

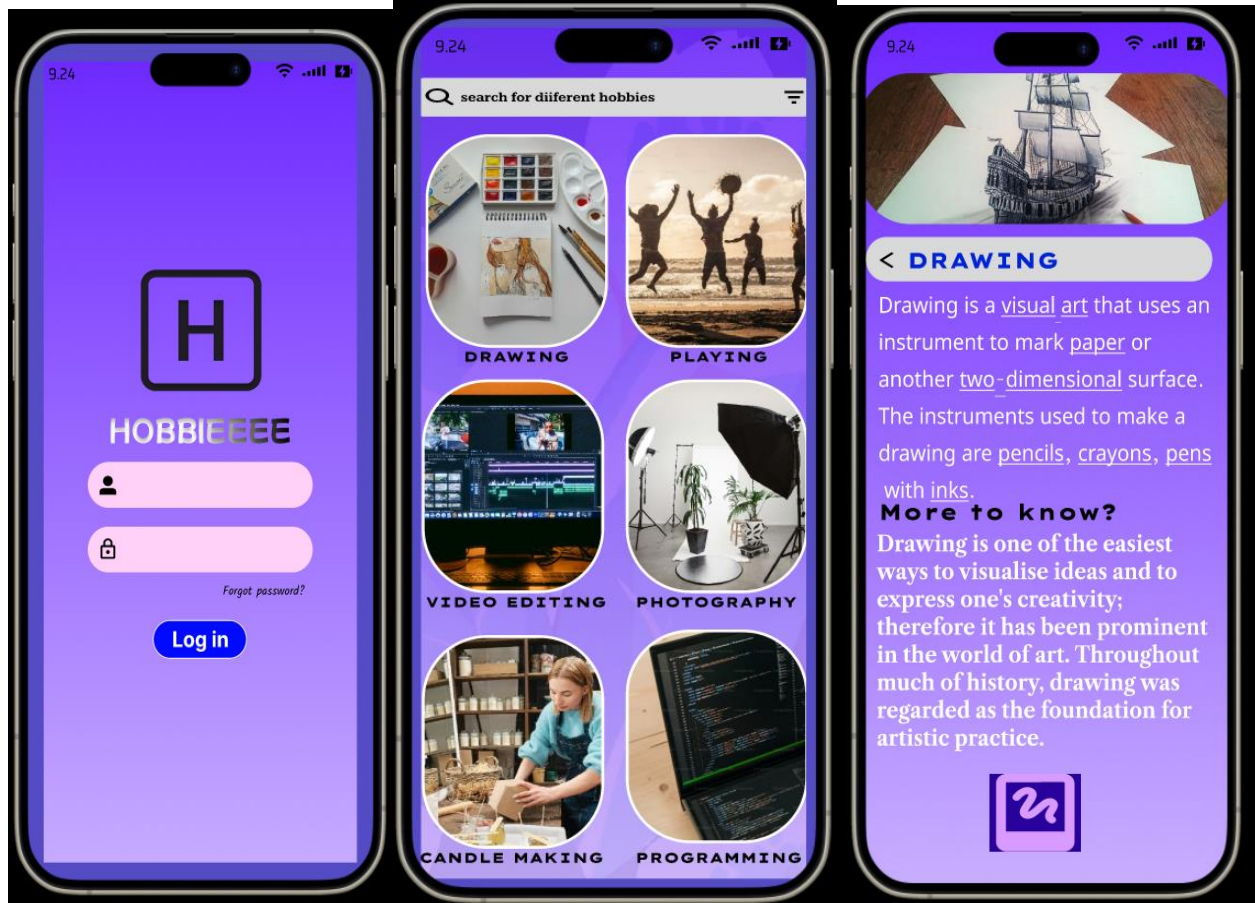
HOBBIES APP

Aim: Design a user-friendly hobbies app UI that aids users in discovering, tracking, and engaging with hobbies.

Procedure:

1. **Research:** Identify user needs and analyze competitors.
2. **Wireframe:** Create basic layouts and user flows.
3. **Design in Figma:**
 - Set up artboards for different devices.
 - Design screens: Home, Discovery, Details, Tracking, and Social.
 - Develop style guide: Colors, typography, and components.
 - Prototype with interactive links.
4. **Feedback:** Share for input, refine based on feedback.

Result: Deliver high-fidelity mockups, an interactive prototype, and a style guide, ready for development.





< PLAYING

Play is often interpreted as frivolous; yet the player can be intently focused on their objective, particularly when play is structured and goal-oriented, as in a game.

More to know?

In young children, play is associated with cognitive development and socialization. Play that promotes learning and recreation often incorporates toys, props, tools, other playmates.



< VIDEO EDITING

Video editing lets creatives make both subtle and significant alterations to video files. They can make minor but meaningful edits to combine multiple clips, alter audio volume.

More to know?

- Video editing involves manipulating and combining video files to create a cohesive project, utilizing software like Adobe Premiere Pro and Final Cut Pro for seamless transitions and effects.



< PHOTOGRAPHY

Photography is the art, application, and practice of creating images by recording light, either electronically by means of an image sensor.

More to know?

Photography is the art, application, and practice of creating images by recording light, either electronically by means of an image sensor. Photographs are used to tell stories in many different ways.



< CANDLE MAKING

Candle making was developed independently in a number of countries around the world. Before candles were invented, ancient people used open fire.

More to know?

Candle makers (known as chandlers) made candles from fats saved from the kitchen or sold their own candles from within their shops.



< PROGRAMMING

Programming refers to a technological process for telling a computer which tasks to perform in order to solve problems. You can think of programming as a collaboration between humans

More to know?

Programming helps businesses operate more efficiently through different software for file storage and automation and video conferencing tools to connect people globally, amongst other things.

