

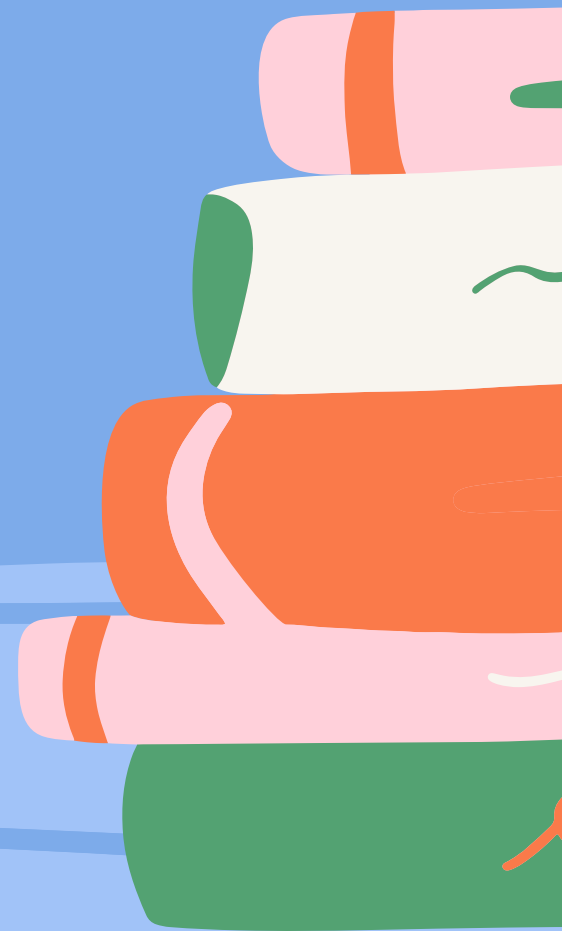


F27ID – Introduction to Interaction Design

Figma how-to

