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TE Comps
Batch B

ITL Experiment 2

Aim: Design UX for a given problem definition by using open source UX tools.

Tool: Figma

Theory:

UX:

User experience (UX) design is the process design teams use to create products that provide meaningful and relevant experiences to users. This involves the design of the entire process of acquiring and integrating the product, including aspects of branding, design, usability and function.

In order for there to be a meaningful and valuable user experience, information must be:

- Useful: Your content should be original and fulfill a need
- Usable: Site must be easy to use
- Desirable: Image, identity, brand, and other design elements are used to evoke emotion and appreciation
- Findable: Content needs to be navigable and locatable onsite and offsite
- Accessible: Content needs to be accessible to people with disabilities
- Credible: Users must trust and believe what you tell them

Figma:

Figma is a collaborative interface design tool that's taking the design world by storm. Unlike Sketch, which runs as a standalone MacOS app, Figma is entirely browser-based, and therefore works not only on Macs, but also on PCs running Windows or Linux, and even on Chromebooks. It also offers a web API, and it's free!

Another big advantage of Figma is that it allows real-time collaboration on the same file. When using conventional "offline" apps like Sketch and Photoshop, if designers want to

share their work, they typically have to export it to an image file, then send it via email or instant message.

In Figma, instead of exporting static images, we can simply share a link to the Figma file for clients and colleagues to open in their browser. This in itself saves significant time and inconvenience in a designer's workflow. But more importantly, it means that clients and colleagues can interact more richly with the work, and review the latest version of the file.
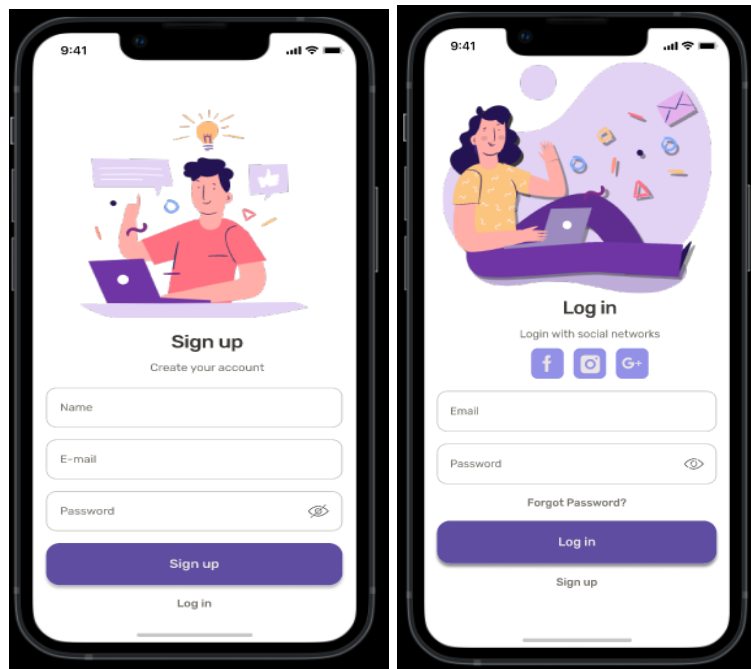
Prototype Design :

1) The Splash Screen
This screen will appear the moment the website is loaded. The purpose of making it attractive is that the user continues ahead.
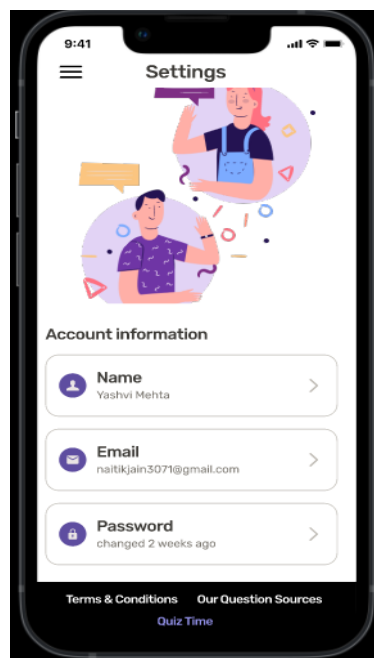
2) Signup/ Login Screen

