

INTERDISCIPLINARY TRAINING REPORT
at
SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY
(Deemed to be University)

Submitted in partial fulfilment of the requirements for the award of Bachelor of
Engineering Degree in Computer Science and Engineering
By

MANGADUDDI KISHORE BALAJI
REG NO.40110722



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SCHOOL OF COMPUTING

SATHYABAMA
INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)
Accredited with Grade “A” by NAAC | 12 B Status
by UGC | Approved by AICTE
JEPPIAR NAGAR, RAJIV GANDHISALAI,
CHENNAI – 600119

APRIL 2023



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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the Bonafide work of **MANGADUDDI KISHORE BALAJI (40110722)** who carried out the project entitled "**DESIGNING MOVIE TICKET BOOKING APP**" under my supervision from Feb 2023 to April 2023.

Internal Guide

Ms. S. Pothumani, M.E

Head of the Department

Dr. L. Lakshmanan, M.E., Ph.D.

Submitted for Viva voce Examination held on _____

Internal Examiner

External Examiner

DECLARATION

I, **MANGADUDDI KISHORE BALAJI** hereby declare that the Project Report entitled **DESIGNING OF MOVIE TICKET BOOKING APP USING FIGMA** done by me under the guidance of **Ms. S. Pothumani, M.E** at **MACINCODE** is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering Degree in Computer Science and Engineering.

DATA:

PLACE:

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to **Board of Management** of **SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr. T. Sasikala M.E., Ph.D., Dean**, School of Computing and **Dr. L. Lakshmanan, M.E., Ph.D., Head of the Department of Computer Science and Engineering** for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Ms.S.Pothumani, M.E** for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Computer Science and Engineering** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE



ABSTRACT

This project discusses issues related to developing a distributed online booking system. The basic stages of system development and technological principles that can be used for implementation are considered. There are a number of problems that exist in this subject area and the possible ways to solve them. The ways of providing information services individually and the means of marketplace are compared. Possible ways of exposing the principles of marketplace for this subject area are considered. An overview of microservice architecture and ways of its application in queuing networks is provided.

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LIST OF ABBREVIATIONS

ABBREVIATION

UI

UX

CX

EXPANSION

USER INTERFACES

USER EXPERIENCE

CUSTOMER EXPERIENCE

CHAPTER 1

INTRODUCTION

UI design focuses on products look and usability to enhance the user's experience, where UX design focuses on the functionality of the product from a user's perspective. UI and UX are often used interchangeably; however, while they have many similarities these two concepts are not the same. UI and UX are two unique elements of a single customer's experience. Having a good UI/UX design can help maintain efficiency and create satisfactory usability results that allow for smooth interactions between consumers and products or services. Learn more about UI and UX and how they work together to improve the visible design of a web or mobile application.

1.1 WHAT IS USER INTERFACE DESIGN (UI)?

UI stands for user interface design. User interface design refers to the design of user interfaces for software and machines, such as computers, mobile devices, home appliances, and other electronic devices. The main purpose of UI is to maximize the usability of these devices and to enhance user experience. User interfaces act as the access points in which users interact with designs. There are various components of UI, such as graphical user interfaces (GUIs) which are designs for control panels and faces.

Focuses On Facilitating & Guiding User Actions

User interface design focuses on anticipating what a user may need to do and creating elements within an interface that helps users access and facilitate these actions. Interface elements include several design elements, such as input controls like text fields, buttons, radio buttons, checkboxes, list boxes, data fields, dropdown lists, and list boxes.

1.2 WHAT IS USER EXPERIENCE DESIGN (UX)?

UX stands for user experience design. User experience design focuses on a consumer's attitudes and emotions about using a particular product or service. It also

centers on the human-computer interaction and has experiential, practical, valuable, and meaningful aspects that can help businesses determine if certain products are relevant or meaningful to users.

1.2.1 Focus on Functionality of Product to Entice Users

Design teams often use UX to create products that people are excited about using and that can deliver real value. UX can consist of a number of elements, such as the design, branding, function, and overall usability of a product. UX developers see products as more than just a product but as an experience. User experience design is all about how a person feels when they are interfacing with a system. When referring to systems, this can mean a web application, website, desktop software, or some other form of human-computer interaction. While the main aim of UX is to gain a deeper understanding of users, their abilities, their limitations, and what they value, these are not the only benefits that UX can provide to businesses. UX design can also be implemented in a way that aligns with business goals and objectives. To create a valuable user experience, information must be useful, desirable, usable, accessible, findable, and credible.

1.3 WHAT IS FIGMA?

Figma is a web-based graphics editing and user interface design app. You can use it to do all kinds of graphic design work from wire framing websites, designing mobile app interfaces, prototyping designs, crafting social media posts, and everything in between. Figma is different from other graphics editing tools. Mainly because it works directly on your browser. This means you get to access your projects and start designing from any computer or platform without having to buy multiple licenses or install software. Figma is a browser-based design software that is used in many contexts, such as UX design, UI design, and graphic design. A few examples of UX and UI deliverables that can be designed in Figma include wireframes, interactive prototypes, user flows, and sitemaps

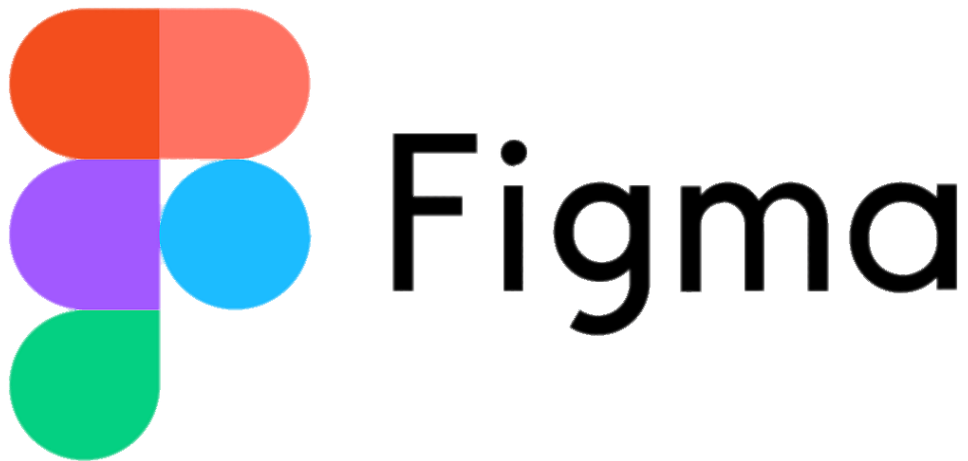


Fig 1.1 figma icon

1.3.1 Figma Editor

In Figma, the editor is the workspace where projects are created, edited, shared, and reviewed. The editor consists of four main components: toolbar, layers panel, properties panel, and canvas.

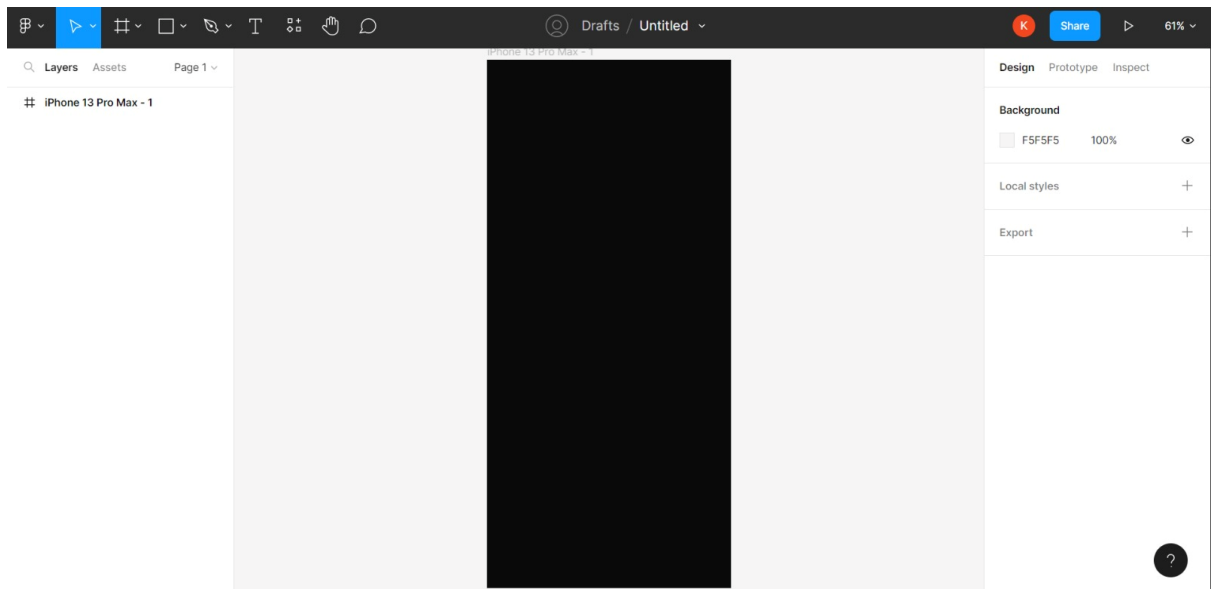


Fig 1.2 figma editor

1.3.2 Toolbar

The toolbar, located at the top of the Figma editor, provides tools for adding objects on the canvas and moving them around. There are also tools for collaboration and review

