

ISE-1 Prototyping User Interfaces Using Figma

Course: Human-Computer Interaction (HCI)

Level: Final Year B.Tech (CSE)

Dead Line to submit ISE-1 – Before MSE Exam

Weightage: 10 marks

Objective:

To enable students to:

- Apply principles of HCI and UI/UX design.
- Use Figma to create wireframes and interactive prototypes.
- Analyze usability and user feedback through design iterations.

Assignment Brief:

Problem Statement:

Design a user-friendly prototype of a mobile or web application for one of the following or you can use your own idea for any application.

1. Online Bookstore
2. Smart Home Controller
3. College Event Registration Portal
4. Health & Fitness Tracker
5. Virtual Classroom App

Use Figma to create low-fidelity wireframes, followed by interactive high-fidelity prototypes, reflecting good usability and accessibility practices.

Assignment Tasks:

Part 1: Research & User Requirements (10%)

- Define user personas (2–3 personas).
- Write user stories and scenarios.
- List functional and non-functional requirements.

Part 2: Wireframing (20%)

- Create low-fidelity wireframes (3–5 key screens).
- Annotate wireframes with interaction notes.

Part 3: High-Fidelity Prototype (40%)

- Design high-fidelity screens in Figma (min. 5 screens).
- Create interactive prototypes (click-through navigation, transitions).

Part 4: Usability Considerations (15%)

- Apply principles such as consistency, feedback, visibility, and accessibility.
- Highlight areas of improvement after peer/user feedback.

Part 5: Submission & Presentation (15%)

- Share Figma prototype link (View + Comment access).
- Submit a brief report (PDF) covering:
 - Design process
 - Screenshots of wireframes and prototype
 - Justification of design choices
 - Reflections on usability

Tools to Use:

- Figma (<https://figma.com>) – students can use the free version.
- Optional: Canva, Google Forms (for collecting feedback)

Evaluation Rubrics (out of 10 marks):

Criterion	Marks
Understanding of HCI Principles	2
Creativity & Design Consistency	2
Functional Flow & Usability	2
Quality of Prototype in Figma	2
Documentation & Reflection	2

Slogan:

"Design is not just what it looks like—it's how it works. Let us prototype a better world!"

Submission Checklist:

Submit ISE on ERP created Link Submission of ISE-1 also add 5 minutes' video of created Fig-ma application

- ✓User Personas & Scenarios (PDF)
- ✓Wireframe Screenshots
- ✓Figma Prototype Link