

EX NO 1:

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INTRODUCTION TO FIGMA

AIM:

To create a mobile app design in Figma and compare good design with bad design.

THEORY:

Figma is a web-based design tool for creating user interfaces, prototypes, and designs. It enables real-time collaboration, vector editing, and cross-platform access. Figma supports design systems, interactive prototyping, and an extensive library of plugins, making it perfect for teams.

PROCEDURE:

Step 1: Create a New file

1. Click "New File" to start a blank project.

Step 2: Create the Frame (Artboard)

1. On the left toolbar, select the "Frame" tool (shortcut: F).
2. Choose a mobile preset (e.g., iPhone 13) from the right-hand panel.
3. A mobile-sized frame will appear on the canvas, which will act as your app screen.

Step 3: Design the Login Screen

Add a Background Color:

1. Select the frame and go to the right-side panel.
2. Under "Fill" choose a background color

Insert a Logo:

1. Click the “Rectangle” tool (shortcut: R) and draw a placeholder for a logo.
2. Use the “Text” tool (shortcut: T) to add your app name,
3. Adjust font size and color from the right-hand panel.

Add Input Fields:

1. Use the “Rectangle” tool to draw two boxes for username and password fields.
2. Add placeholder text inside
3. Apply rounded corners under “Corner Radius” in the right panel.

Add a Login Button:

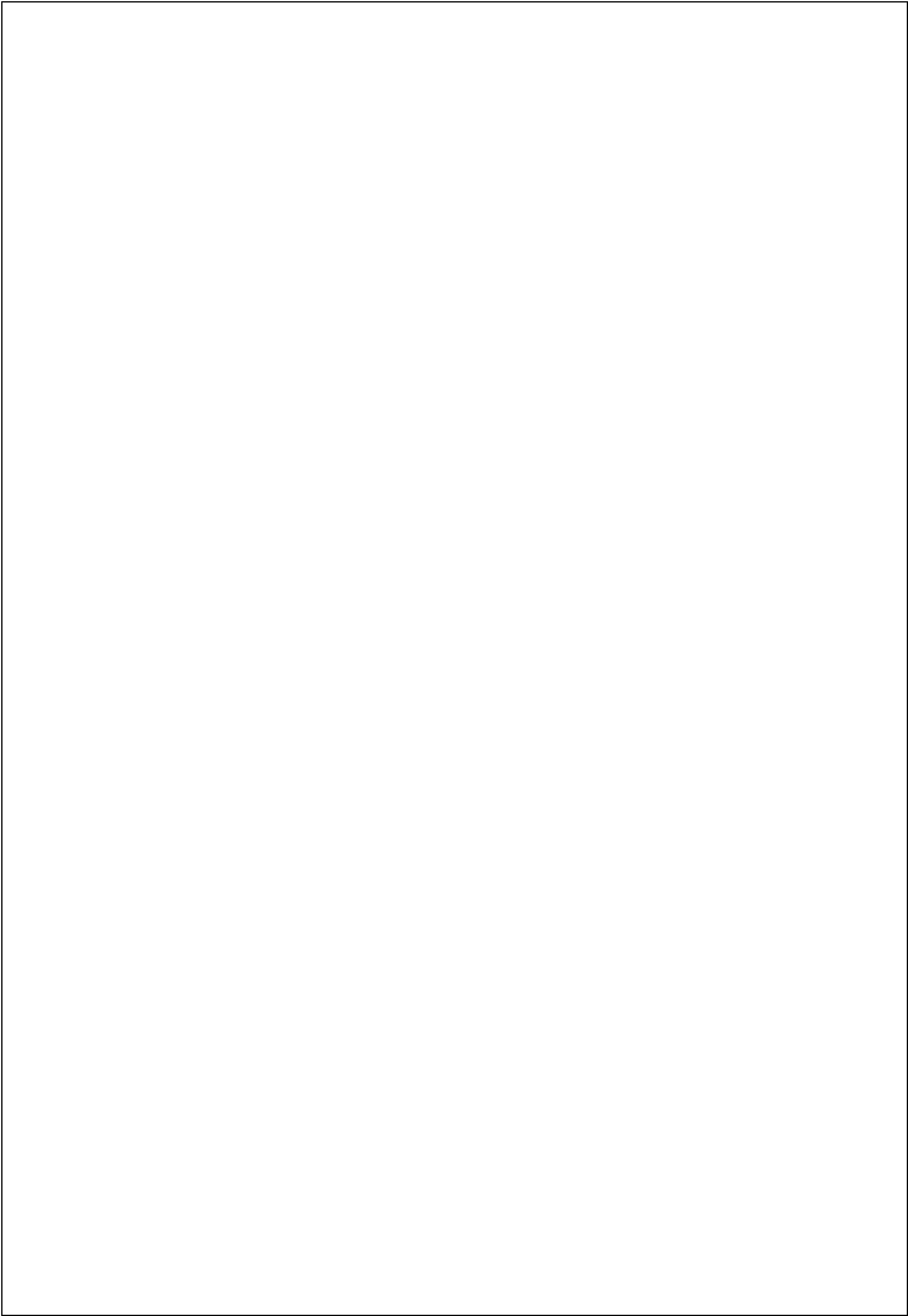
1. Create a button using the “Rectangle” tool
2. Add the text “Login” inside the button.

