RAJALAKSHMI ENGINEERING COLLEGE

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**

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| **CS23A34**  **USER INTERFACE AND DESIGN LAB** |
| **Laboratory Observation NoteBook** |

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**Academic Year:** 2024-25

**Ex. No. : 1a Date : 25.01.2025**

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Evaluating Good vs. Bad UI Design in Figma

# Aim:

To analyse the impact of good and bad UI design principles on user experience by creating two versions of a mobile login screen in Figma.

# Procedure:

1. **Set Up the Experiment:**
   * Open Figma and create a new project.
   * Design two mobile login screens: one following good UI/UX principles and the other with bad design choices.

# Designing the Good UI Version:

* + Use a clean and consistent layout with proper spacing.
  + Apply a clear visual hierarchy with readable font sizes.
  + Use a high-contrast color scheme for accessibility.
  + Add clear input fields with labels and placeholders.
  + Provide a properly styled login button with a distinct color.
  + Implement feedback mechanisms like error messages.
  + Ensure mobile responsiveness and touch-friendly elements.

# Designing the Bad UI Version:

* + Use inconsistent fonts and poor color contrast.
  + Place elements in a cluttered and misaligned manner.
  + Remove labels from input fields, relying only on placeholder text.
  + Use small buttons that are difficult to tap on mobile.
  + Provide no error handling or feedback mechanisms.
  + Ignore accessibility considerations like color blindness support.

# User Testing:

* + Recruit 5-10 participants to interact with both designs.
  + Ask them to complete a simple login task in both versions.
  + Record their time taken, errors made, and overall satisfaction.

# Analyze Results:

* Measure the usability of both designs using metrics like:
  + - Time taken to complete login.
    - Number of errors (e.g., missed input fields).
    - User ratings on a scale of 1-10 for ease of use.

# Output

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**Results:**

* **Good UI Design:** Users completed the login process faster, made fewer errors, and reported a smoother experience.

# Bad UI Design: Users struggled with navigation, took longer to complete tasks, and expressed frustration over unclear elements

# Link

[**https://www.figma.com/design/WsiPazyLBkndw4QhypVrdl/baddesign\_gooddesign?nod**](https://www.figma.com/design/WsiPazyLBkndw4QhypVrdl/baddesign_gooddesign?node-id=0-1&t=YkrjEiD2gvPATsrb-1)[**e-id=0-1&t=YkrjEiD2gvPATsrb-1**](https://www.figma.com/design/WsiPazyLBkndw4QhypVrdl/baddesign_gooddesign?node-id=0-1&t=YkrjEiD2gvPATsrb-1)