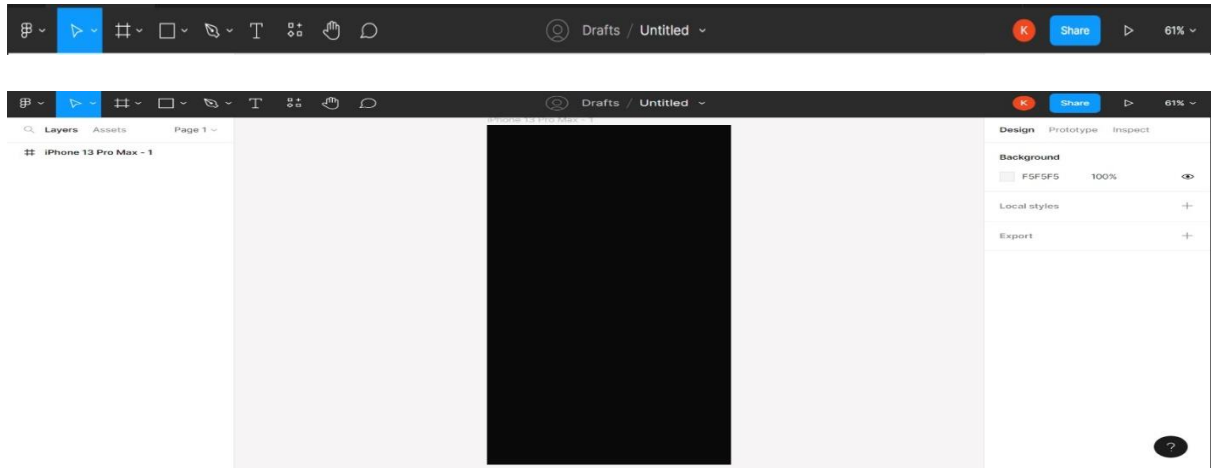


Fig 1.3 Toolbar

1.3.3 Canvas

The grey area in the middle of the Figma editor is the canvas. As objects are added to the design file, they appear on the canvas as layers

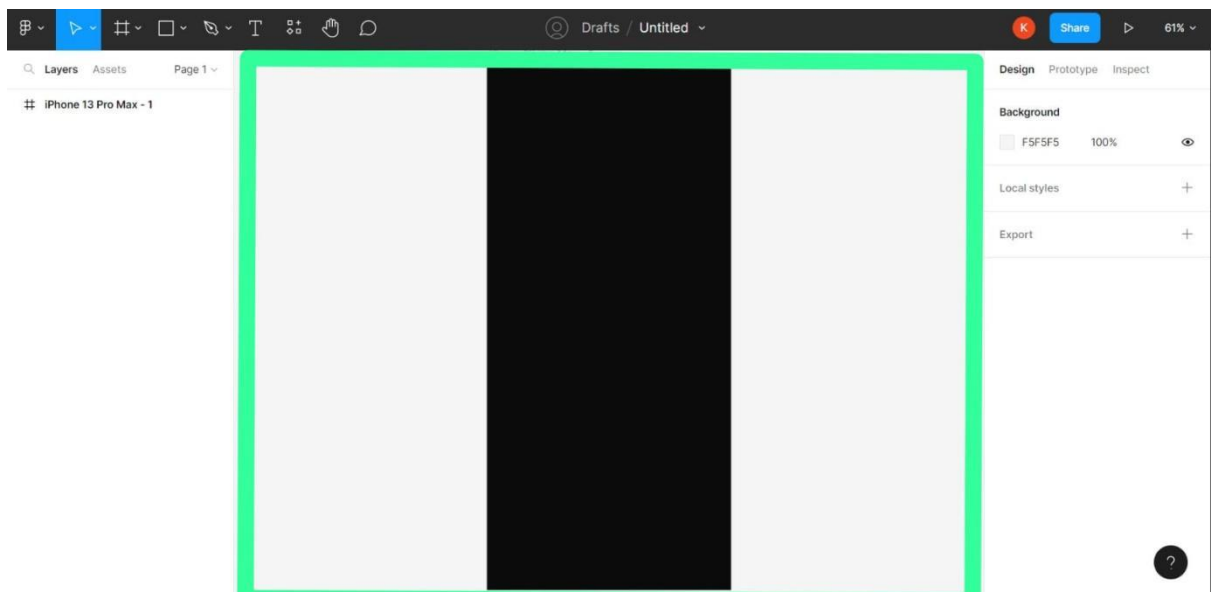


Fig 1.4 Canvas

1.3.4 Layer

In Figma, any object that is added to the canvas is considered a layer. Frames, shapes, text, and images are all considered layers.

Layers Panel

The layers panel is located on the left sidebar of the Figma editor, it displays a dynamic list of all layers as they are added to the canvas.

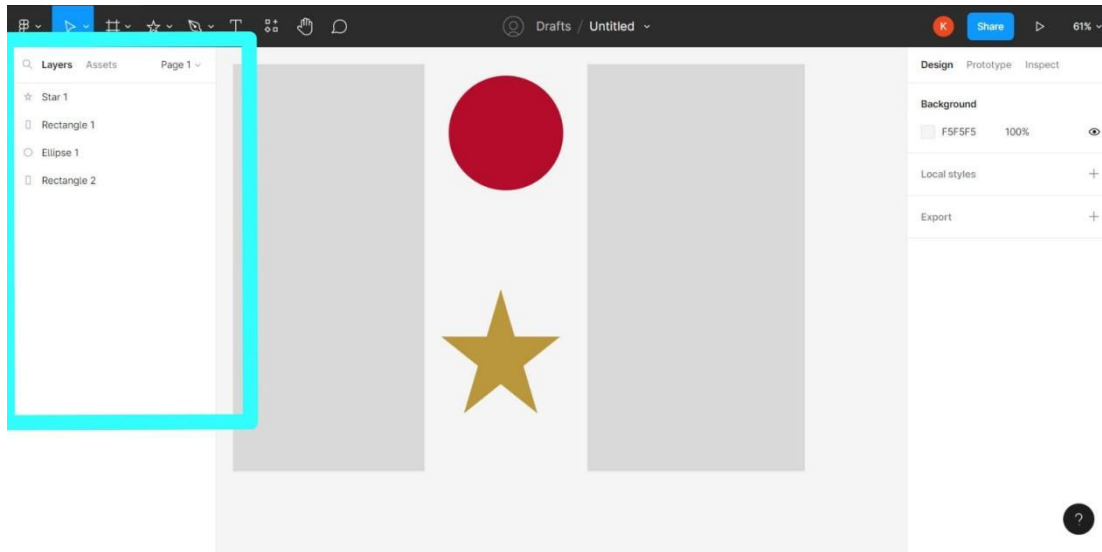


Fig 1.5 Layer panel

1.3.5 Properties Panel

The properties panel is located on the right side of the Figma editor, it provides a multitude of options for adjusting and manipulating the properties of layers that have been added to the canvas.

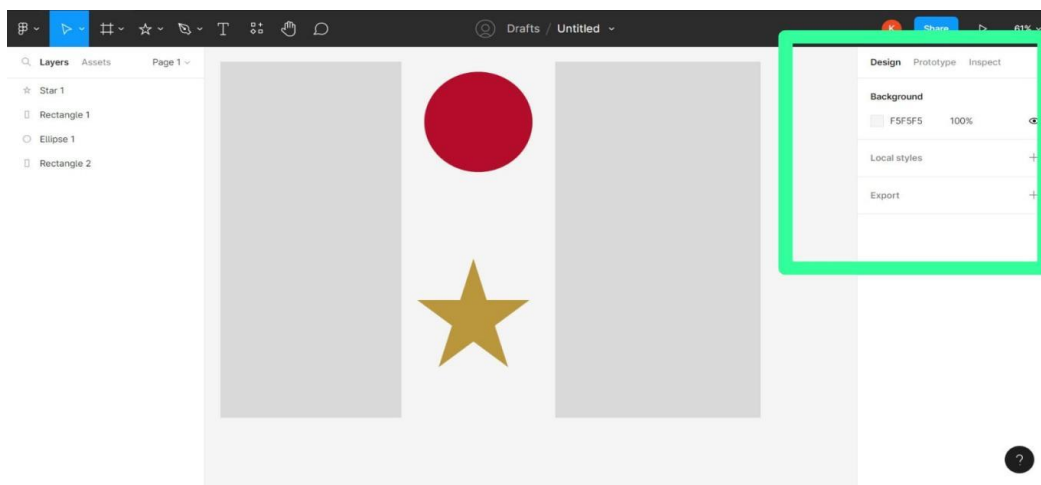


Fig 1.6 Properties Panel

1.4 PROTOTYPE

Prototypes are models of your project that can take on different purposes. The most common use case is a design with a focus on functionality — which helps separate them from wireframes and mockups. Let's take a look at when you might want to use a prototype.