Step 4: Prototyping the Interaction

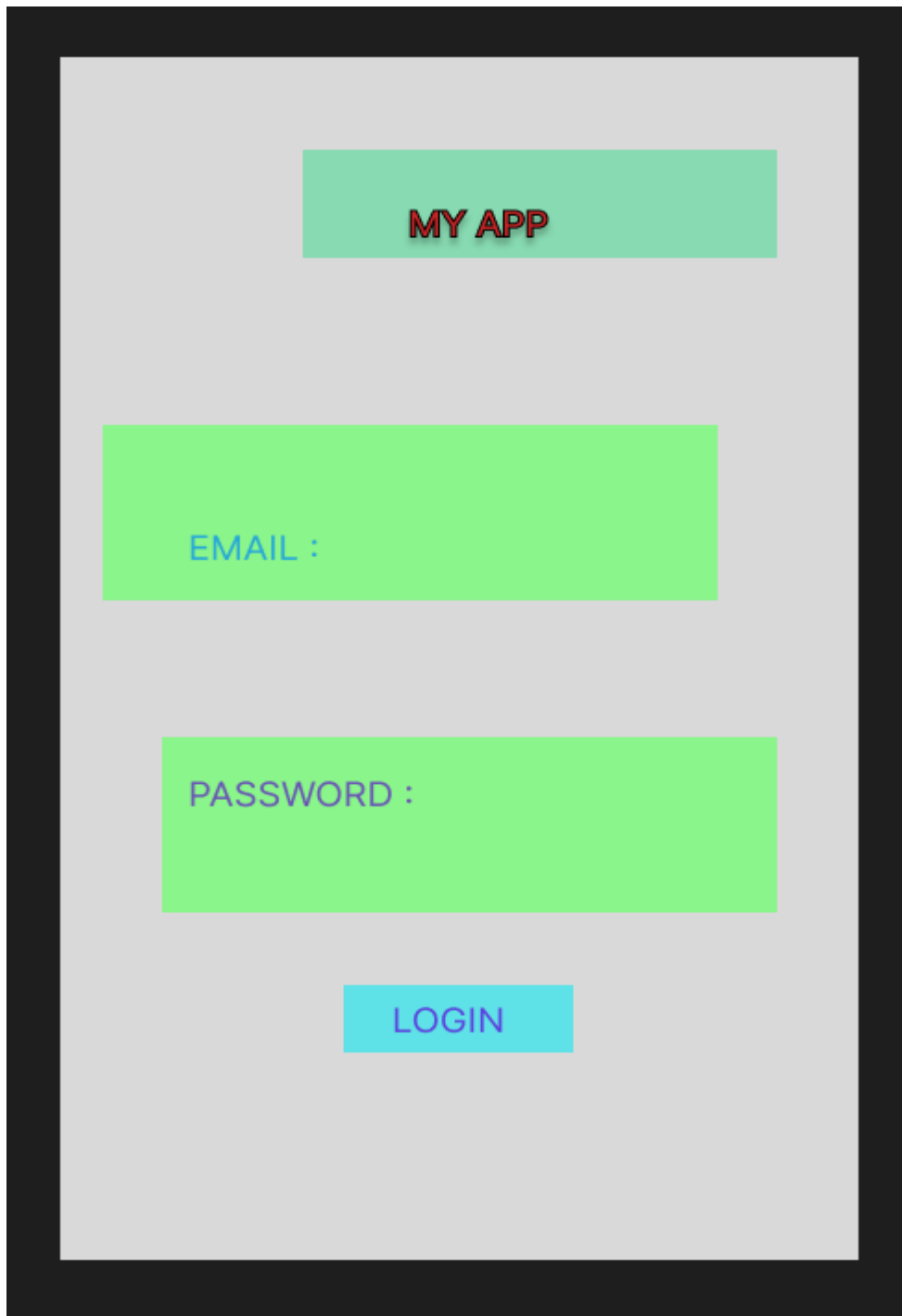
1. Click the “Prototype” tab on the right panel.
2. Select the “Login” button and drag the blue dot to a new frame (e.g., a home screen).
3. Set the interaction to “On Click” → &”Navigate to” the next screen.
4. Choose an animation effect

Step 5: Preview the Design

1. Click the “Play” button in the top-right corner to preview your app prototype.
2. Try clicking on the login button to see the transition to the next screen.