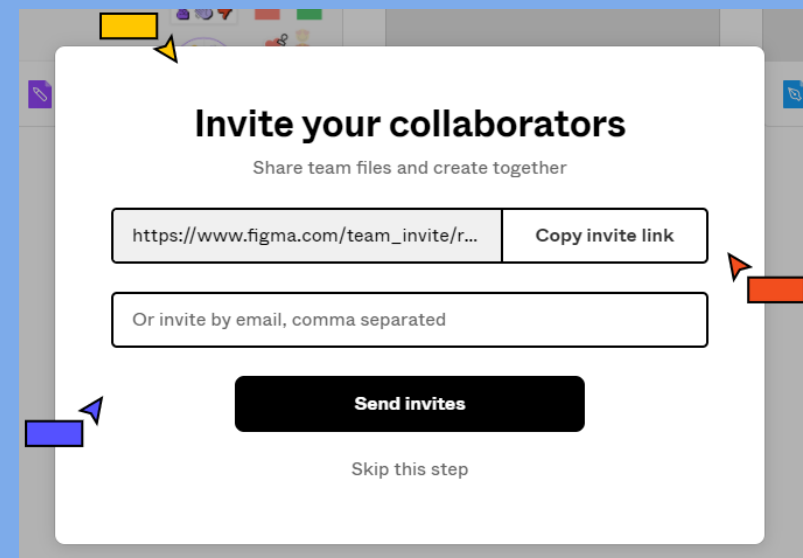
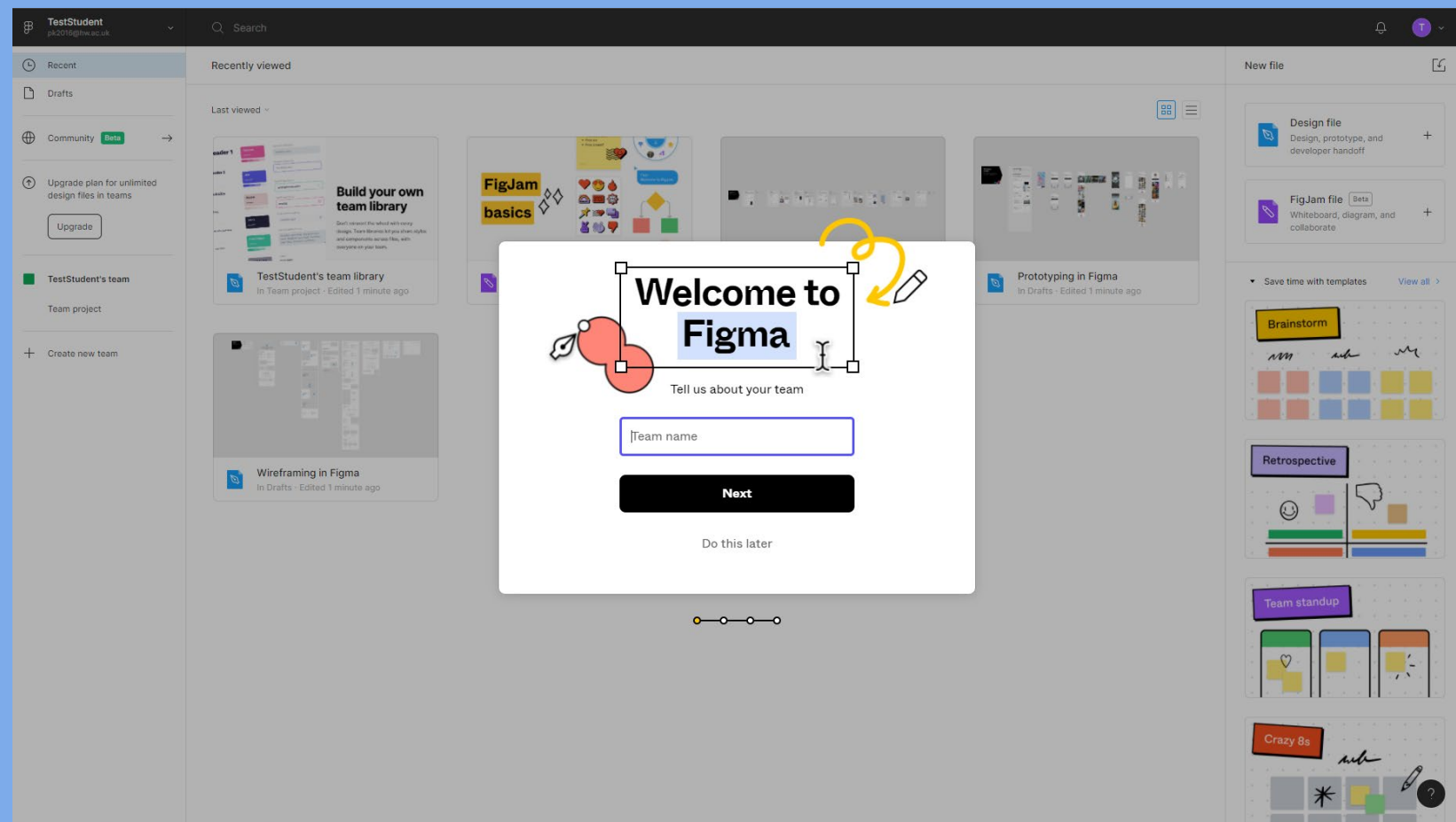
Getting started with your
own prototype