Wireframes

Wireframes are basic design layouts that present key information about your product and what you want to display. They also show your app or website's page structure while providing basic information about elements in the UI

Mockup

Mockups are high-fidelity renders of your product's design that showcase how the finished product will look. A mockup can take the shape of an image or a product model, and you normally create them using Digital design tool Prototypes are a key part of the design process. They can help with:

- **Usability testing:** Prototypes are great for putting a working version of your product in users' hands and checking that your design is useable before it ships.
- **Idea validation:** You can use prototype designs to share your idea as early in the design process as you like. It'll help you and your team work out exactly what you're trying to achieve
- **Collaborative designs:** As prototypes help you test designs, you can and should involve as many stakeholders as possible. UX writers can help validate navigation, developers can test the functionality, and product managers can help you focus on user flows.
- **Tempting investors and updating stakeholders:** Sometimes you need a prototype to prove to stakeholders that an idea is worth taking to the next step.

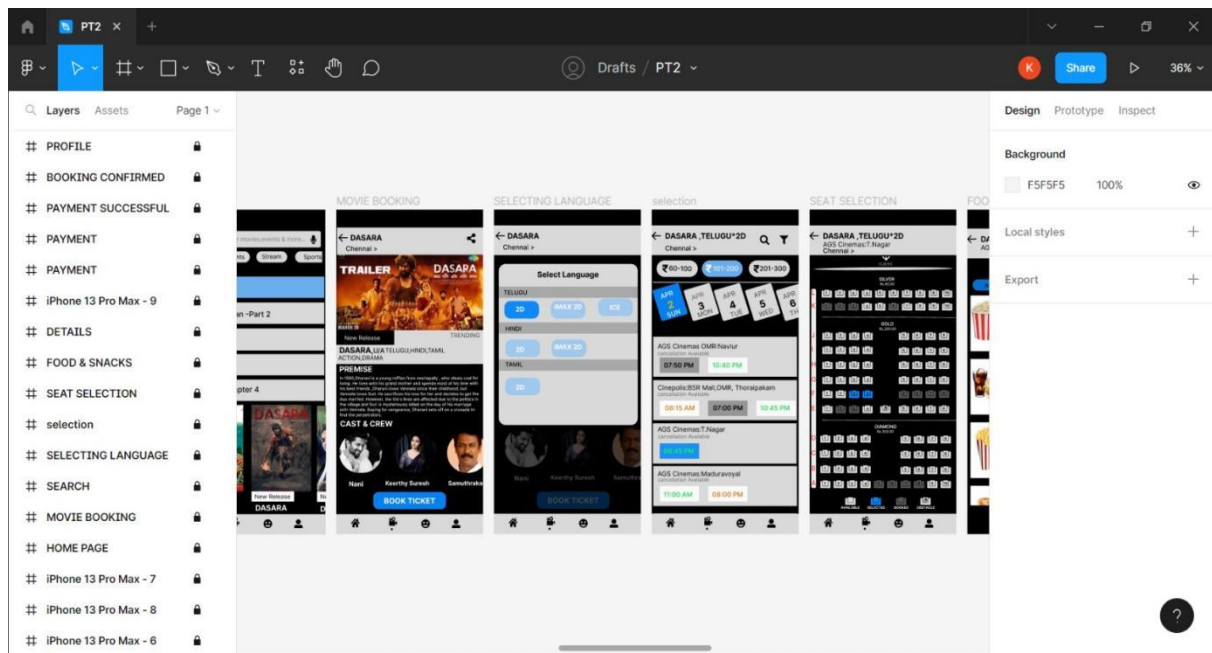


Fig.1.7 Wireframe

1.5 PROBLEM STATEMENT:

Problem Scenario: The traditional way of booking the ticket for the movie is the customer need to go to the specific theatre where the desired movie was playing and need to stand in queue and buy the ticket for the movie this will become more difficult for a person in order to overcome this problem

The project gives real life understanding of online movie ticket booking system and activities performed by various roles in the supply chain. Here we provide automation for movie ticket booking system through internet. Online movie ticket booking system project captures activities performed by different roles in real life ticket booking which provides enhanced techniques for maintaining the required information up to date, which results in efficiency. The project gives real life understanding of online movie ticket booking system and activities performed by various roles in the supply chain.

Proposed Solution: The main purpose that theatres have been serving since their inception is to provide the tickets for the audience for the specified movie of specified show. While providing tickets, they also let us earn a certain amount of money based on the type of ticket we are booking. Traditionally the theatres will be on rush which wastes the time of the common man and hence by this system we can save the time

and energy of the customer. The services offered by online movie ticket booking systems are

1. View the list of movies present
2. View the trailer of the movie
3. View the list of theatres based on the show
4. Book the ticket for the specified show

1.6 OBJECTIVES

When designing a movie booking app, there are several objectives that you may want to consider for a good UI/UX. Some of them are:

- ❖ **Clear and easy navigation:** Ensure that users can easily find their way around the app with a clear and intuitive navigation system.
- ❖ **Simple and straightforward booking process:** Make the booking process as simple and straightforward as possible, with clear instructions and minimal steps.
- ❖ **Personalization:** Offer personalized recommendations and options based on the user's location, preferences, and past activity.
- ❖ **Easy seat selection:** Allow users to easily select their preferred seats in the cinema, with a clear and visually appealing layout.
- ❖ **Secure payment options:** Ensure that the app offers secure and reliable payment options, such as credit card or mobile wallet integration.
- ❖ **Accessibility:** Make the app accessible to as many users as possible, with features such as text-to-speech and high-contrast mode.
- ❖ **Feedback and support:** Provide clear feedback and support options for users who may have questions or issues with the app

CHAPTER 2

AIM AND SCOPE OF THE PRESENT INSVESTIGATION

2.1 AIM

The aim of a movie ticket booking design in UI/UX is to create a user-friendly and engaging interface that makes it easy for users to browse available movies, select seats, and purchase tickets. Here are some specific aims for a movie ticket booking app in UI/UX:

- **Intuitive navigation:** The app should have a simple and intuitive navigation system that makes it easy for users to find the information they need and complete their booking.
- **Clear and concise information:** The app should provide clear and concise information about movie timings, locations, available seats, and ticket prices.
- **User-friendly interface:** The app should have a user-friendly interface that is easy to use and understand, with clear calls-to-action that guide users through the booking process.
- **Personalization:** The app should provide personalized recommendations and options based on the user's location, preferences, and past activity.
- **Responsive design:** The app should have a responsive design that adapts to different screen sizes and devices, making it easy for users to access the app from their smartphones, tablets, or desktop computers.
- **Secure and reliable payment options:** The app should offer secure and reliable payment options, such as credit card or mobile wallet integration, to ensure that users can purchase tickets with confidence.
- **Engaging visuals:** The app should have engaging visuals that showcase the latest movie releases and create an immersive and exciting user experience.

- **Easy seat selection:** The app should make it easy for users to select their preferred seats in the cinema, with a clear and visually appealing layout.
- **Feedback and support:** The app should provide clear feedback and support options for users who may have questions or issues with the approval, the aim of a movie ticket booking app in UI/UX is to create an enjoyable and seamless experience for users, from browsing available movies to purchasing tickets and selecting seats

2.2 SCOPE

There is definitely a scope for a well-designed movie booking app with a great UI/UX. As more and more people rely on their mobile devices to make bookings and purchase tickets, the movie booking app market is becoming increasingly competitive. To stand out in this crowded space, a movie booking app needs to have a clear and intuitive interface, be easy to navigate, and offer a seamless user experience from start to finish. Here are some key features that can make a movie booking app successful:

- ❖ **Easy registration and login:** Users should be able to create an account quickly and easily, either by entering their email address and a password or by using social media login.
- ❖ **Simple navigation:** The app should have clear and intuitive navigation so that users can quickly find what they're looking for.
- ❖ **Showtimes and tickets:** The app should offer users real-time information on movie showtimes and availability, and allow them to purchase tickets easily.
- ❖ **Seat selection:** Users should be able to choose their seats from an interactive seating chart, which can be a fun and engaging feature.
- ❖ **Payment options:** The app should offer multiple payment options, including credit cards, debit cards, and mobile payment solutions like Apple Pay or

Google Pay.

- ❖ **Personalization:** The app can offer users personalized recommendations based on their viewing history and preferences.
- ❖ **Loyalty rewards:** Users who use the app frequently can be rewarded with loyalty points or other incentives, which can help drive repeat business. Pyter notebook themselves, in effect, viewer is simply converting as a web service, so you can do your own static conversions with convert without relying on viewer.

