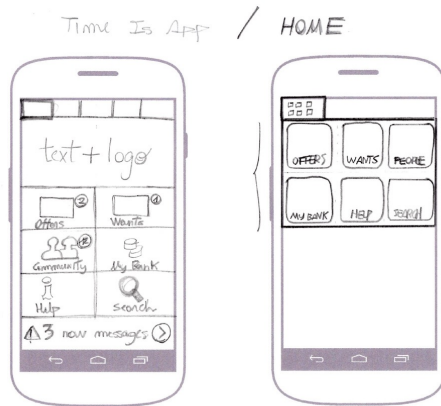




App Prototype Design with Figma



2º DAM. Programación Multimedia y dispositivos móviles
Curso 2025-2026

Activity: App prototype Design with Figma

Description:

In this activity, students will design and create a prototype of a mobile application using Figma. The app concept should be original — invented by the students themselves.

Requirements:

The prototype must include at least three different screens (for example: a login screen, a main menu, and a details screen).

Each screen should have a consistent visual style and demonstrate basic navigation between them. Students should focus on usability, layout, and clarity of design rather than complex functionality.

Goal:

To practice UI/UX design skills and learn how to use Figma to create interactive prototypes.

Prototype of a mobile application