Petra Korica



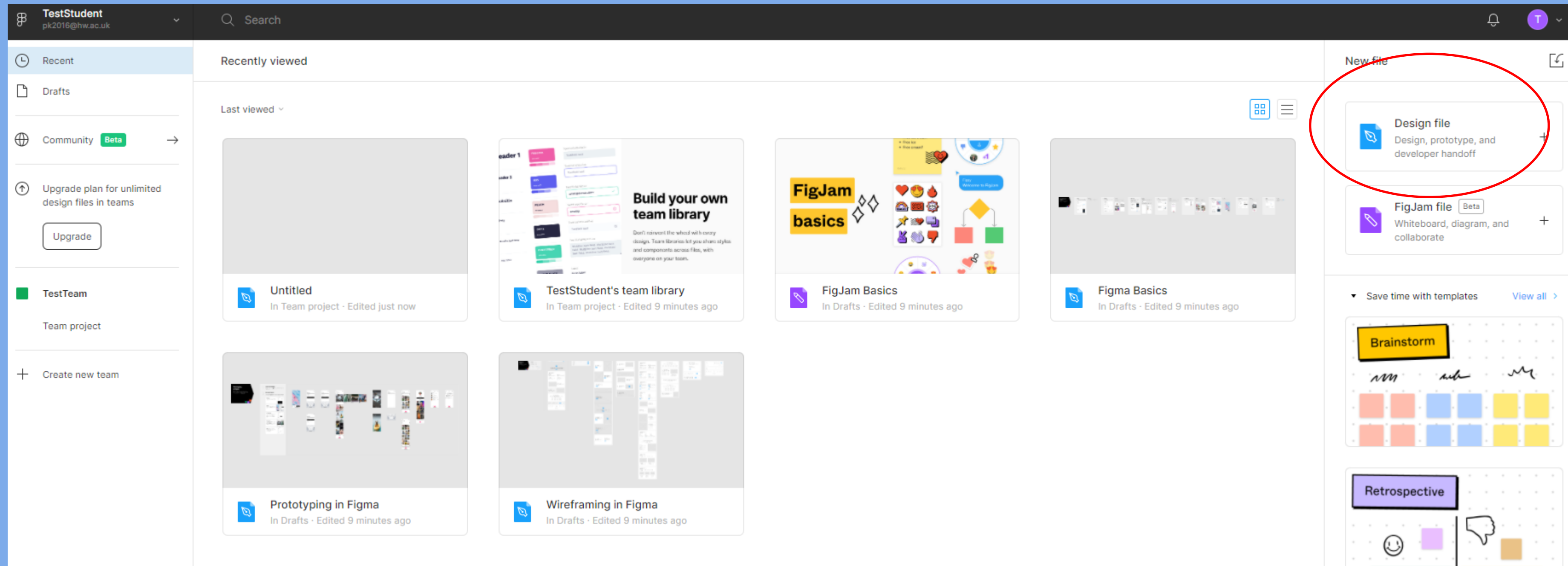
Initial Setup

- Go to www.figma.com
- Sign up and verify your account
- Create your team and invite members to your team (team group lead can do this)
- Sign up for Free version and then go to <https://www.figma.com/education/apply> to convert to an edu account as Figma is for free for all students/teachers
- All members need to also verify their account to be an education account and you might need to click upgrade on the team too



Start Designing

- Open a new editor aka Design File by clicking on the New button on left top of the screen