2.3 REQUIREMENTS

Here are some key requirements for designing a movie booking app with a great UI/UX:

- I. **Simplicity:** The design of the app should be simple and easy to understand, with clear navigation and a minimalistic interface. Users should be able to quickly and easily find the information they need and complete their bookings without any confusion or frustration.
- II. **Consistency:** The design of the app should be consistent across all screens, with a unified color scheme, typography, and layout. This helps to create a sense of familiarity and ease of use for users.
- III. **Responsiveness:** The app should be designed to be responsive across all devices, including mobile phones and tablets, to ensure a seamless user experience no matter what device is being used.
- IV. **Clear hierarchy:** The app should have a clear visual hierarchy, with important information and calls-to-action (CTAs) prominently displayed. This helps to guide users through the booking process and ensures they don't miss any important details.
- V. **Accessibility:** The app should be designed to be accessible to all users, including those with disabilities. This can include features like screen reader compatibility, high-contrast mode, and keyboard navigation.
- VI. **Feedback and validation:** The app should provide clear feedback to users when they complete an action or make a selection, and should validate user input to prevent errors and confusion.
- VII. **Personalization:** The app can offer personalized recommendations based on user preferences and viewing history, which can help to create a more engaging and personalized experience for users.

2.4 OUTCOMES

A movie ticket booking app with a great UI/UX design can have several positive outcomes, including:

- **Increased user engagement:** A well-designed movie ticket booking app can provide a seamless user experience, which can help to increase user engagement and encourage repeat use.
- **Higher conversion rates:** An intuitive and easy-to-use UI/UX can make it easier for users to complete their bookings, which can lead to higher conversion rates and increased revenue.
- **Improved customer satisfaction:** A great UI/UX can help to create a positive and enjoyable user experience, which can lead to higher customer satisfaction and positive reviews.
- **Increased brand loyalty:** A movie ticket booking app with a great UI/UX can help to build brand loyalty, as users are more likely to return to an app that provides a positive and seamless experience.
- **Competitive advantage:** A movie ticket booking app with a superior UI/UX design can help to differentiate an app from its competitors, and attract more users who are looking for an easy-to-use and enjoyable booking experience.
- **Better user insights:** A well-designed app can help to gather more user data and insights, which can be used to improve the app further and create a better user experience over time
- **Security:** The app should be designed with security in mind, with appropriate measures in place to protect user data and prevent fraud

CHAPTER 3

EXPERIMENTAL OR MATERIALS AND METHODS

3.1 SKETCH

After collecting a sufficient amount of inspiration from the mood board, I then go into the low-fidelity sketching phase. This helps me get some ideas down, what ideas to keep and improve upon. I look into the method of how my competitors go about booking a movie and then I incorporate it into my sketches, mix & matching whatever ideas I get from the Mood Board.

It's important to note that I always have the User Stories handy with me. This helps out if what I'm sketching, falls in line with those requirements.

