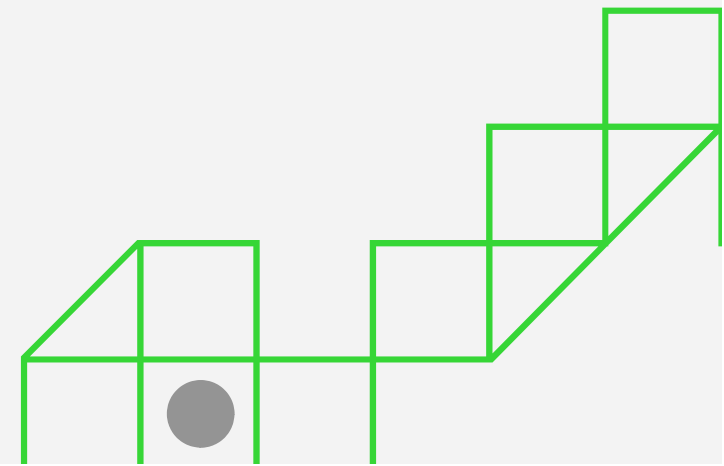# Designing a Prototype for an Online Learning Platform: Leveraging Figma for Effective Application Development

Introduction to Online Learning

In today's digital age, **online learning** has become a vital aspect of education. This presentation will explore **designing a prototype** for an effective online learning platform using **Figma**. We will discuss the importance of user experience and application development in creating an engaging learning environment.
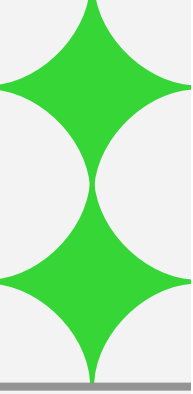
UNDERSTANDING USER NEEDS

To design an effective platform, it is crucial to identify the **user needs**. Conducting surveys and interviews helps gather insights on preferences and challenges faced by learners. This information will guide the design process, ensuring that the platform is tailored to meet **user expectations**.