Creating Wireframes

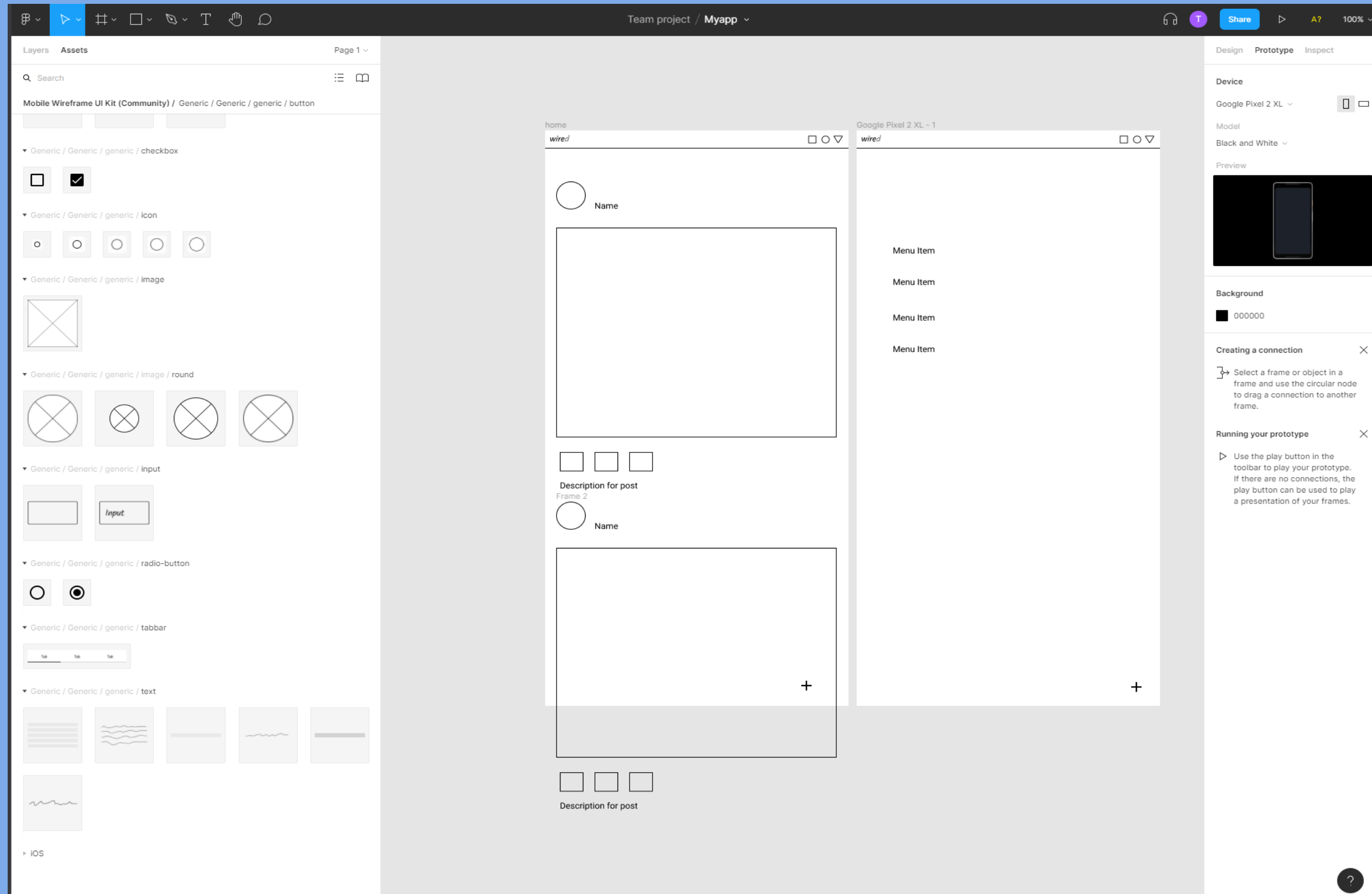
- Once there watch this short video (if using PDF click [here](#)):



Editor

Creating Wireframes

- Now that you got a wireframe, you can share your design and get comments from the team