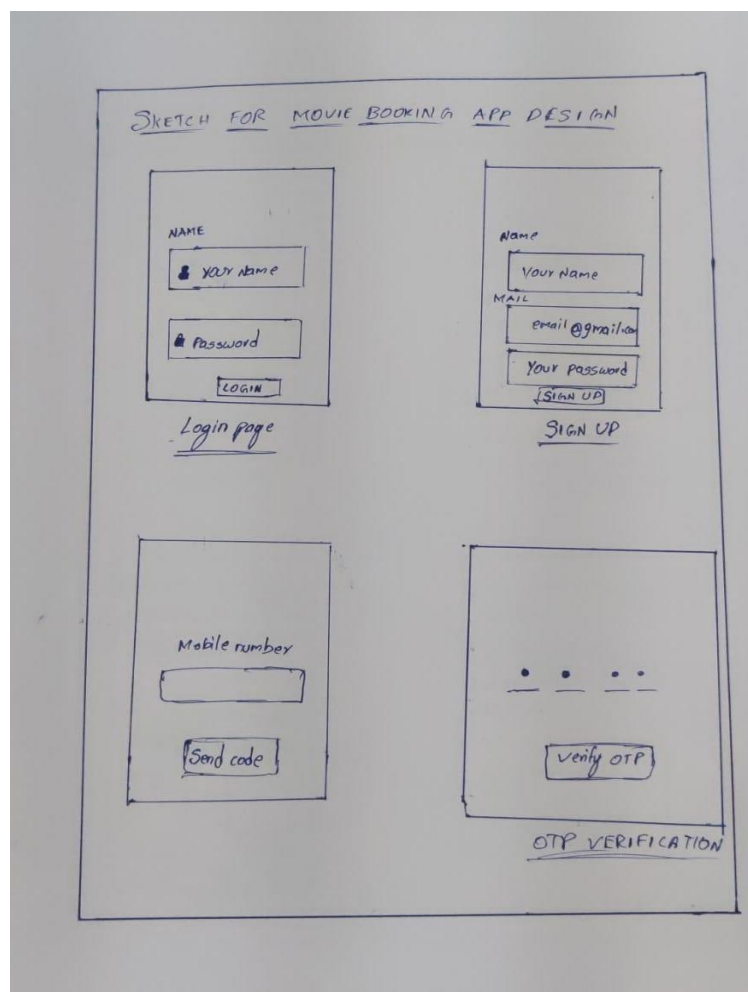


Fig 3.1 Login Sketch

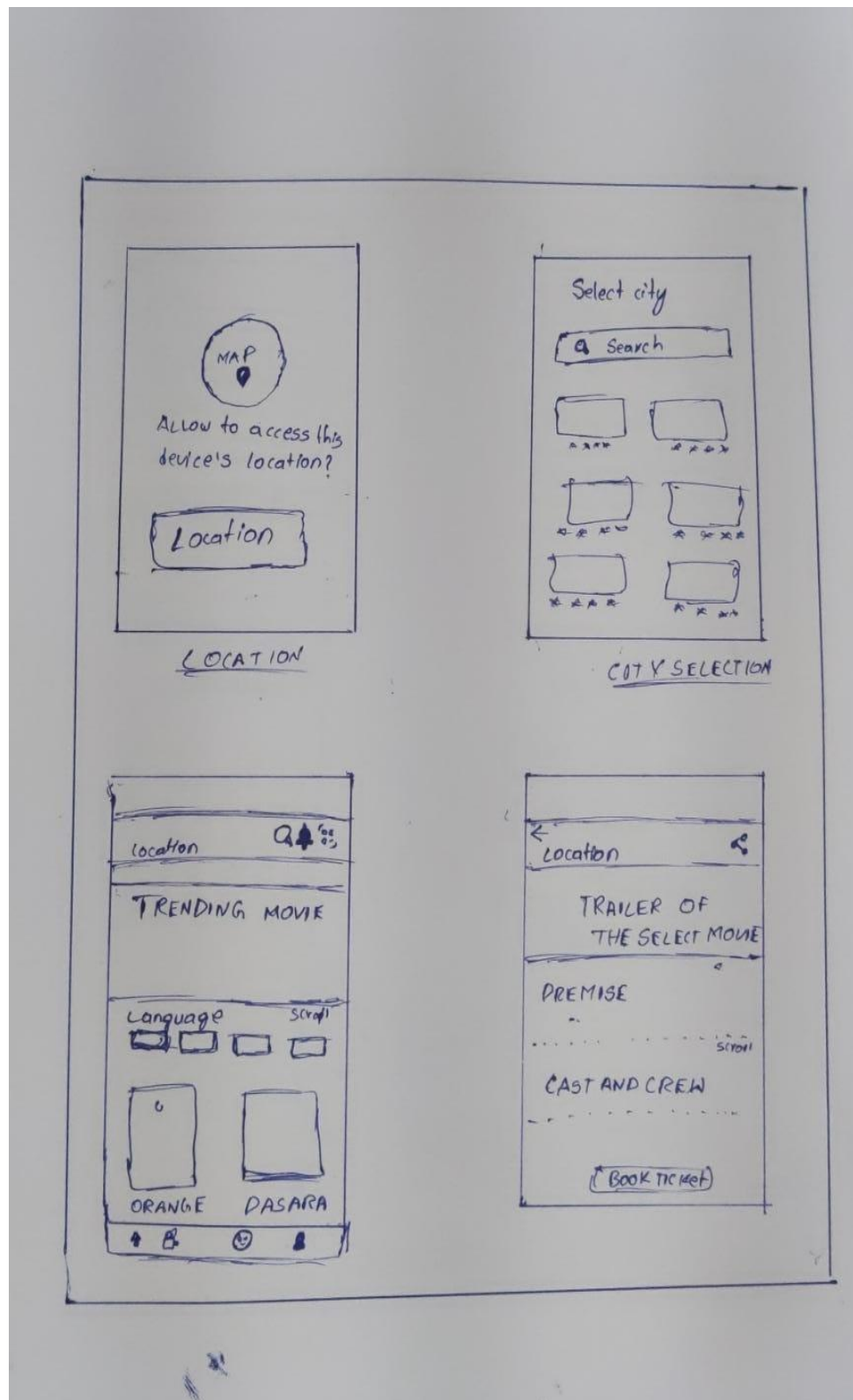


Fig 3.2 Location Sketch

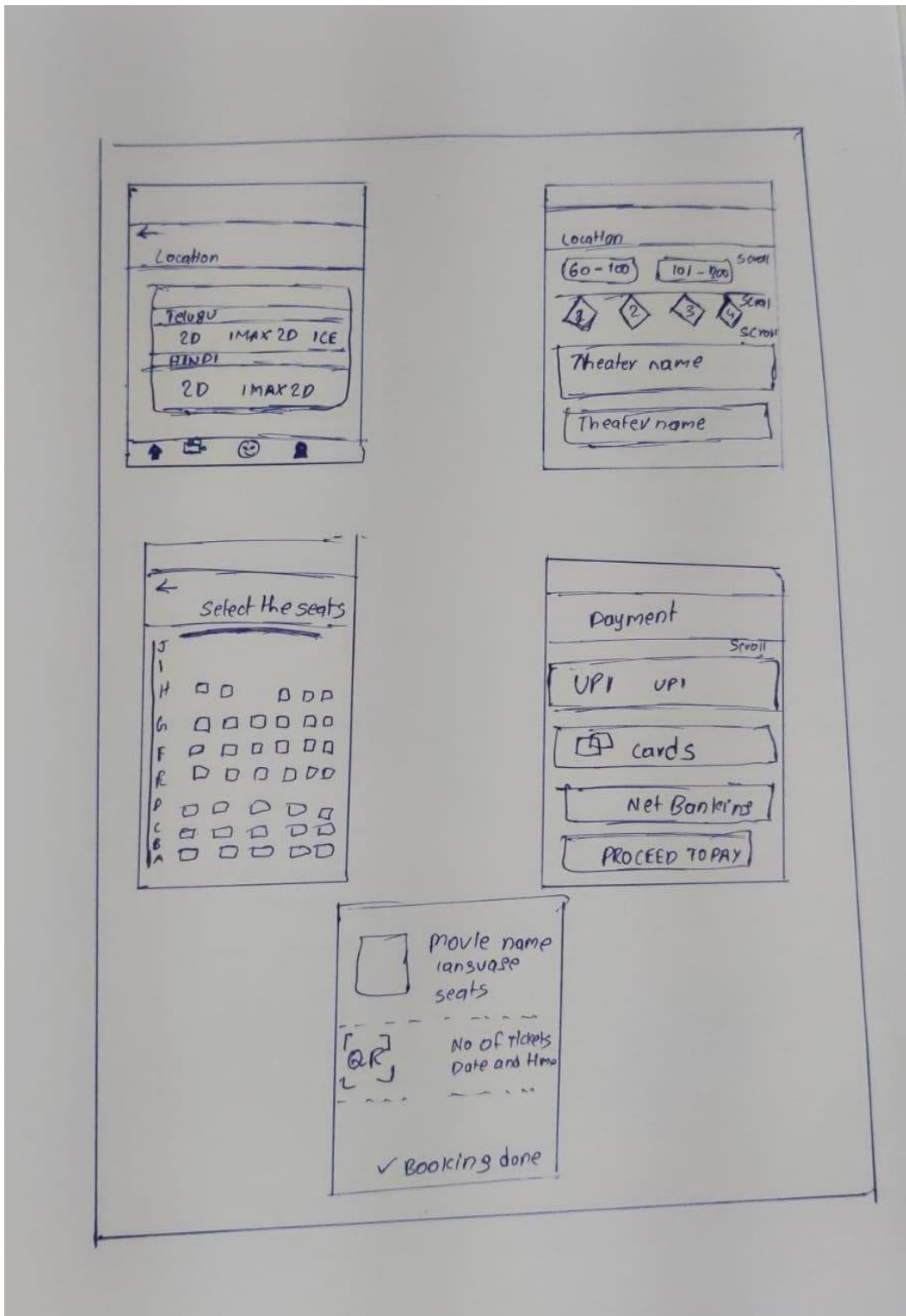


Fig 3.3. Booking Sketch

Hence the sketch for my design on movie booking app is successfully completed let's implement the design in our platform FIGMA

3.2 PLATFORM USED

FIGMA

Figma is a web-based graphics editing and user interface design app. You can use it to do all kinds of graphic design work from wire framing websites, designing mobile app interfaces, prototyping designs, crafting social media posts, and everything in between. Figma is different from other graphics editing tools. Mainly because it works directly on your browser. This means you get to access your projects and start designing from any computer or platform without having to buy multiple licenses or install software. Figma is a browser-based design software that is used in many contexts, such as UX design, UI design, and graphic design. A few examples of UX and UI deliverables that can be designed in Figma include wireframes, interactive prototypes, user flows, and sitemaps

3.3 FIGMA TOOLS USED:

You may want to use design to explain, to tell a story, to plan, to problem-solve, or to make something look nice. These are all goals you can achieve through designing. A visual design, like a billboard, app screen, Facebook ad, or icon are compositions of basic shapes to make something greater. Lines, rectangles, circles, and triangles make up the majority of design. As the physical world goes digital at a frenzied pace, and smartphones are putting technology in the hands of billions, companies have an imperative to innovate and are now competing on the power of their customer experience. Design's role has moved from a nice to have to a must have to a differentiator.

To start designing you don't need the final copy, but you do need to know the content that will be used. What sections will you need? What is the general message that the design will say? UX design, or User Experience design, focuses on the experience your customers have as they move through your product. This most commonly applies to digital design, but it is no different in concept than interior design, for example. How a customer enters, walks through, and leaves a business

is the physical equivalent of the UX of your app or website.

3.3.1 Frame and alignment: For consistency it is important to design all frames with same sizes, so it is must to select one frame size and use it throughout the project. Frame used in our movie booking app is I phone 13 Pro max which measures 5.85 inches diagonally. Consider the left side, or left vertical margin, of a website, poster, app screen, etc., containing a logo, an image, a header, and some body text. Aligning these elements to each other will make it easier for the eye to move down the page, but also makes the layout of this content seem considered and intentional.

3.3.2 Background When adding a background image to a Figma frame, there are a few things to keep in mind. First, the image will be placed on top of any existing objects in the frame. Second, the image will be tiled if it's smaller than the frame. And finally, the image can be cropped or stretched to fit the frame. To add a background image to a Figma frame:

1. Select the frame in the canvas.
2. In the Properties panel, click on the fill color selector.
3. Select Image from the fill color options.
4. Click on Choose Image and select an image from your computer.
5. The image will be added as a background to the selected frame

3.3.3 Colors and Fonts: A rule of thumb is to use two or three styles of type across an entire product, like a website or app. Using more than that can make a product feel unstructured or busy, and can be distracting. For colors, a great starting place is one primary color, one secondary color, and a few tones of those colors, using more colors in complex systems can work successfully, but it becomes more difficult with each addition. The colors used in our project are: Purple, yellow and White. And the fonts used majorly are: Averie Serif Libre, Railway, Average

3.3.4 Header Font and Icon: The main title's Shane crypto exchange font used Averie Serif Libre, to make the header look more appealing and match the theme FBD963 color fill is used as for the icon which will be representing our Crypto exchange, we have used a Crypto coin's images from the internet. The image's

background was made transparent to fit the design.

3.3.5 Images: All the images used in our project was taken from the internet. To add images in Figma:

- Drag and drop images file from your computer onto the canvas. Figma creates a new rectangle the dimensions of the image and applies the image as a fill.
- Import image files into the file browser. Figma creates a new design file in the project with the image added as a rectangle.
- Add multiple images to your designs in bulk using place. Choose which layers to add images to.
- Use the image importer from the color picker.
- Copy an image from another layer in the current file, or from another file.
- Paste any image from your clipboard into the canvas. Copy images from the web without having to download and upload.

3.3.6 Symbols: Various shapes like rectangle, polygon and ellipse has been altered to create symbols like account, Deposit, Withdraw, search buttons etc...



Fig 3.4 Symbols

CHAPTER- 4

RESULTS AND DISCUSSION PERFORMRAMANCE

4.1 RESULT

Therefore, the movie booking application design using Figma is successfully completed and I have attached my designing images in this report. The prototype is also added along with the designing frames.

4.2 PROTOTYPE

Prototyping is important for UX design. The more prototyping you do, the easier it will be to establish a consistent visual language. Prototyping is a design process that can be used to test and evaluate different concepts before they are developed into the final product. Prototyping is important for UX design.

- 1.** Prototyping is a design process that can be used to test and evaluate different concepts before they are developed into the final product
- 2.** It helps designers understand how users will react to their ideas, which can help them improve those designs
- 3.** UX Designers should always prototype because it allows them to get a sense of what a user expects from an application or website before going through the time-consuming design process. Figma creates a flow starting point when you add your first connection between two frames. There are a few other ways to add a flow starting point to your prototype:
 - With the starting frame selected, click in the Flow starting point section of the right sidebar.
 - Right-click on the frame, then click Add starting point.
 - Duplicate a frame with an existing starting point.

4.2.1 Create Connections

1. Select the hotspot for the connection.
2. Click to create the connection.
3. Drag it to the destination.
4. If there are no existing connections, Figma will make the first frame a starting point.

