
1) Study of UI Life Cycle

Q1. What is the UI design life cycle?

- It is the process of designing, developing, and refining user interfaces.
- Helps create user-friendly and functional interfaces.

Q2. What are the main phases involved?

- Requirement Gathering
- Analysis
- Design
- Prototyping
- Evaluation
- Implementation
- Maintenance

Q3. How does the UI life cycle support user-centered design?

- It focuses on user needs at each stage.
- Ensures usability and better user experience.

2) Study of Open Source UX Tools

Q4. Name some open-source UX tools.

- Pencil Project
- Penpot
- Figma (Free plan available)
- GIMP (for graphic editing)
- Inkscape (for vector design)

Q5. Advantages of open-source UX tools?

- Free to use
- Community-supported
- Flexible and customizable
- Good for learning

Q6. How does Figma compare?

- Cloud-based and real-time collaboration
 - Easier UI than most open-source tools
 - Good for wireframes and prototypes
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3) Project Proposal & Requirement Gathering

Q7. Purpose of a project proposal?

- Defines the problem and goals
- Explains scope and features
- Gets stakeholder approval

Q8. How did you gather requirements?

- Conducted interviews and surveys
- Used questionnaires
- Researched similar apps

Q9: What interface did you choose and why?

- [Example: Mobile App]
 - Chosen for accessibility and user convenience
 - Easy to simulate and prototype
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4) Analysis

Q10. What is task analysis?

- Breaking down what users do to achieve a goal
- Identified tasks:
 1. Add a daily expense
 2. View monthly summary
 3. Set a savings goal

Q12: What is domain analysis?

- Study of the environment where the app will work
- Includes technologies, users, and workflows

Q14. Explain object model or ER diagram.

- Shows data structure
 - Example: User → has → Expenses
 - Includes entities like Users, Categories, Reports
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5) Create Social Model

Q15. What is a social model in UX?

- Describes user interaction with people, systems, and tools

Q16. How did you build it?

- Mapped relationships (User ↔ App ↔ Bank API)
- Showed communication and data flow

Q17. Role of user interactions?

- Important for feedback
 - Helps understand expectations and behavior
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6) Identify Users & User Persona

Q18. What is a user persona?

- A fictional character that represents a typical user

Q19. How did you identify users?

- Based on age, goals, pain points from surveys

Q20. Key details in your user persona?

- Name, age, job, goals, frustrations
 - Example: “Ravi, 25, student, wants to track expenses easily”
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7) Scenario Creation

Q21. What is a user scenario?

- A story of how the user interacts with the system to achieve a goal

Q21. How did you create it?

- Included user persona
- Covered 3 tasks identified earlier

Q22. Why is scenario creation useful?

- Helps in designing user flow
 - Makes requirements clear
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8) Mental Model

Q23. What is a mental model?

- The way users expect a system to behave

Q24. How does it help?

- Designs align with user expectations
- Reduces confusion and errors

Q25. Explain your model.

- Users expect:
 - A plus (+) button to add expenses
 - Summary screen with bar graph
 - Notifications for savings goals

9) High-Fidelity Prototype (Figma)

Q26. Difference between low- and high-fidelity prototypes?

- Low-fidelity: rough sketches, no interactivity
- High-fidelity: detailed, clickable design

Q27. Why Figma?

- Free plan, easy sharing
- Real-time collaboration



Q28. Features included?




- Expense input form
- Dashboard with graph
- Goal tracking module

10) What is Figma?

Figma is a **free, web-based design tool** used to **create UI/UX designs, wireframes, and prototypes**.

◆ **Key Points:**

-  **Cloud-based:** No need to install, works in browser.
-  **Collaborative:** Multiple users can work on the same design at the same time (like Google Docs).

-  **Used for:** Designing mobile apps, websites, wireframes, user interfaces (UI), and prototypes.
 -  **Interactive Prototypes:** You can link screens and simulate app/website behavior.
 -  **Free Plan Available:** Good for students and teams.
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Main Features:

1. **Design Tools** – Shapes, text, colors, components.
 2. **Prototyping** – Add links and transitions between screens.
 3. **Commenting** – Team members can give feedback directly.
 4. **Auto Layout** – Easy to design responsive layouts.
 5. **Plugins** – Add extra tools like icons, images, etc.
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Why Use Figma in UI/UX Projects?

- Easy to use for beginners.
 - Great for making **wireframes and high-fidelity prototypes**.
 - Works on Windows, Mac, and Linux (via browser).
 - Supports **real-time teamwork**.
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