# Day 12

## Agenda

- Guide to prototyping in Figma
- Prototype scroll and overflow behavior
- Create interactions
- Prototype triggers
- Prototype actions
- Prototype animations
- Create overlays in your prototypes

### Individual assignment: Create HF prototype (5%)



#### Objective

To be able to use Figma application to create HF prototype of final project.

#### > Instructions

- For each team member, use Figma to create HF prototype of a main feature in your final project.
- You must use the realistic information and pictures.
- Once finished, insert picture, name of creator, annotations, short description of the feature in your worksheet.

#### O Note:

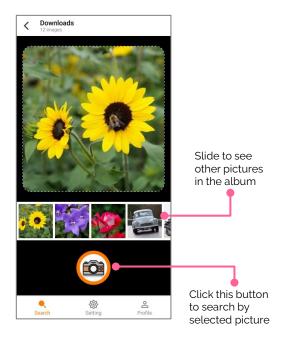
- A team is required to have at least 4 main features.
- You can insert more slides in the worksheet (if any).



### HF prototype of main features (1) (example)







User can search by taking a picture (6615000 John Smith)

User can search by picture in photo album (6615000 John Smith)



#### HF prototype of main features (2) (example)

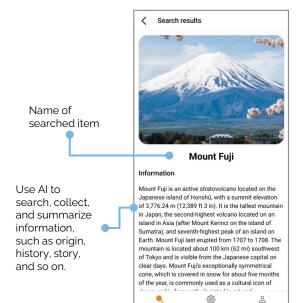
Latest

item

news of

searched

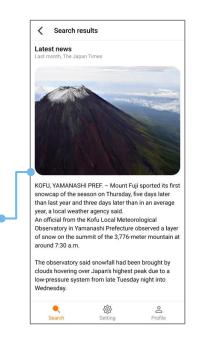




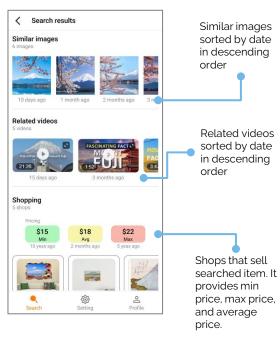


Setting

Profile



Search result (6615000 John Smith)

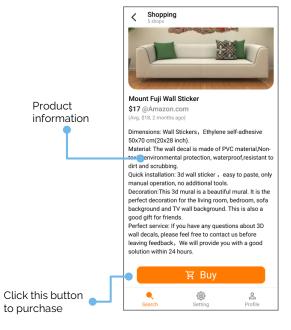


Search result (6615000 John Smith)

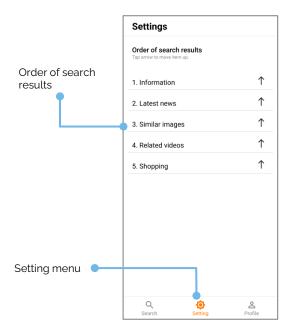


### HF prototype of main features (3) (example)

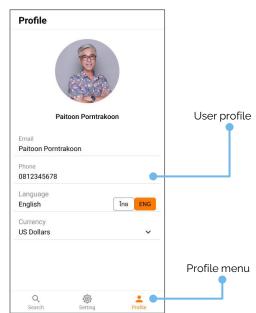








Setting of the search results (6615000 John Smith)



User profile (6615000 John Smith)

#### Individual assignment: Create HF prototype

- ▶ Grading Criteria
  - O = No submission
  - o 1 = HF prototype of a main feature is incomplete or is subjective.
  - 3 = HF prototype of a main feature is complete but is not explained or annotated.
  - o 5 = HF prototype of a main feature is complete, clearly explained, and clearly annotated.



Replace this message by 4 main features.

Short description (Creator ID and Name)

Short description (Creator ID and Name)



Replace this message by 4 main features.

Short description (Creator ID and Name)

Short description (Creator ID and Name)

## Assignment: Create interaction in Figma

#### Objective

 To be able to use Figma application to create the interaction in the final project.

#### > Instructions

- Use Figma to create the interaction in your project.
- Once finished, insert the picture of the overview of prototype in your worksheet.
- Insert the link to your prototype in Figma in your worksheet too.

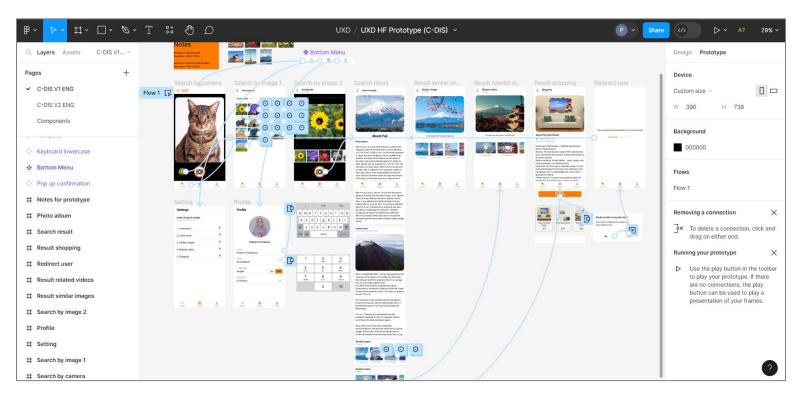
60

mins



#### Interaction (example)





Figma Link: https://www.figma.com/proto/tDirrIUiDSjhYPTBwDhRAE/UXD-HF-Prototype-(C-DIS)?type=design&node-id=8-121&t=FE8wWgU6shf3xwEU-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=8%3A121&mode=design

#### Assignment: Create interaction in Figma

- ▶ Grading Criteria
  - o o = Blank, or link to Figma is not accessible.
  - o 1 = Interactions of less than half of the main objects are created.
  - 2 = Interaction of more than half of the main objects are created.
  - o 3 = Interactions of all main objects are created.



Replace this message by the overview of your interactions.

# Q&A

# End