4.3 DISCUSSION

Let's start by discussing the basic features of a movie booking app and the user interface design considerations for each of these features.

Movie selection: The first step in booking a movie is selecting the movie. The UI should have a clear layout for displaying the list of available movies with their ratings, reviews, trailers, and other relevant details. It should be easy to search for movies based on various criteria such as genre, language, and release date.

Showtime selection: Once the user has selected a movie, they should be able to see the available showtimes for that movie. The UI should display the showtimes in a clear and concise manner, allowing the user to quickly select the showtime that suits them best. It should also be possible to filter showtimes by theatre location or screen size.

Seat selection: After selecting the showtime, the user should be able to select the seats they want to book. The UI should display a clear seating chart with available and booked seats clearly marked. It should be easy to select multiple seats and see the total cost of the booking.

Payment: The payment process should be simple and secure. The UI should clearly display the payment options and provide a secure payment gateway for the user to make their payment.

Confirmation: Once the payment is successful, the user should receive a

confirmation message with all the details of their booking, including the movie name, showtime, seat numbers, and total cost.

4.4 PERFORMANCE

some general information about what makes for good UI/UX design in movie booking apps. UI (User Interface) refers to the visual and interactive elements that make up the user's experience when interacting with the app, while UX (User Experience) refers to the overall experience a user has while using the app, including how easy it is to navigate, how intuitive it is to use, and how enjoyable the overall experience is. In general, a good movie booking app design should:

- ✓ **Be visually appealing and consistent:** The app should have a clean and modern design with a consistent color scheme, typography, and layout.
- ✓ **Be easy to navigate:** Users should be able to easily find what they are looking for and navigate through the app without getting lost.
- ✓ **Provide clear and concise information:** The app should provide clear and concise information about the movies available, showtimes, ticket prices, and theater locations.
- ✓ **Have a simple booking process:** The booking process should be simple and easy to follow, with clear instructions and minimal steps required to complete the booking.
- ✓ **Be optimized for mobile devices:** Given that many people use their mobile devices to book movie tickets, the app should be optimized for mobile devices, with a responsive design that adjusts to different screen sizes.
- ✓ **Provide personalized recommendations:** The app can use data on the user's past movie preferences and viewing history to provide personalized recommendations for movies they may be interested in.

CHAPTER 5

SUMMARY AND CONCLUSION

5.1 SUMMARY

The UI/UX design of a movie booking app should be intuitive and user-friendly, with a visually appealing interface that is easy to navigate. The key features should include a search function to find movies, showtimes, and theaters, easy ticket purchasing with a secure payment system, the ability to select seats, and view trailers and reviews. The app should also provide clear communication regarding ticket availability, showtimes, and any potential issues that may arise. In summary, a successful movie booking app design should prioritize the user's experience and satisfaction, making the process of booking a movie ticket as smooth and enjoyable as possible.

5.2 CONCLUSION

A well-designed movie booking app should be easy to navigate and use, with a user-friendly interface and clear, concise information. The app should be visually appealing and provide a seamless experience for users from start to finish. Key features should include search functionality, easy ticket purchasing, seat selection, and the ability to view movie trailers and reviews. Additionally, it is important to provide clear communication regarding ticket availability, showtimes, and any potential issues that may arise. Overall, a successful movie booking app design will prioritize user experience and satisfaction.

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5). TICKET NEW:


<https://m.ticketnew.com/>

SCREENSHOTS

NAME

 Your Name




PASSWORD

 Your Password


Forget Password ?

Log in >>


Don't have an account ? [Sign Up](#)

NAME

 Your Name




PASSWORD

 Your Password

Forget Password ?


Log in >>

Don't have an account ? [Sign Up](#)


  

SIGN UP


NAME

 Your Name

MAIL

 email@gmail.com




PASSWORD

 Your Password


Forget Password ?

Sign up >>


Already have an account ? [Log in](#)


