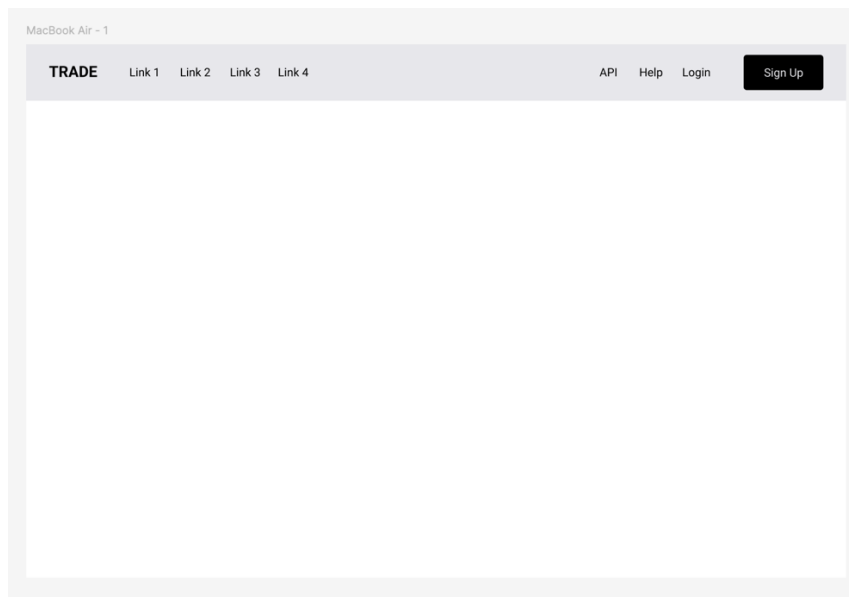


Faculty of Information Technology
University of Moratuwa
IN 3700 Human Computer Interaction
Lab Tutorial 1

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.





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=WV36aCxu6apysoJC-0>

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