Creating Wireframes in Figma

Wireframes are the backbone of any design project. Using **Figma**, designers can create low-fidelity wireframes to visualize the **layout** and functionality of the online learning platform. This step allows for quick iterations and feedback, ensuring that the design aligns with user needs.
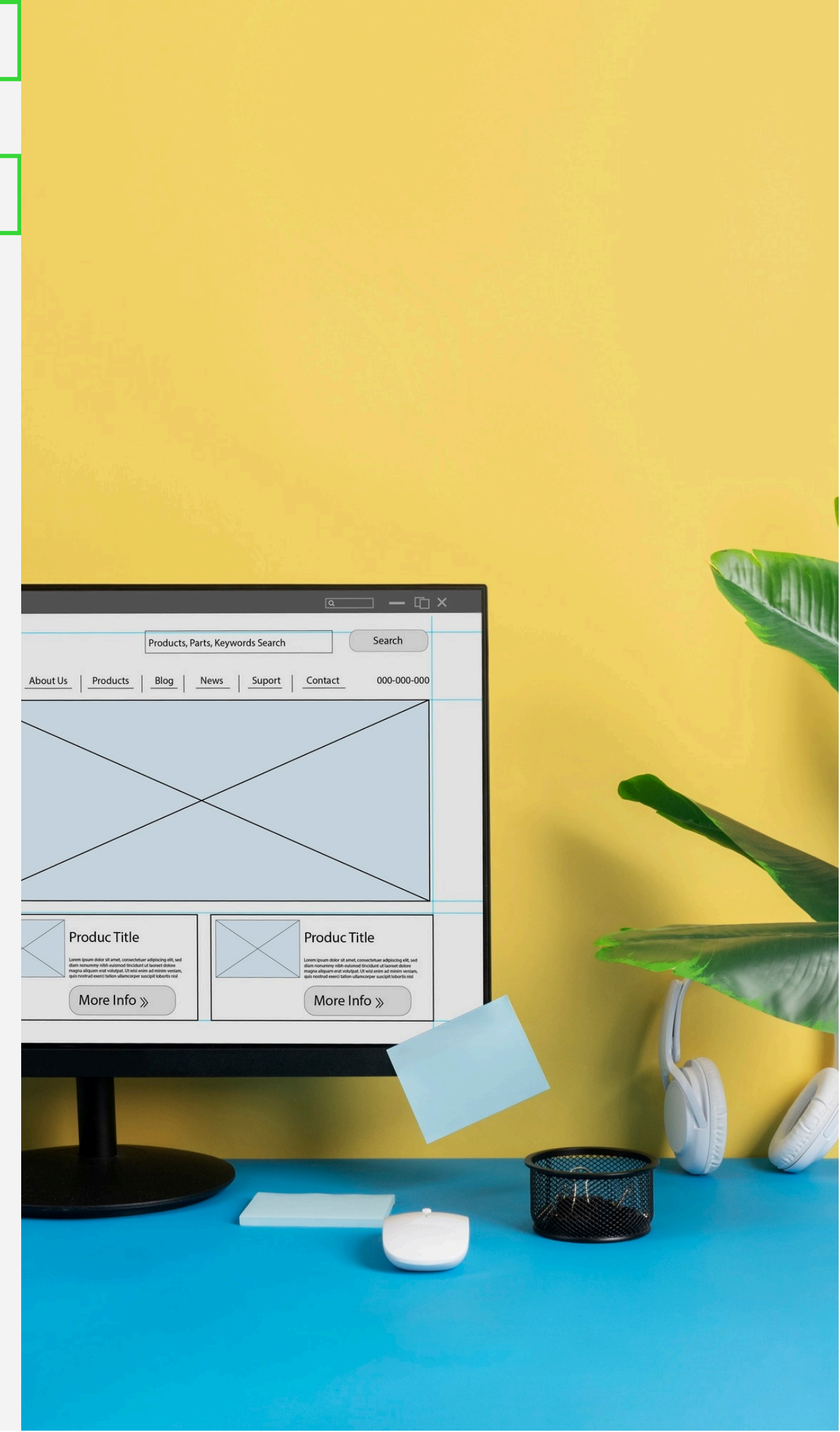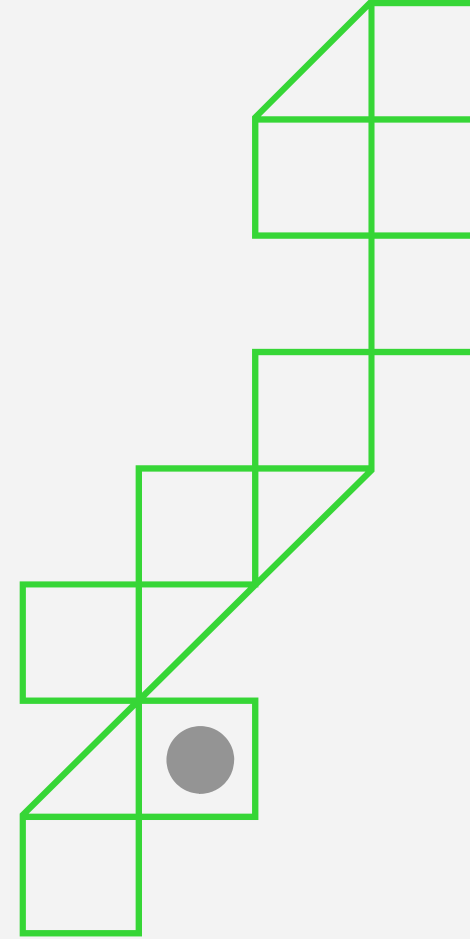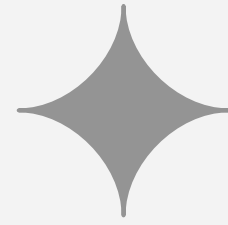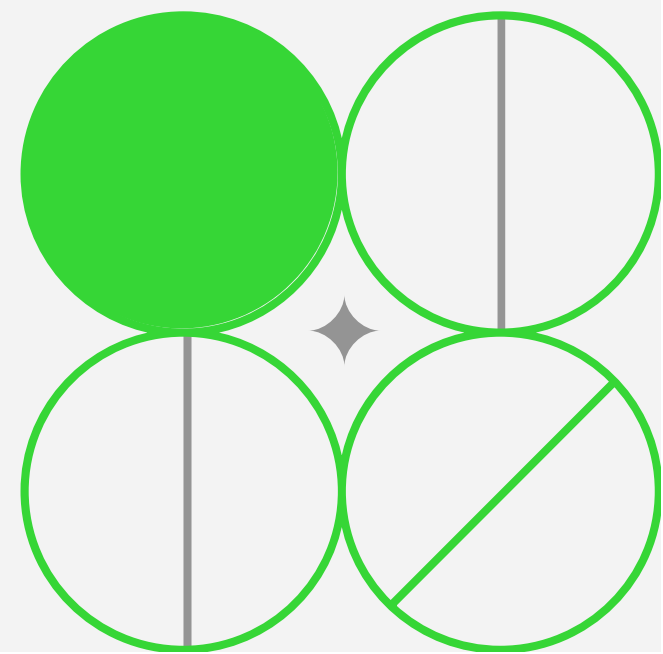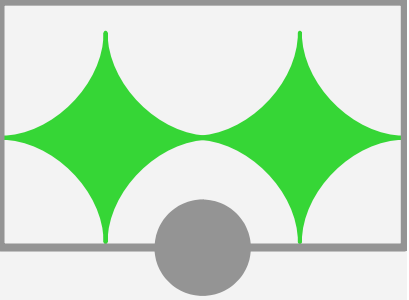
Designing User Interface

