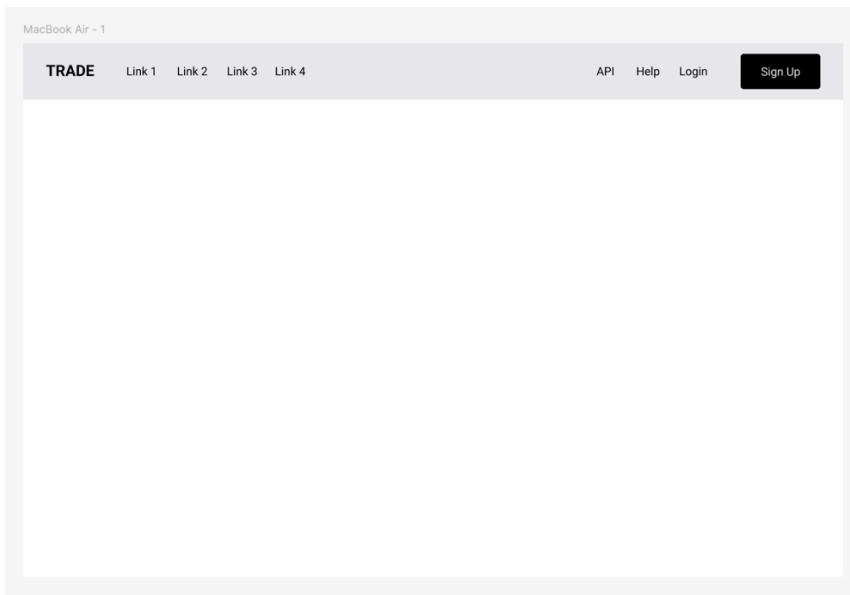


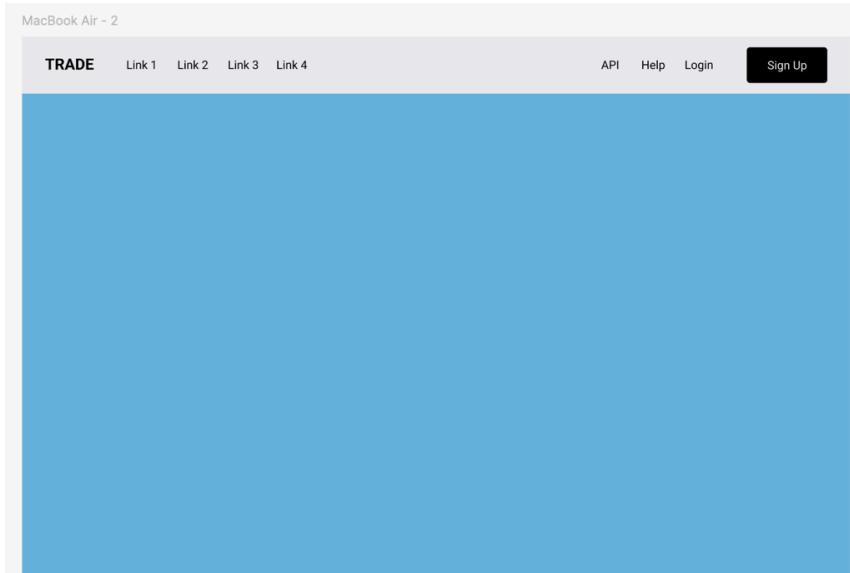
Faculty of Information Technology
University of Moratuwa
IN 3700 Human Computer Interaction
Lab Tutorial 1

1. Design and Prototyping

1.1. Design the following user interface using figma. Use suitable frames and layer/element grouping.



1.2. Create 4 more similar user interfaces and give them different background colours.





MacBook Air - 4



MacBook Air - 5



1.3. Use the Prototyping tool in Figma and prototype the above user interfaces that you designed.



2. Design and Prototyping using a wireframe

Use the wireframe below and design simple web application user interfaces for a Computer Accessories Store.

- Add a **Header** with store name/logo and navigation bar (e.g., Home, Products, Cart, Contact).
- Create a **Product Display Section** with images, names, and prices.
- Add a **Shopping Cart / Add to Cart button** for products.
- Include a **Search bar and Filter options** (e.g., by category, price).
- Add a **Footer** with contact details, social links, or newsletter signup.
- Choose a **color theme** that fits a modern accessories store.
- Use **fonts and icons** consistently.
- Ensure the design is **user-friendly and visually appealing**.

Resources:

Wireframe: https://www.figma.com/design/1G7KzbM35QHARxwNYgVIff/Wireframing--Copy--?node_id=0-1&p=f&t=WV36aCxu6apys0JC-0

Icons: <https://www.figma.com/community/plugin/735098390272716381/iconify>