NAME

 Your Name

MAIL

 email@gmail.com




PASSWORD

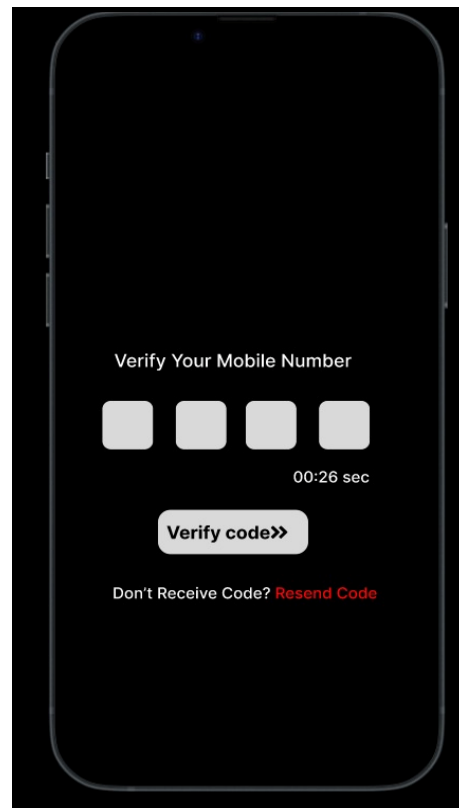
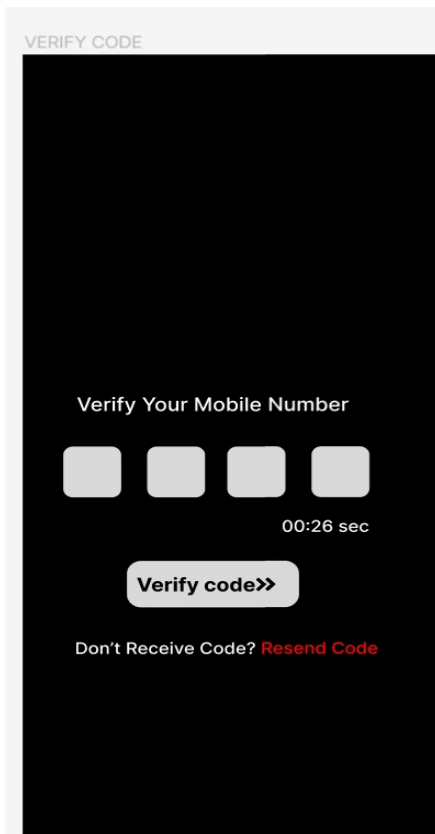
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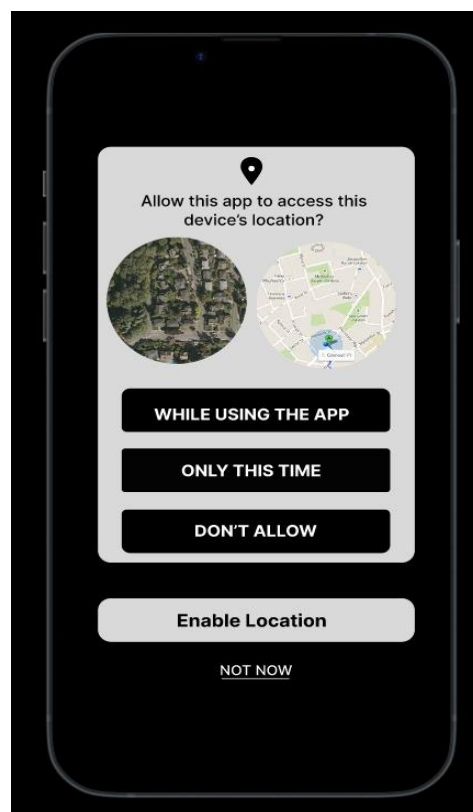
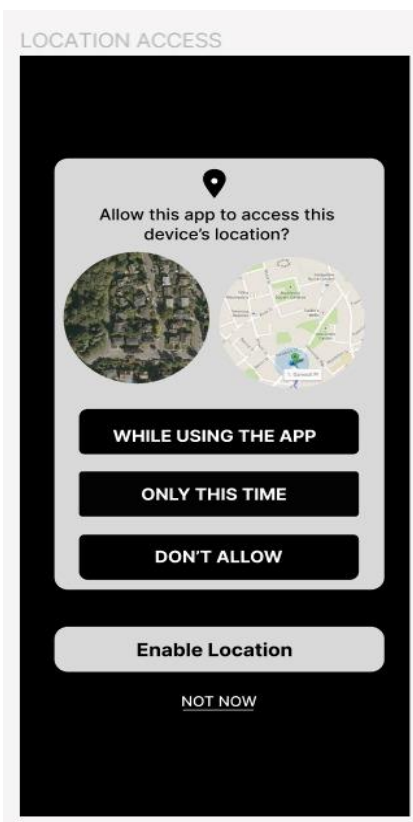
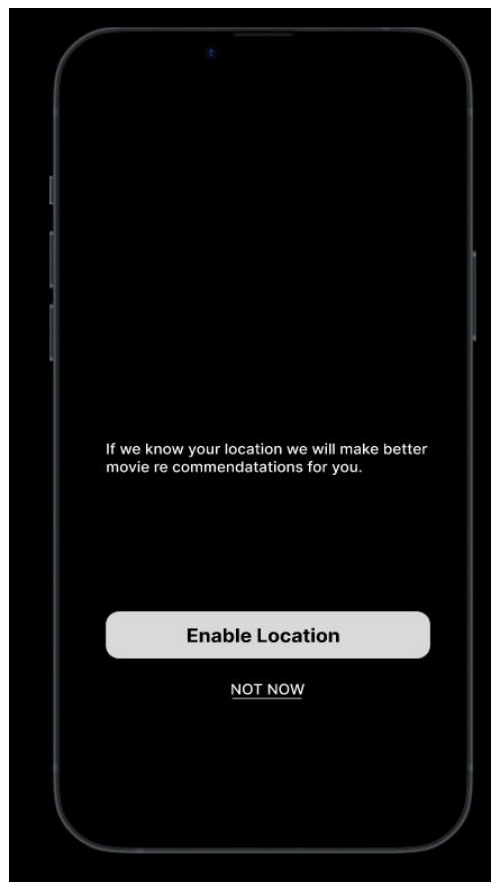
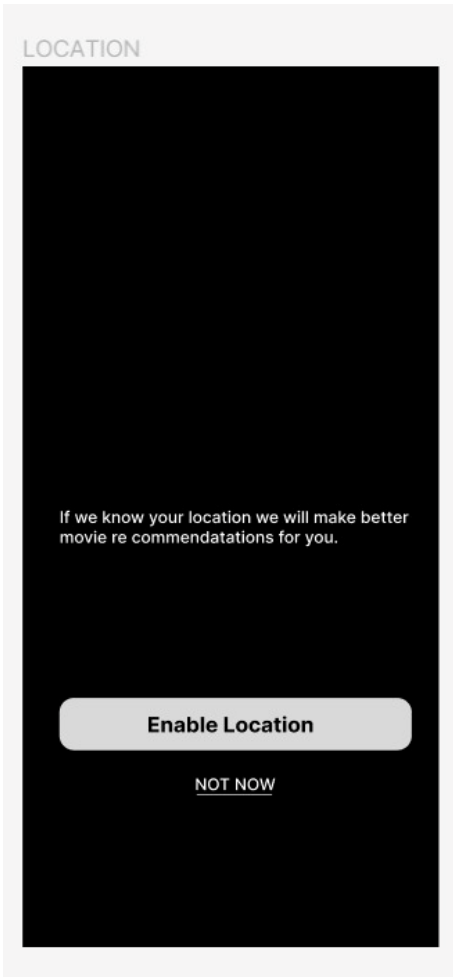
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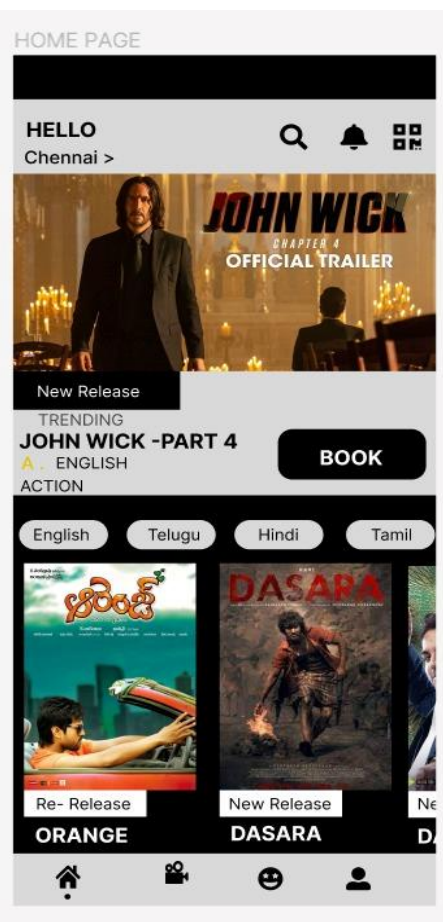
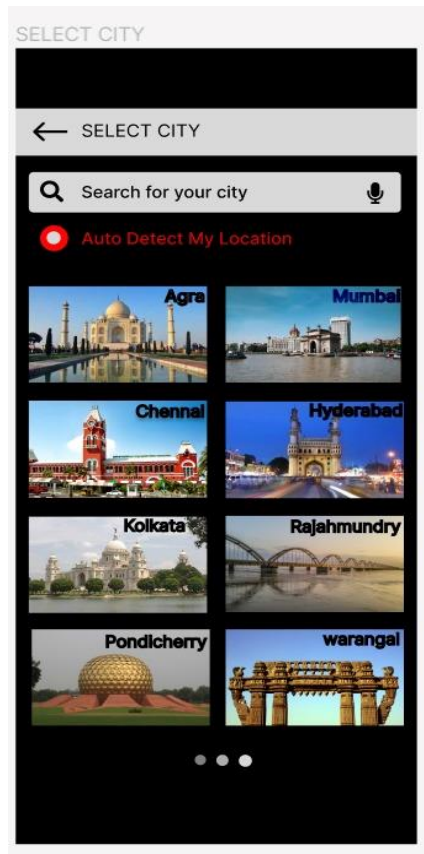
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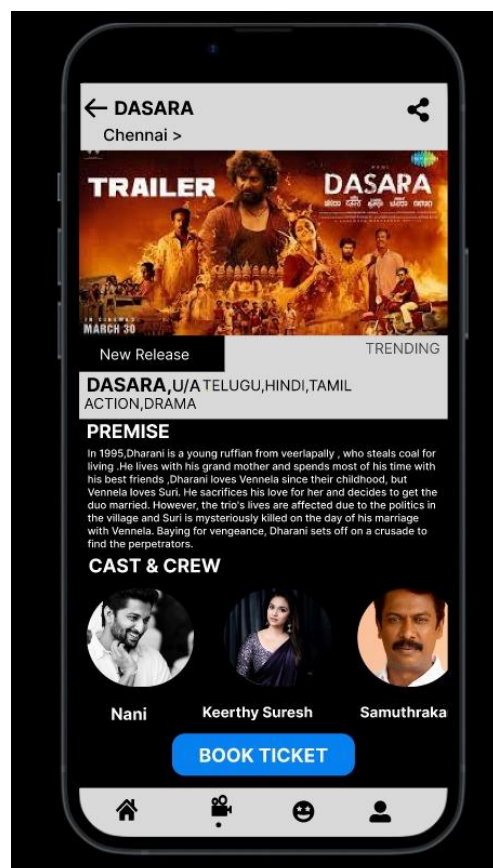
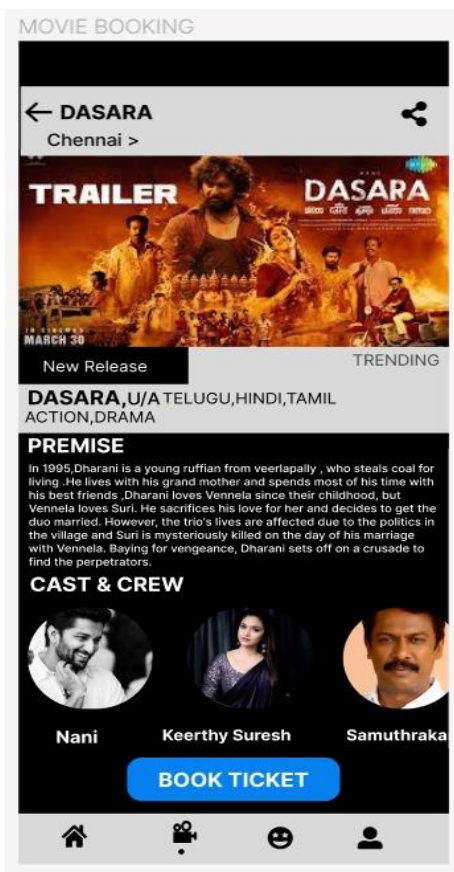
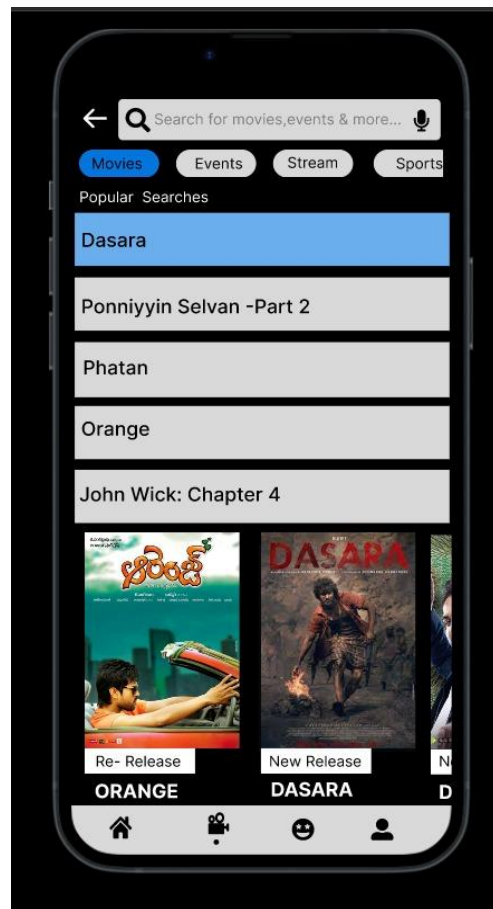
Already have an account ? [Log in](#)

