

Course Code: IxD 5106
Course Name: Introduction to Interaction Design

Milestone 1: Figma Player Cards!

Objective:

The purpose of this assignment is to familiarize students with Figma, a collaborative design tool, and encourage creativity and collaboration. This assignment aims to familiarize students with Figma, a collaborative design tool, and encourage creativity and collaboration. Students will delve into the intricacies of Figma through the meticulous creation of individualized player cards.

Instructions:

Week 2: Player Card Creation

1. Figma Account Setup:

- If not already done, create a Figma account at <https://www.figma.com/education/>
- Familiarize yourself with the basic features of Figma through the provided tutorials and lecture

2. Player Card Template:

- Open the Figma link on Blackboard and duplicate the file to your drafts.
 - There is a drop-down button next to the file name + instructions on the file.
- Customize the player card template to represent yourself through either a fictional or realistic character lens
- Once duplicated, and an idea has come to mind, use Figma's design tools to add colours, shapes, and icons to enhance the visual appeal of the player card.
 - This card should be able to give someone a snapshot of who you are as a creative!
 - How can you add a unique flair?

3. Reflection Component:

- After completing their player cards, students could be asked to write a short reflection on their design process and the decisions they made while creating their player cards.
- Create a short reflection (approximately 250-300 words or 2-3 mins) on your design process for the player card.