The **user interface (UI)** is crucial for user engagement. In Figma, designers can develop high-fidelity mockups that include colors, typography, and interactive elements. A well-designed UI enhances the learning experience by making navigation intuitive and content easily accessible.
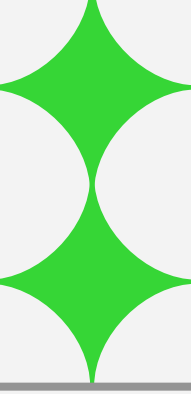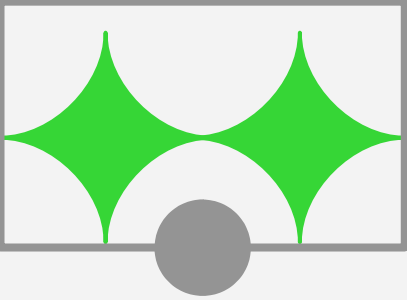
Prototyping and Testing

Prototyping allows designers to create an interactive version of the platform. With Figma's prototyping features, stakeholders can experience the application before development. Conducting **user testing** helps identify usability issues and gather feedback for further improvements.
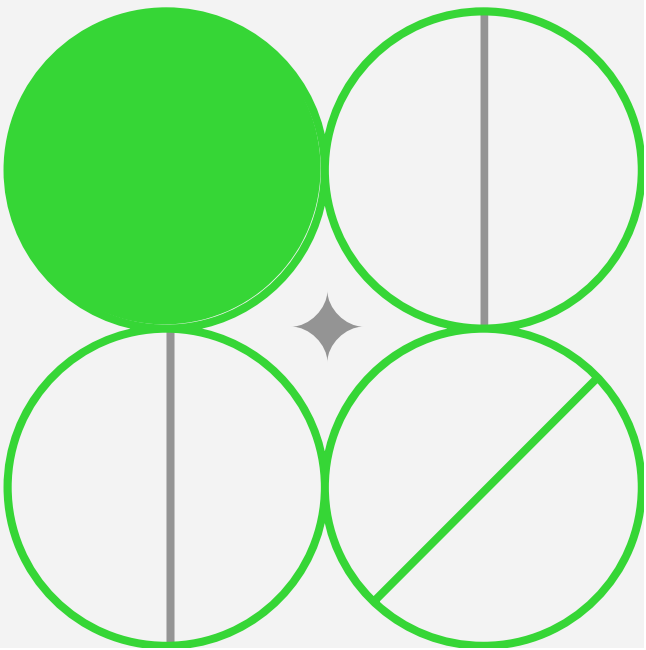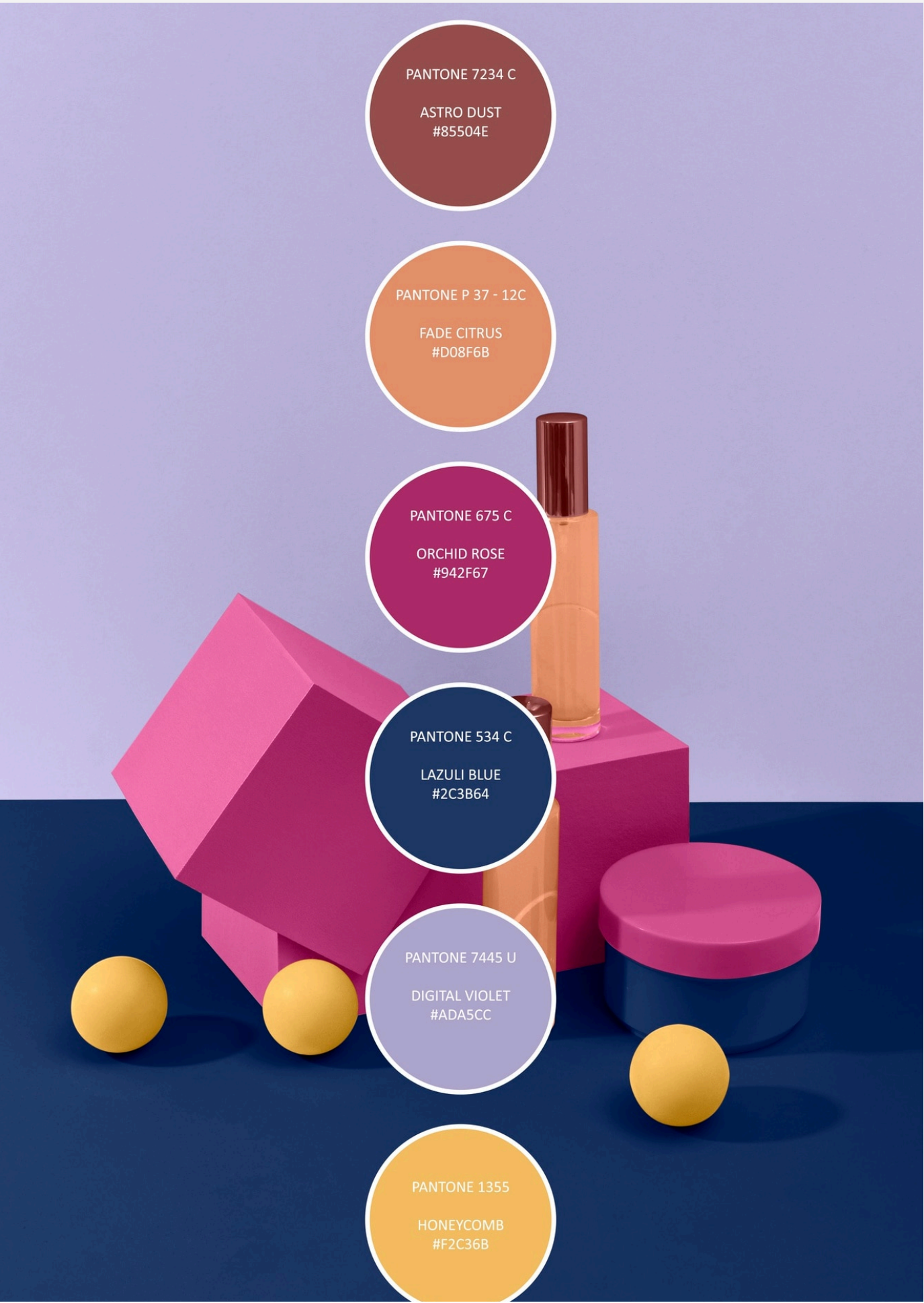
Iterative Design Process

The **iterative design process** is essential for refining the online learning platform. Based on user feedback and testing results, continuous improvements can be made to enhance functionality and user satisfaction. This approach ensures that the final product meets the evolving needs of learners.