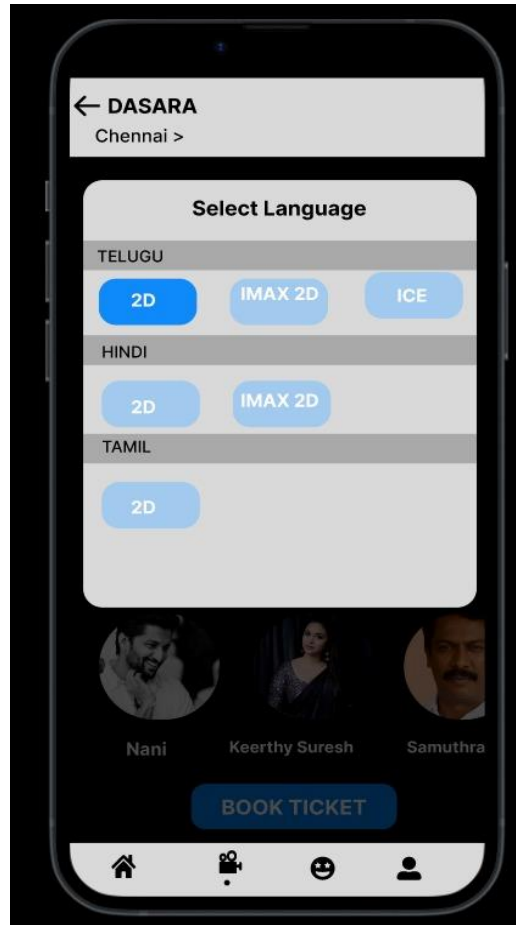
  

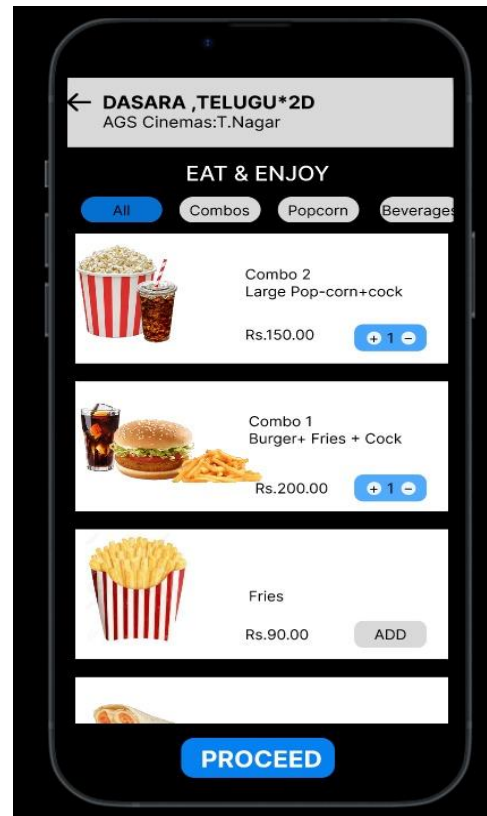
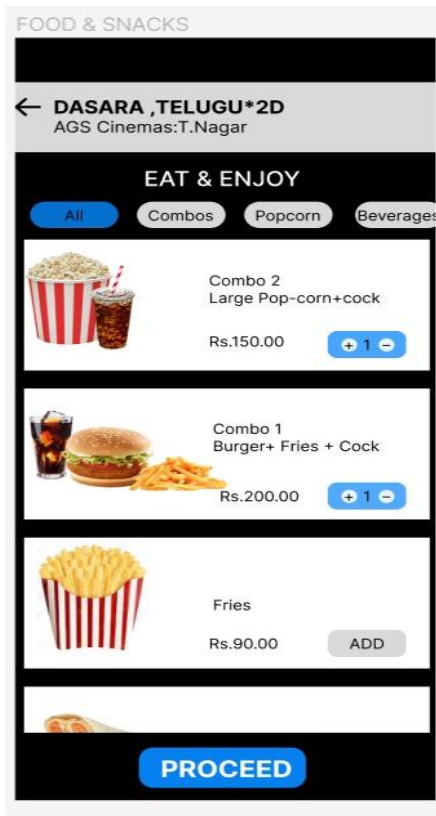
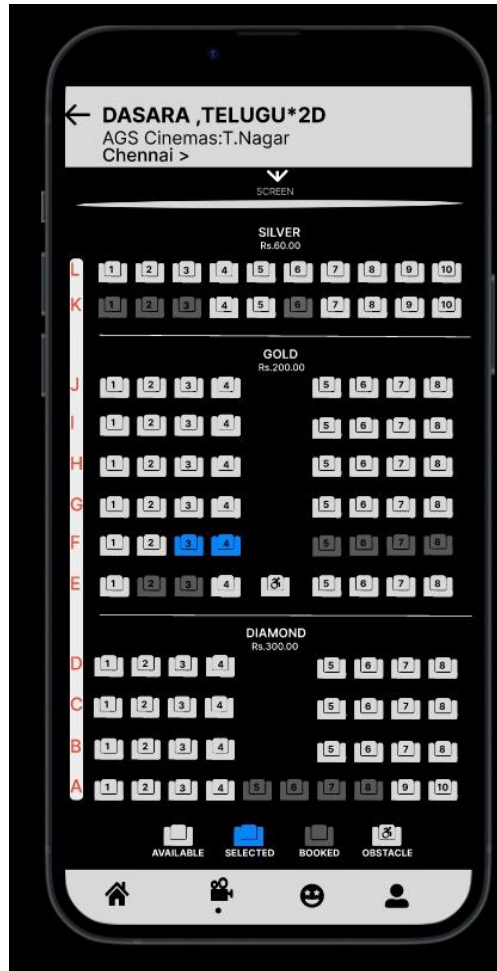
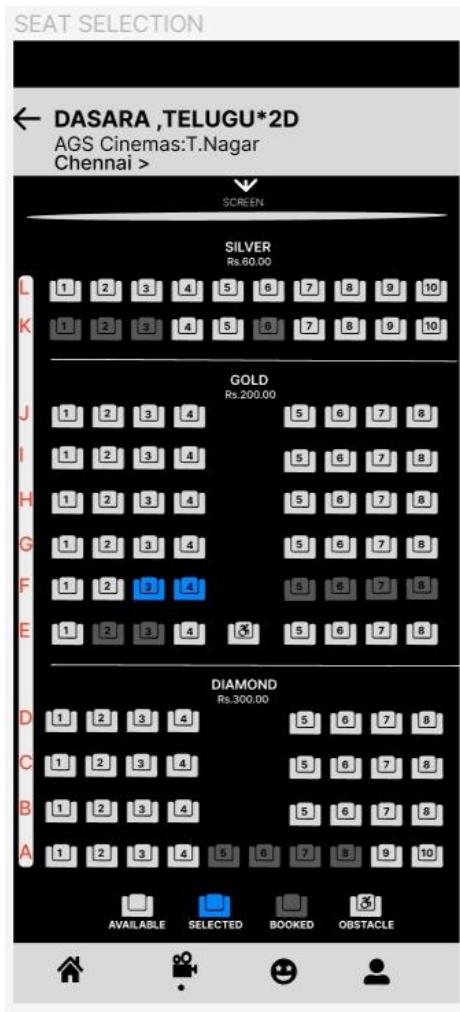













DETAILS


← **DASARA ,TELUGU*2D**
AGS Cinemas:T.Nagar

Details ▾


NAME

 Your Name

MAIL

 email@gmail.com

Enter Your Mobile Number

 +91

NEXT »


← **DASARA ,TELUGU*2D**
AGS Cinemas:T.Nagar

Details ▾

NAME

 Your Name

MAIL

 email@gmail.com

Enter Your Mobile Number


 +91

NEXT »


TICKET

DASARA ,TELUGU*2D
U/A :TELUGU
SUN ,2 APL,2023 |06:45 PM
AGS Cinemas:T.Nagar
(SCREEN 2)
SEAT NO: F- 3,4



Tickets (2) 	Rs.400.00
SEAT NO: F- 3,4	
Food & Beverages 	Rs.350.00
1.Large Pop-Corn + Cock , 2.Burger+ Fries + Cock	
Taxes & Fees 	Rs.38.25
Heart  Remove	Rs.2.00
₹1/Ticket	
Total amount	Rs.790.25


 Unlock offer or Apply promo code





☒ Allow this app to send you whatsapp notifications in future 


NOTE : Cancellation Charges
50% Refund until 3 hours before show starts
25% Refund until 2 hours before show starts


PAY ₹790.25

DASARA ,TELUGU*2D
U/A :TELUGU
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