



UI/UX PRACTICE PROJECT

CRAFTING DIGITAL EXPERIENCES THAT DELIGHT USERS.



WEEK 01

TOOBA KHAN

INTERACTIVE BUTTON DESIGN CASE STUDY

Project Overview:

This project focuses on designing interactive and modern button components to improve user experience and visual feedback. The goal was to practice creating buttons with different interaction states such as hover, active, and toggle.

Tools Used:

- Figma
- Canva

Project Type: UI Component Design Practice





GLOW HOVER EFFECT

BUTTON 1

Default**Hover Version**

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Problem

Users need visual feedback when interacting with buttons.

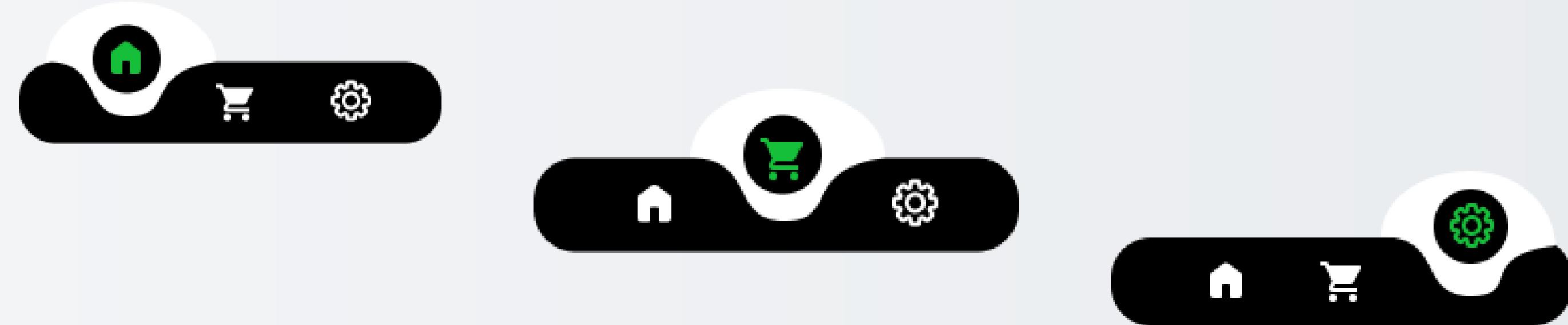
Solution

Designed a glow effect on hover to provide clear visual feedback and improve interaction experience.



INTERACTIVE MENU BAR NAVIGATION

BUTTON 2



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Problem

Users need clear navigation feedback.

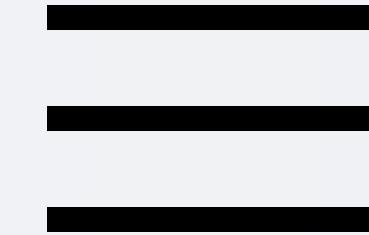
Solution

Designed animated navigation bar with active state indicator.



SIDEBAR TOOGLE BUTTON

BUTTON 3

Closed**Open**

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Problem

Users need clear indication when sidebar is open or closed.

Solution

Designed toggle button that changes from hamburger menu to close icon.

Interaction

Closed → Hamburger icon
Open → Close icon



LIKE BUTTON INTERACTION

BUTTON 4

Default**Active**

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Problem

Users need feedback when liking content.

Solution

Designed heart button that changes color when active.

Interaction

Default → Outline heart
Active → Filled heart



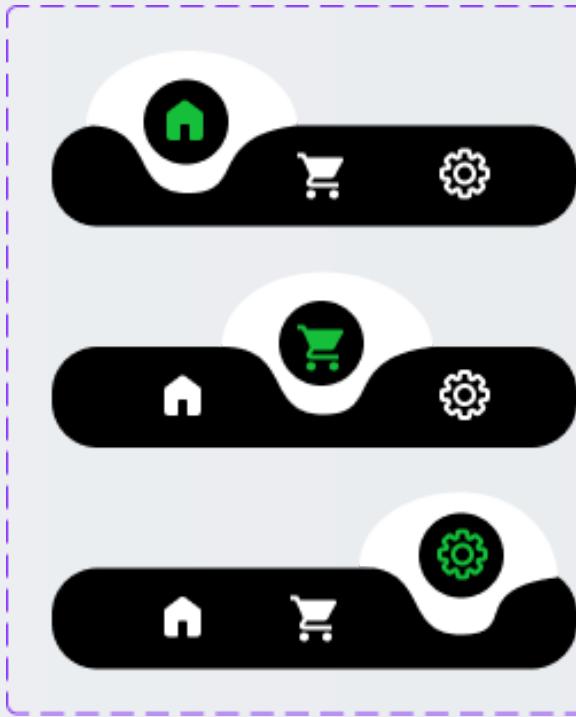
WEEK 01

PROTOTYPE PREVIEW

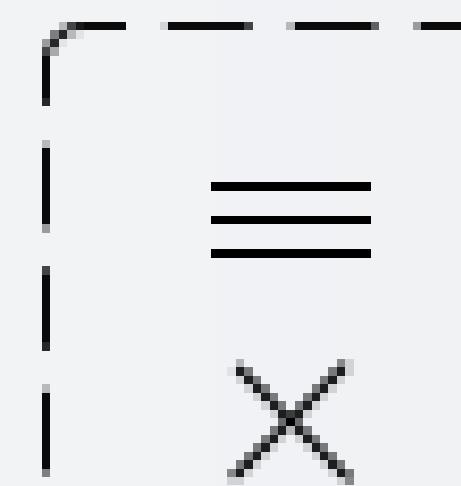
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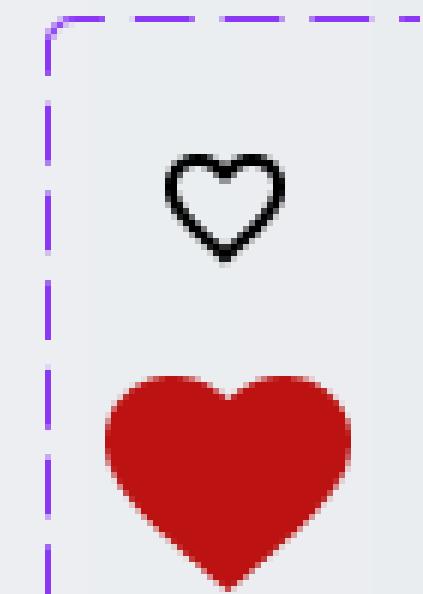
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WEEK 01

FINAL OUTCOME

TOOBA KHAN

This project helped improve my understanding of interactive UI components and user feedback. The designed buttons provide clear visual feedback and follow modern UI/UX design principles.

SKILLS LEARNED

- Component design
- Interaction design
- Visual hierarchy
- Prototyping