BAD DESIGN:

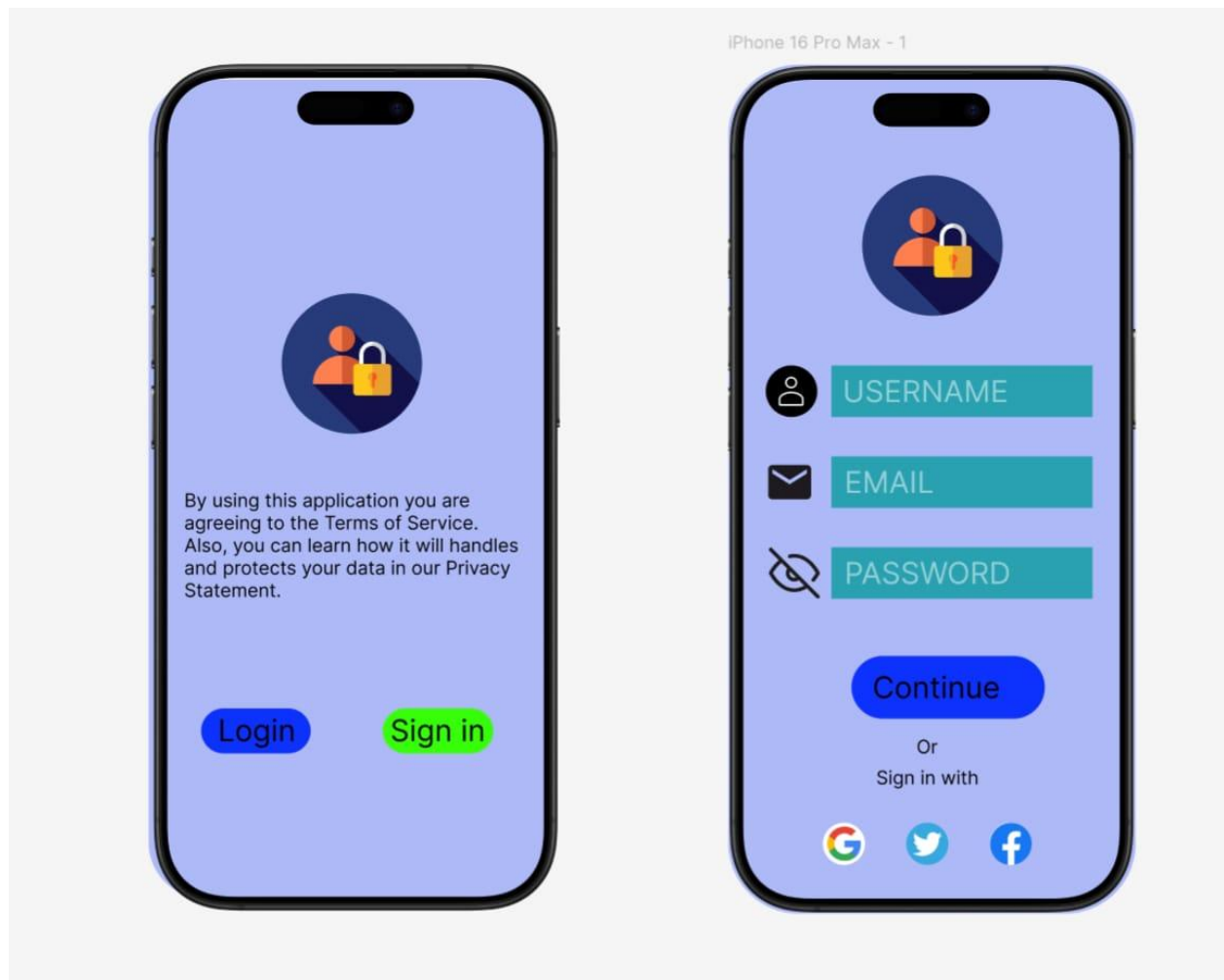


REASON:

This design lacks proper alignment, resulting in inconsistency, and fails to communicate a clear message to the user. The absence of structure makes it

difficult for users to navigate or understand the content, leading to a poor user experience.

GOOD DESIGN:



REASON:

This design could benefit from improved alignment to create a more consistent and visually appealing structure. With clearer messaging and better organization, users would find it easier to navigate and understand the content, leading to an enhanced user experience.

RESULT:

Hence , introduction to figma and creating a app design and comparison of good design and bad design using figma have been studied successfully.