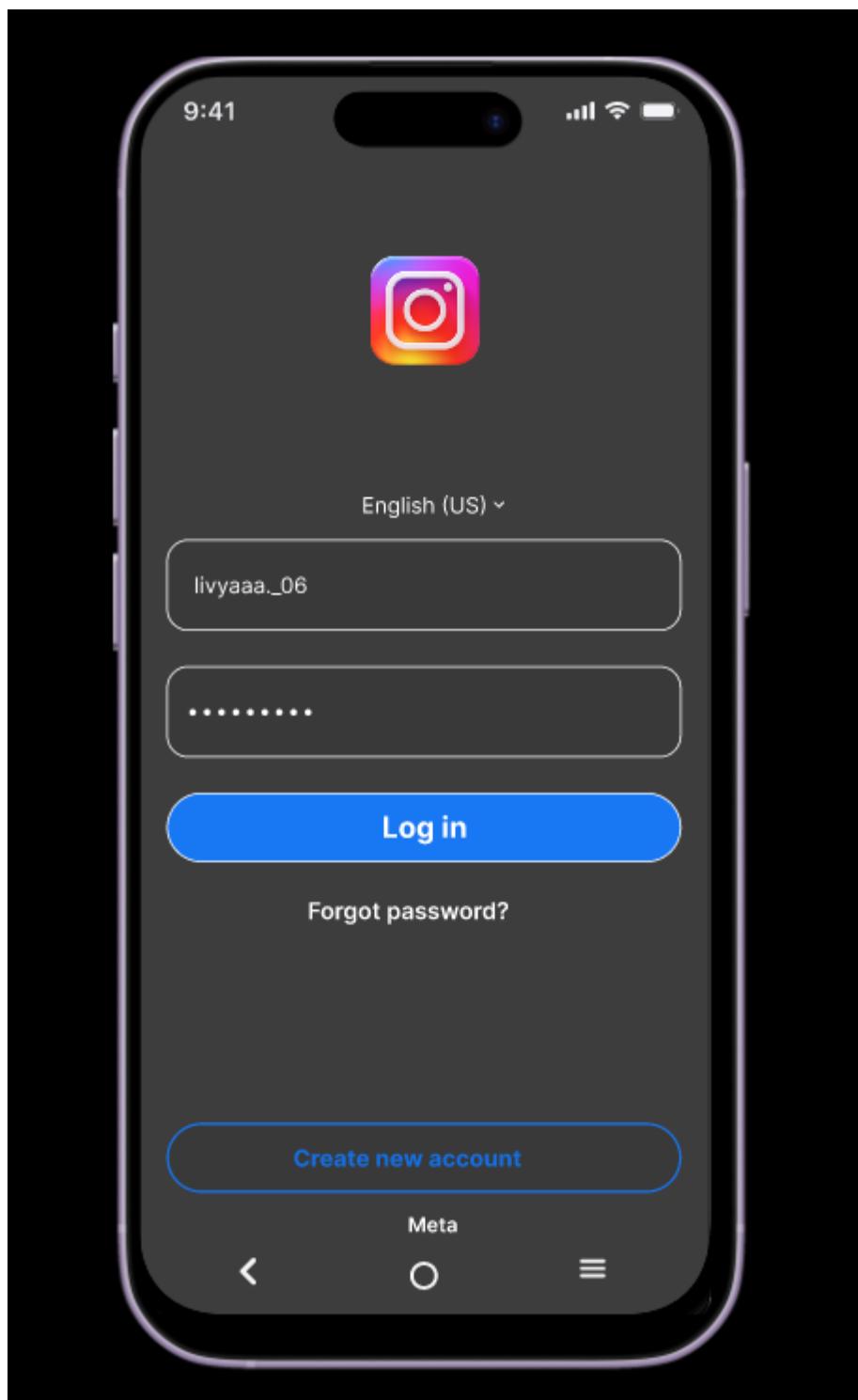
Prototype mode was used to connect different screens and simulate real application behavior.

