Name of Student: Pushkar Sane	
Roll Number: 45	Lab Assignment Number: 8
Title of Lab Assignment: Creating a high-fidelity prototype using the Figma tool.	
DOP: 05-03-2024	DOS: 09-03-2024
CO Mapped: CO5	PO Mapped: PO3, PO5, PO7, PO12, PSO1, PSO2	Signature:

UI Practical 8

Aim: Creating a High-Fidelity prototype using the Figma tool.

Introduction:

Figma is a cloud-based design tool used for interface design, prototyping, and collaboration among teams. It has gained significant popularity due to its versatility, real-time collaboration features, and accessibility across different platforms. When it comes to high-fidelity design in Figma, there are several theories and best practices to consider:

1. **High-Fidelity vs. Low-Fidelity:** High-fidelity design refers to designs that closely resemble the final product in terms of visual appearance and interaction. Low-fidelity designs, on the other hand, are rough sketches or wireframes that focus more on structure and functionality. In Figma, designers can gradually move from low-fidelity to high-fidelity designs as the project progresses.

2. **Visual Design Principles:** High-fidelity designs in Figma should adhere to fundamental design principles such as contrast, alignment, repetition, and proximity (CARP). These principles help create visually appealing and effective designs that communicate the intended message clearly to users.

3. **Typography:** Selecting appropriate typography is crucial in high-fidelity design. Figma offers a wide range of fonts and text styling options. Designers should consider factors such as readability, hierarchy, and brand consistency when choosing fonts for their designs.

4. **Color Theory:** Color plays a significant role in high-fidelity design as it can evoke emotions, convey information, and create visual hierarchy. Figma provides various color tools and features for selecting and managing colors effectively. Designers should understand color theory principles such as complementary colors, analogous colors, and color contrast to create visually cohesive designs.

5. **UI Components and Design Systems:** Figma allows designers to create reusable UI components and design systems, which facilitate consistency and efficiency in high-fidelity design. By using components such as buttons, icons, and input fields, designers can maintain visual coherence throughout the design process and across different screens or projects.

6. **Prototyping and Interactivity:** High-fidelity designs in Figma can include interactive elements and animations to simulate user interactions and demonstrate the flow of the final product. Figma's prototyping features enable designers to create interactive prototypes with transitions, hotspots, and gestures, providing stakeholders and users with a realistic preview of the design's functionality.

7. **User-Centered Design:** Ultimately, high-fidelity design in Figma should prioritize the needs and preferences of the target users. Design decisions should be informed by user research, usability testing, and feedback to ensure that the final product meets user expectations and delivers a positive user experience.

By incorporating these theories and best practices into their design process, designers can create high-fidelity designs in Figma that are visually compelling, functional, and user-friendly.

High-Fidelity Prototyping

High-fidelity prototypes are computer-based, and usually allow realistic (mouse-keyboard) user interactions. High-fidelity prototypes take you as close as possible to a true representation of the user interface. High-fidelity prototypes are assumed to be much more effective in collecting true human performance data (e.g., time to complete a task), and in demonstrating actual products to clients, management, and others.

Benefits of high-fidelity prototyping

More familiar to users: High-fidelity prototypes look like live software to customers, meaning participants would be more likely to behave naturally during testing.

Pinpoint specific components to test: You can dive deep into a single component (like flow, visuals, engagement, or navigation) during user testing. This allows you to get detailed feedback on certain elements of the design that would not be possible with pen and paper.

More presentable to stakeholders: Clients and team members will get a clear idea of how the product will look and work before it ever goes live. You can also set clear expectations with developers in the early stages on how much time will be needed to build your prototype and have a finished product.

High Fidelity Prototype:

| Scorify | New match | Running match | Full scorecard | | Welcome admin   Sign Out |

Practice Match | Thursday, March 7, 2024 | England vs India | HPCA, Dharamshala
England, chose to bat | 1st innings running

England - 0 / 0   Overs: 0.0(1)

Current run rate: 0.00

(0) (1) (2) (3) (4) (6)

Bye   Leg-Bye   Wide ball   No Ball

Bowled   LBW   Caught   Stumped   Run Out   Hit Wicket

This over:

Bats.	R	B	0s	4s	6s	SR
Joe Root*	0	0	0	0	0	0
Ben Stokes	0	0	0	0	0	0

Bowl.	O	M	R	W	Eco
Jasprit Bumrah	0.0	0	0	0	0.00

Scorecard

| Scorify | New match | Running match | Full scorecard | | Welcome admin   Sign Out |

England	India

Batting		R	B	0s	4s	6s	SR		role
Rohit Sharma	not out	7	2	0	0	1	350.00		
Ravindra Jadeja	not out	6	2	0	1	0	300.00		
Jasprit Bumrah	yet to bat	0	0	0	0	0	0		

Extras: 0

Score: 13 / 0 | Target: 12 | Over: 0.4(1) | Run rate: 19.50

Bowlling	O	R	M	W	Eco	0s	4s	6s	Wd	Nb
James Anderson	0.4	13	0	0	19.50	0	1	1	0	0

Save

Conclusions: We have successfully created a High Fidelity (Wire Frame) in this practical.