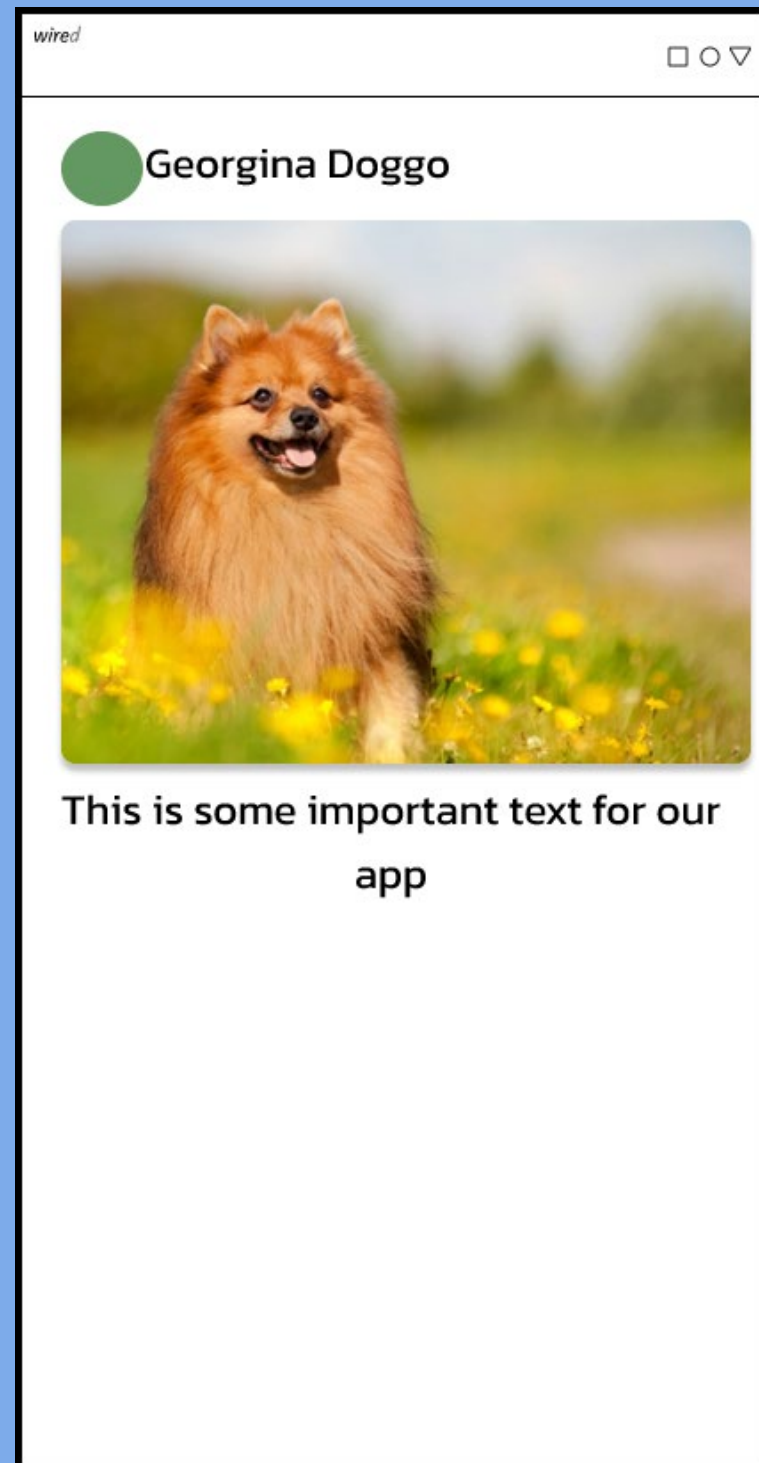