- Login button navigates to Home screen
- Profile icon navigates to Profile screen
- Floating action button opens Create Post screen
- Navigation icons allow movement between screens
- Typing simulation implemented using multiple screen states

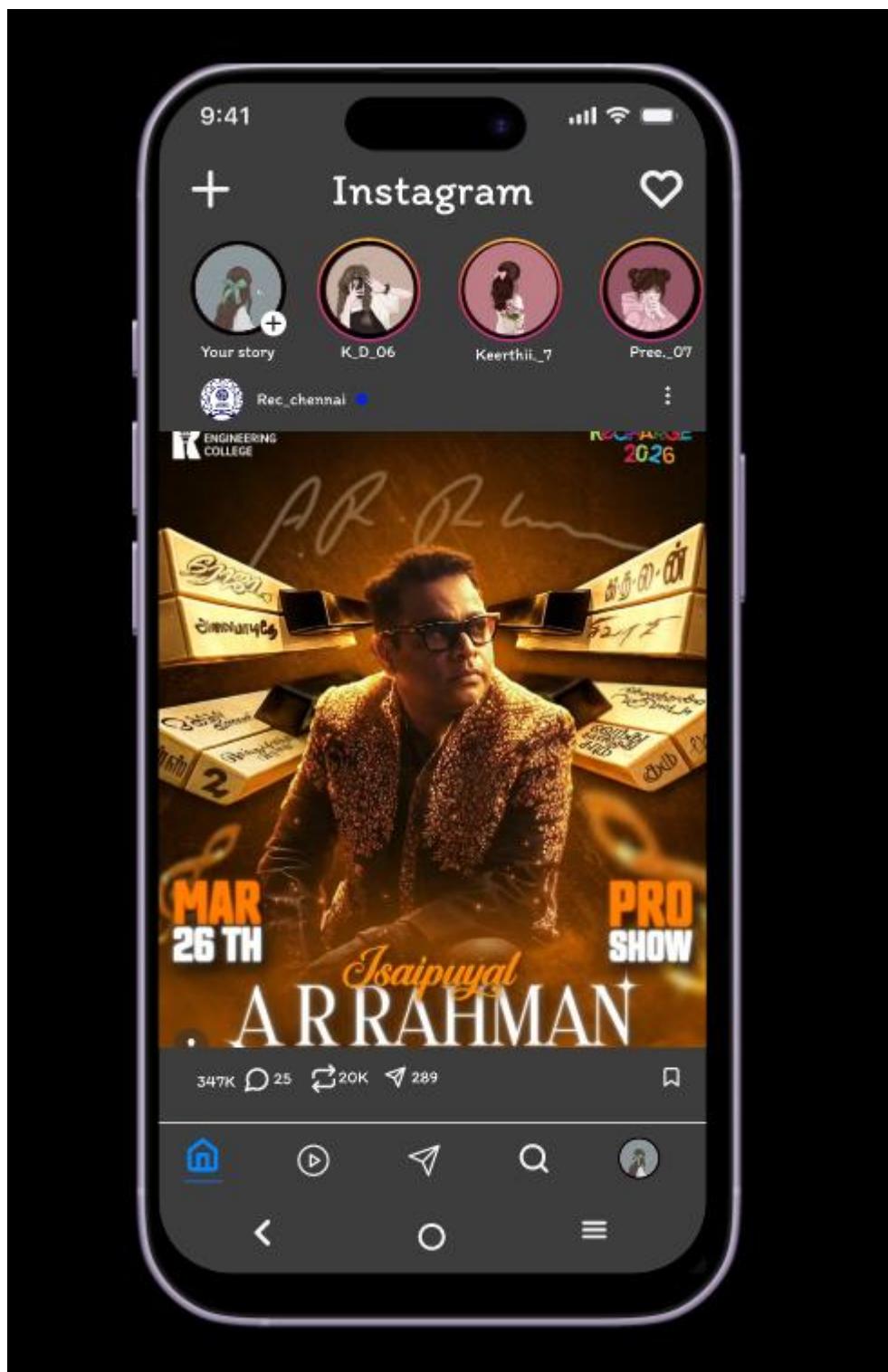
