Assignment: Case Study 5: Learning Figma in Interaction Design
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Introduction

When I first started learning Figma, I was able to derive its functionality primarily from previous experiences with similar programs. For me, this previous program that helped me get a quicker grasp on Figma was Procreate. Before I was a Web Design major, I was a major in an Art Design related field, and I used Procreate a lot. This program was very user friendly, much like Figma, and was very versatile in its user base, it's functionality allowed novices to use it, as well as experts. This is very similar to Figma's functionality.

Procreate and Figma have similarities but also stark differences, Procreate has an open ended user flow, it allows people to design using mostly their design brain, structure is not important in the same way as web design needs structure. Figma is more structured, not in an unuseful way, but in a way that aligns the users with it's purpose, i.e. Web Design.

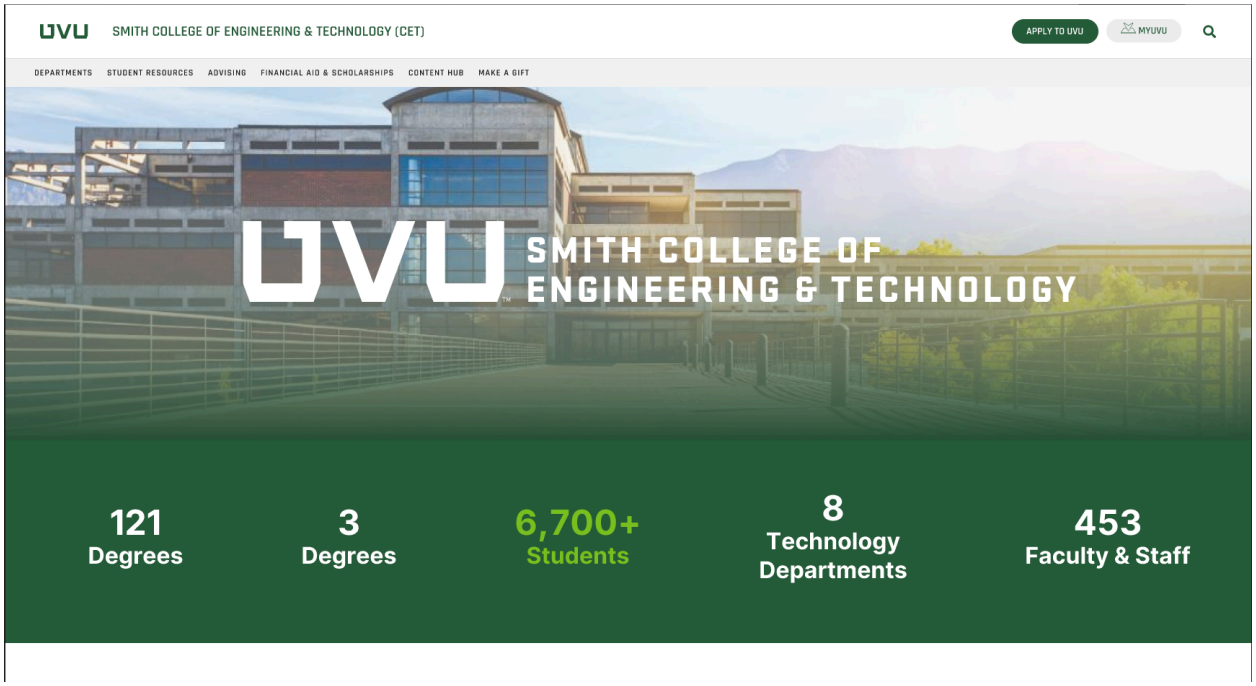
What Happened

In this class, we used Figma while we were working on group projects, so we learned in class, as well as from each other. We worked through individual web pages in our group project UVU CET Website Redesign, and we worked through the design process and iteration process. I believe that background knowledge assisted everyone in my group, everyone had previous experience in Figma or another similar application, so it wasn't very hard to figure out and get the assignments done.

Weekly, Professor Dan Hatch guided us through different things we could do in Figma, he guided us through the stages of the design process, the wireframe stage, then the high fidelity wireframe stage, and the prototyping stage, and the rest. It was good to have someone know what they were doing so that we didn't get lost in our semi-competent groups. Our group was the most competent though in my opinion.

Conclusion

After learning all these processes and programs that semester, I believe I had come closer to my goal of being a successful UX Designer/ Developer in my later adult life. I had a good mentor, Dan Hatch, and a good group to bounce ideas off of. I learned about the stages of development, and strengthened my design focus for my major.



Link to the prototype that we worked on in Interaction Design Class:
https://www.figma.com/proto/8tYIoZyq0FpnOddJ9d7oR1/A11-Surface-Comps?page-id=0%3A1&node-id=1-13&starting-point-node-id=1%3A13&t=a1ad1Q3juzYYkcmS-1

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