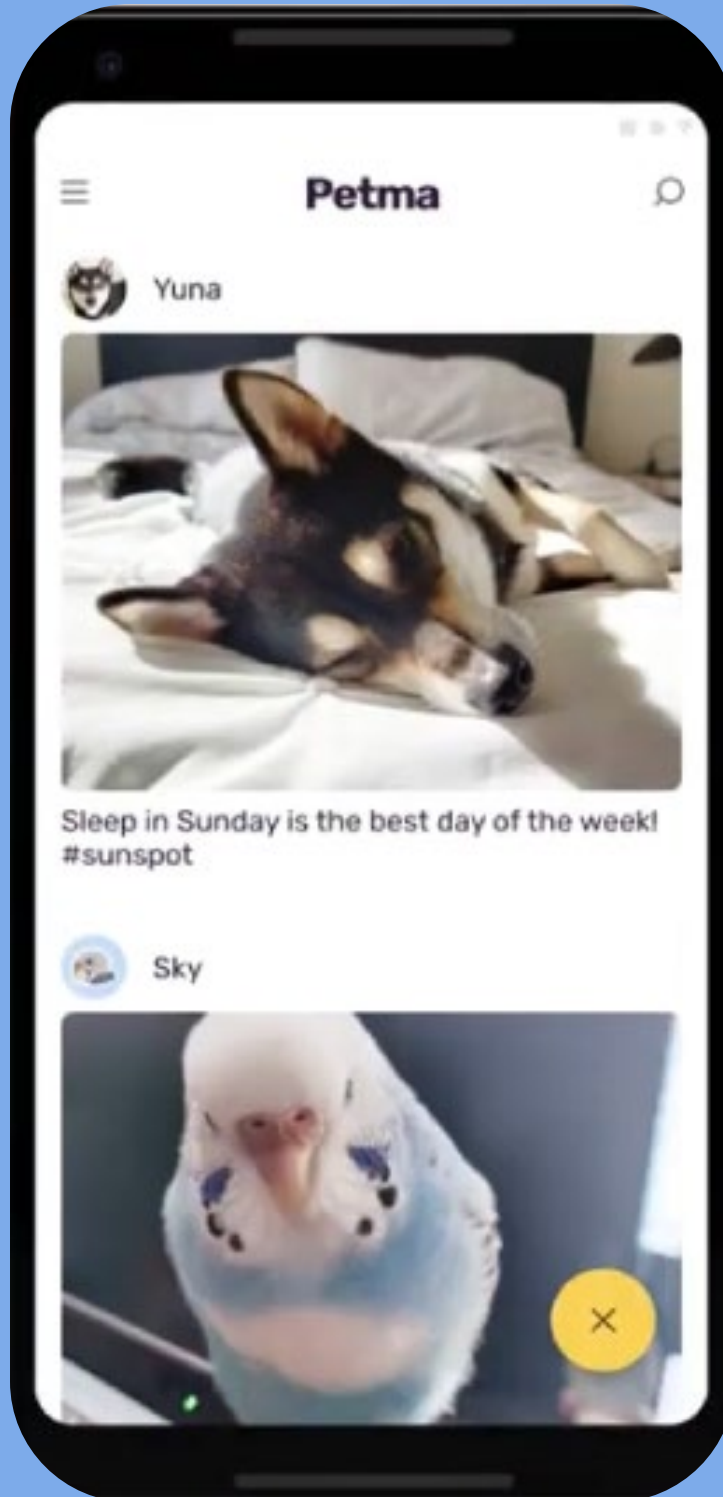
Creating Designs