# SCREEN-1



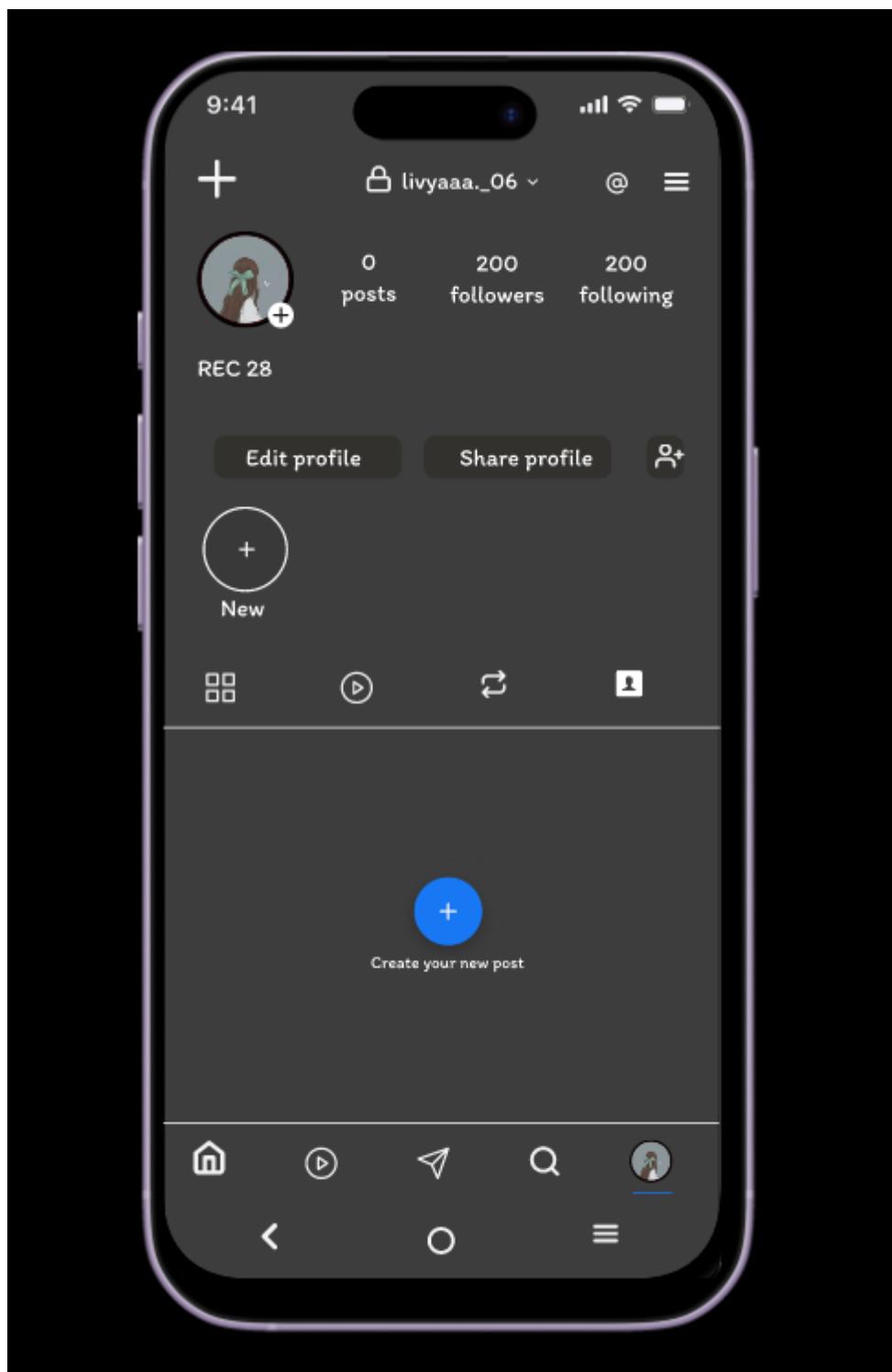
## SCREEN-2



## SCREEN-3



## SCREEN-4



## **PROTOTYPE LINK:**

<https://www.figma.com/proto/AZTbf6Z18vOcUwuK8jS8XM/Untitled?node-id=2-31&p=f&t=Ef19gGIJ7VVze8ls-0&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=2%3A29>