This screen will appear for users to create an account or log into an existing one.
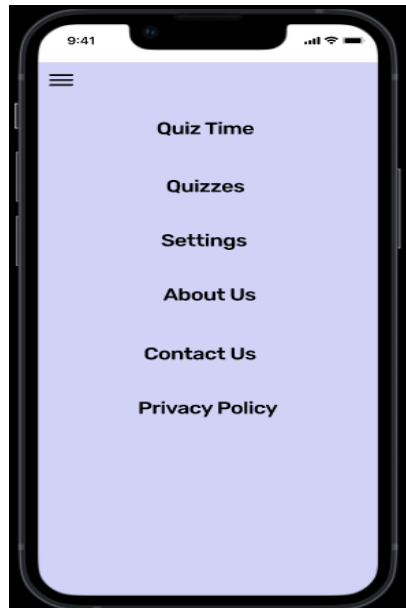

3) Setting Screen

This screen will appear for users to edit name, email or change password.

4) Navbar

A side navbar showing different links to different pages.

5) Quizzes Screen / Entertainment quiz screen

Fig.1) A screen showing cards for different quizzes and links to them

Fig. 2) A screen showing a particular quiz along with no questions and marking scheme.
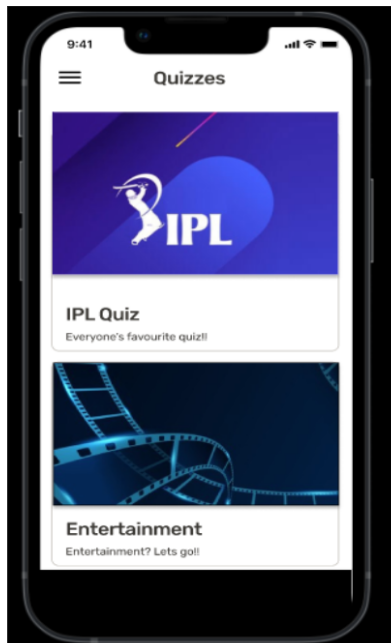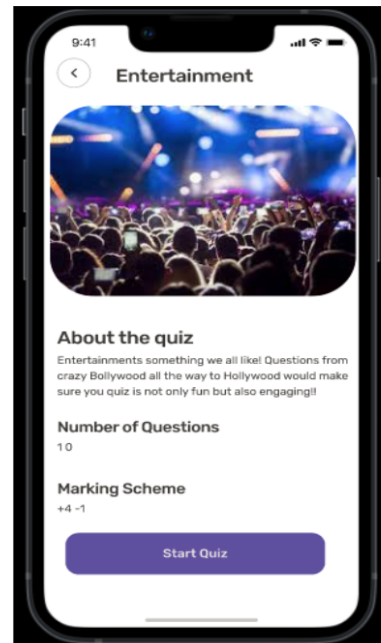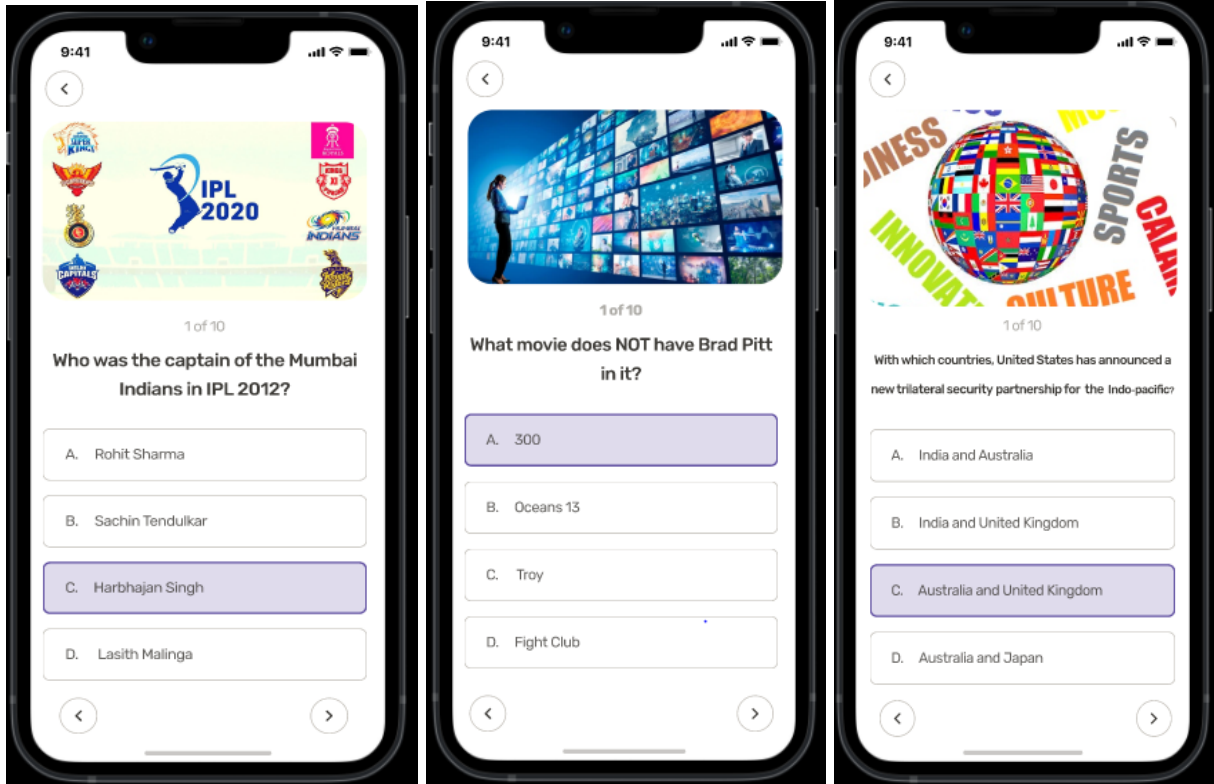
Fig. 1   Fig. 2
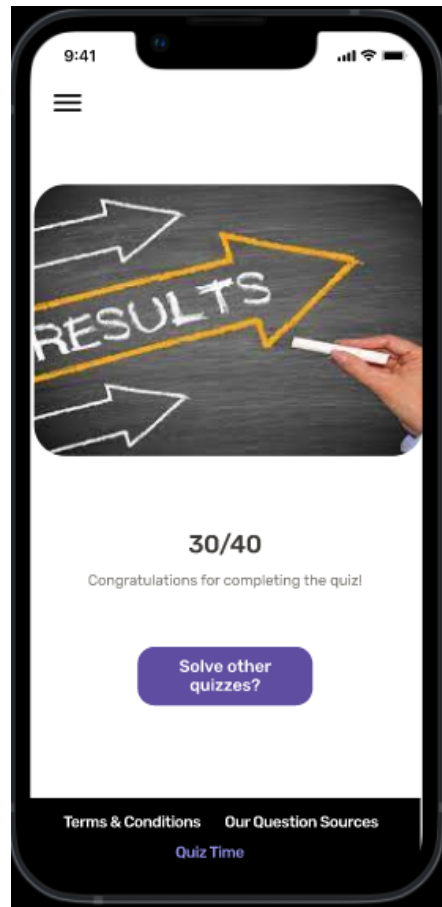
6) Quiz Screen

This screen will open the moment the user clicks on the Start quiz button. The quiz has a marking scheme of +4/-1.

7) Results Screen

This screen will show the final score of the quiz and also has a button to go to the quizzes page.

Conclusion:

From this experiment, we learnt how to use UX tools such as Figma and designed an UX for our application.