- Bring your wireframe to life by watching this short video (if using PDF click [here](#)):

**Create
Designs**

Creating Designs

- Impressive how fast we got a design for our app together using Figma



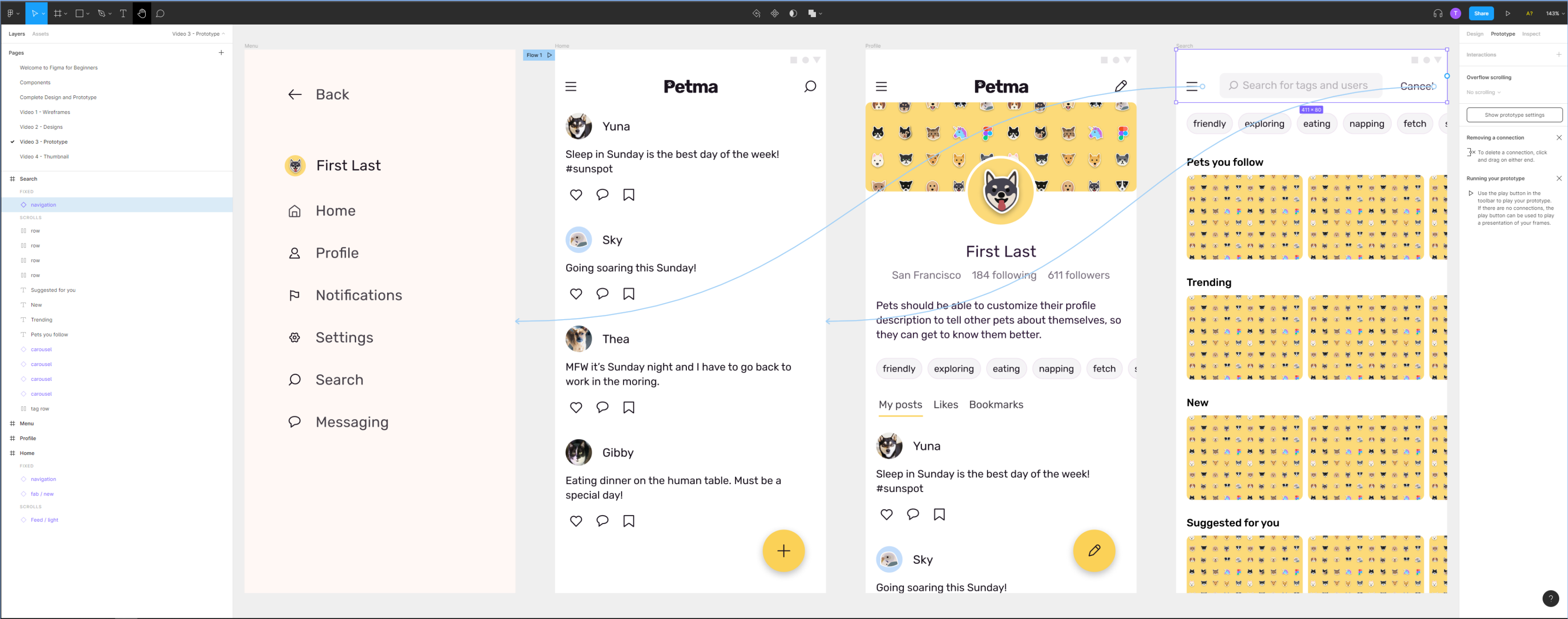
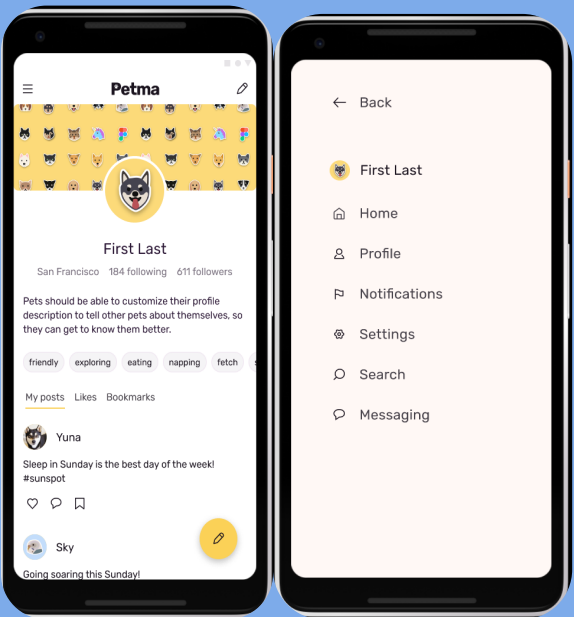
Building Prototypes

- Let's continue watching this short video to create an interactive prototype (if using PDF click [here](#)):

Prototyping

Creating Prototypes

- This is where you design and test the user navigation with functionality of the icons and you can observe how people are using your prototype