PANTONE 7234 C

ASTRO DUST
#85504E

PANTONE P 37 - 12C

FADE CITRUS
#D08F6B

PANTONE 675 C

ORCHID ROSE
#942F67

PANTONE 534 C

LAZULI BLUE
#2C3B64

PANTONE 7445 U

DIGITAL VIOLET
#ADA5CC

PANTONE 1355

HONEYCOMB
#F2C36B

CONCLUSION AND NEXT STEPS

In conclusion, designing a prototype for an online learning platform using **Figma** involves understanding user needs, creating wireframes, and iterative testing. By following these steps, developers can create a user-centered application that fosters effective learning. The next steps include finalizing designs and moving into the development phase.
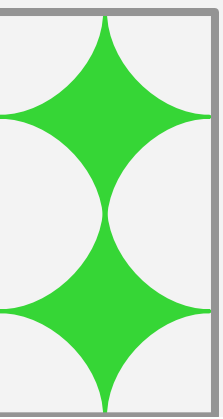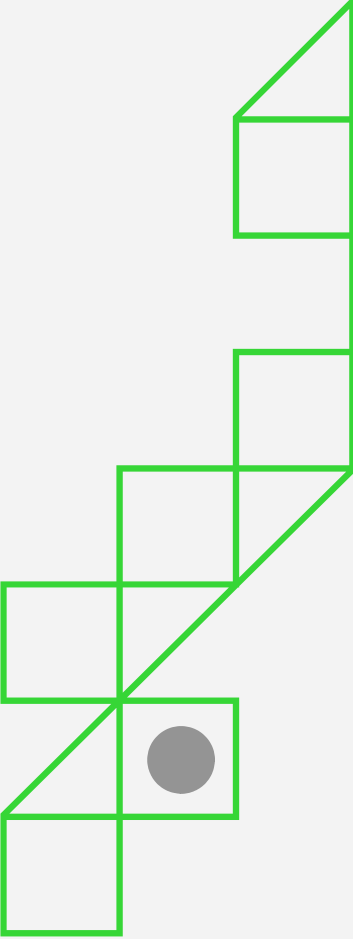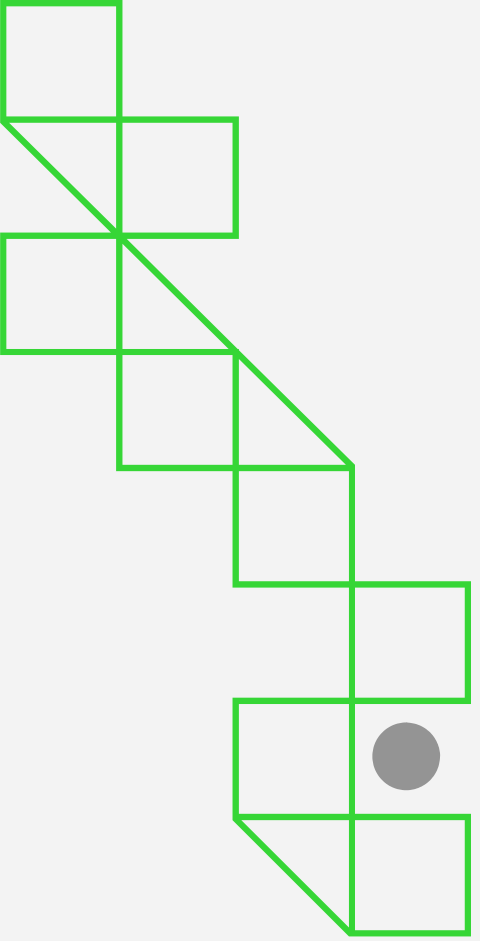
Thanks!

Created by : P. Sri Aditya Rao
Yaman Natla