

EXERCISE 1: Good vs Bad design

Aim:

To design a user interface app login page using figma.

Procedure:

1. Sign Up & Create a Project:

- Sign up at figma.com and create a new project by clicking “New File.”

2. Create the Frame (Artboard):

- Use the “Frame” tool (F) to select a mobile preset (e.g., iPhone 13) as your canvas.

3. Design the Login Screen:

- Background Color: Select the frame and choose a background color (e.g., light blue).
- Logo: Draw a placeholder with the “Rectangle” tool (R) and use the “Text” tool (T) to add the app name.
- Input Fields: Use rectangles to create username and password fields with placeholder text, and apply rounded corners.
- Login Button: Create a button using a rectangle, set the color to blue, and add text inside. Group them together (Ctrl/Cmd + G).
- Align Elements: Use alignment tools and the “Auto Layout” feature (Shift + A) for spacing.

4. Prototyping the Interaction:

- Use the “Prototype” tab, link the “Login” button to the next screen, and set the interaction to “On Click” with an animation (e.g., Smart Animate).

5. Preview the Design:

- Click the “Play” button to preview the prototype and test the interaction.

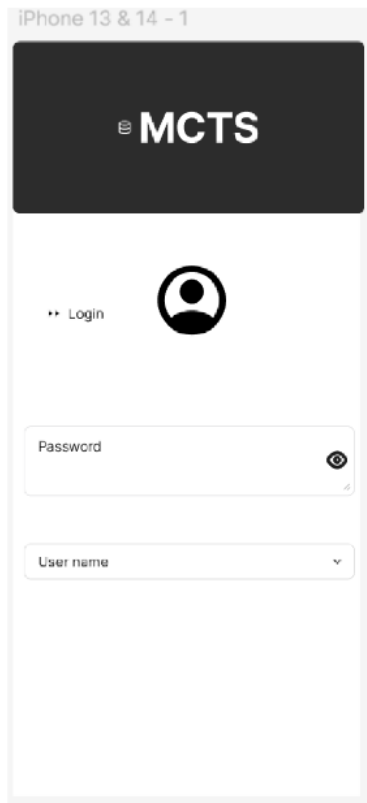
6. Share Your Design:

- Click “Share” to invite team members or generate a link, adjusting permissions for viewing/editing.

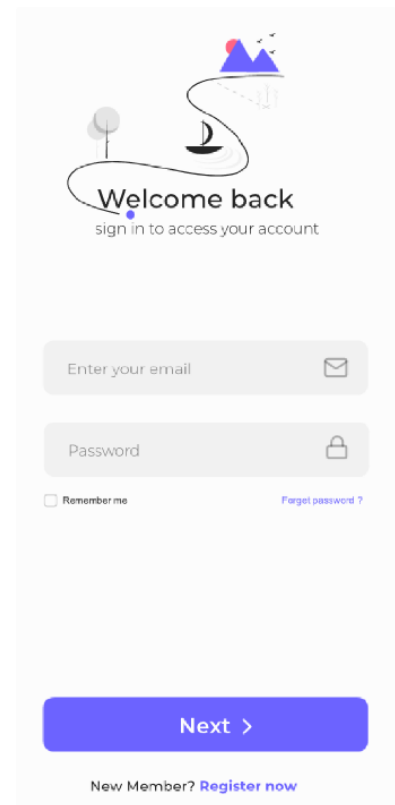
7. Export Assets:

- Select elements to export (e.g., logo or button), click “Export,” and choose a format (PNG, JPG, SVG).

BAD DESIGN:



GOOD DESIGN:



Result:

A user interface login page for an app is created in figma along with a bad and good design.