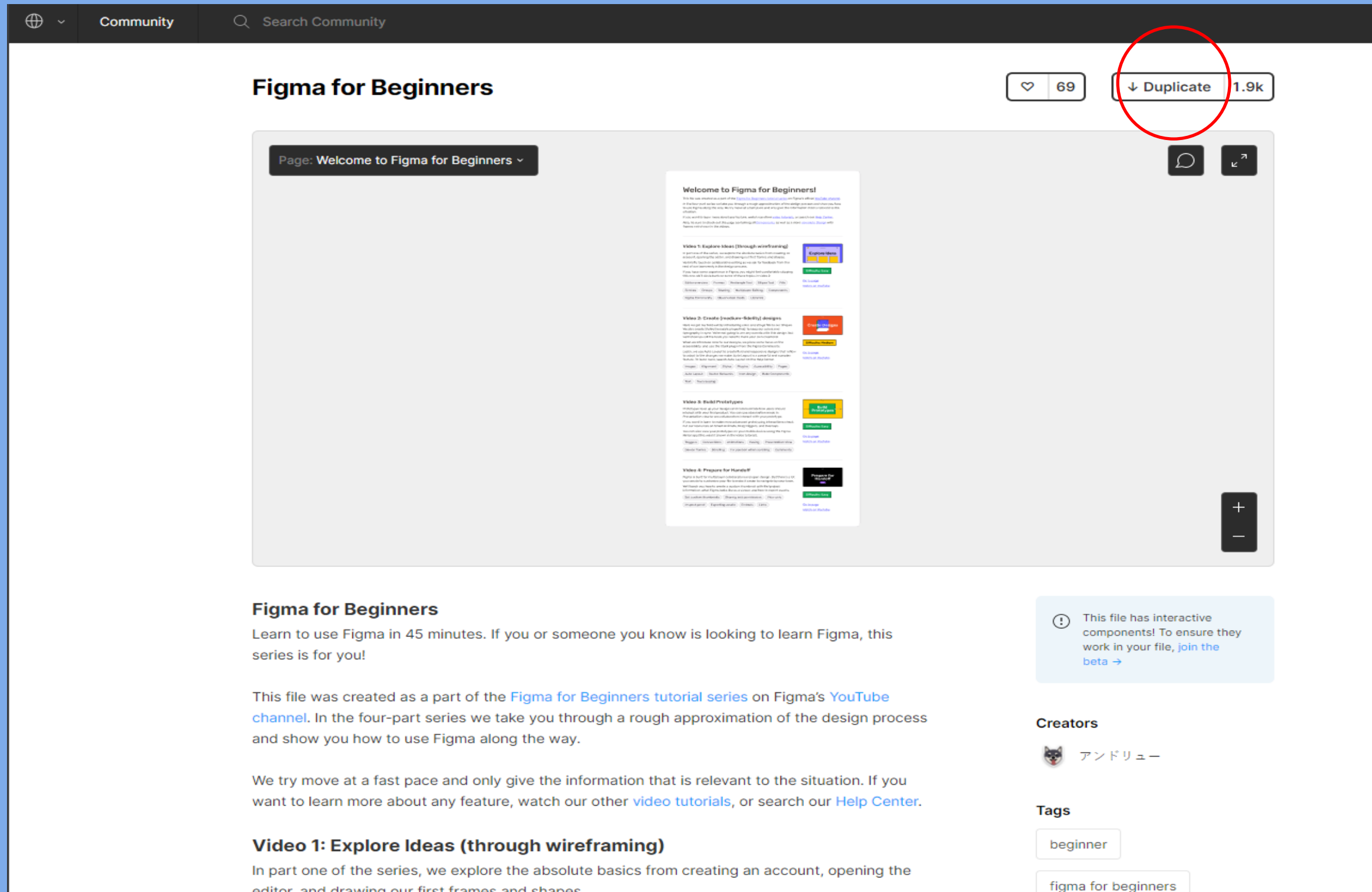


Handing off your Prototype

- Watch this short video for getting your prototype to production (if using PDF click [here](#)):

**Prepare for
Handoff**

Play with Figma



Congratulations for completing this getting
started guide

Now go and build!

Thank you for your
attention

