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Experiment 6

Title: Experiment with Different Layouts and Color Schemes for an App Using GIMP

AIM

The aim of this experiment is to trial different app layouts and color schemes using GIMP and collect user feedback to evaluate the aesthetics and usability of the designs.

ABOUT GIMP

GIMP (GNU Image Manipulation Program) is a free and open-source graphic editor used for image retouching, editing, and design tasks. It provides a wide range of tools similar to professional software like Adobe Photoshop. GIMP supports multiple file formats and is highly customizable, making it ideal for both beginners and advanced users.

PROCEDURE

Step 1: Install GIMP

Download and install GIMP from the official website. This tool will be used to create and manipulate different design layouts for the app experiment.

Step 2: Create a New Project

Open GIMP and create a new canvas by selecting File → New. Set the dimensions suitable for a mobile layout, like 1080x1920 pixels, to start designing.

Step 3: Design the Base Layout

Use tools like Rectangle Select and Bucket Fill to divide the canvas into sections such as header, content, and footer. Add basic UI elements like text and buttons.

Step 4: Experiment with Color Schemes

Duplicate the base layout to create multiple color variations. Apply different color schemes using the Bucket Fill or Colorize tool and save each design separately.

Step 5: Collect User Feedback

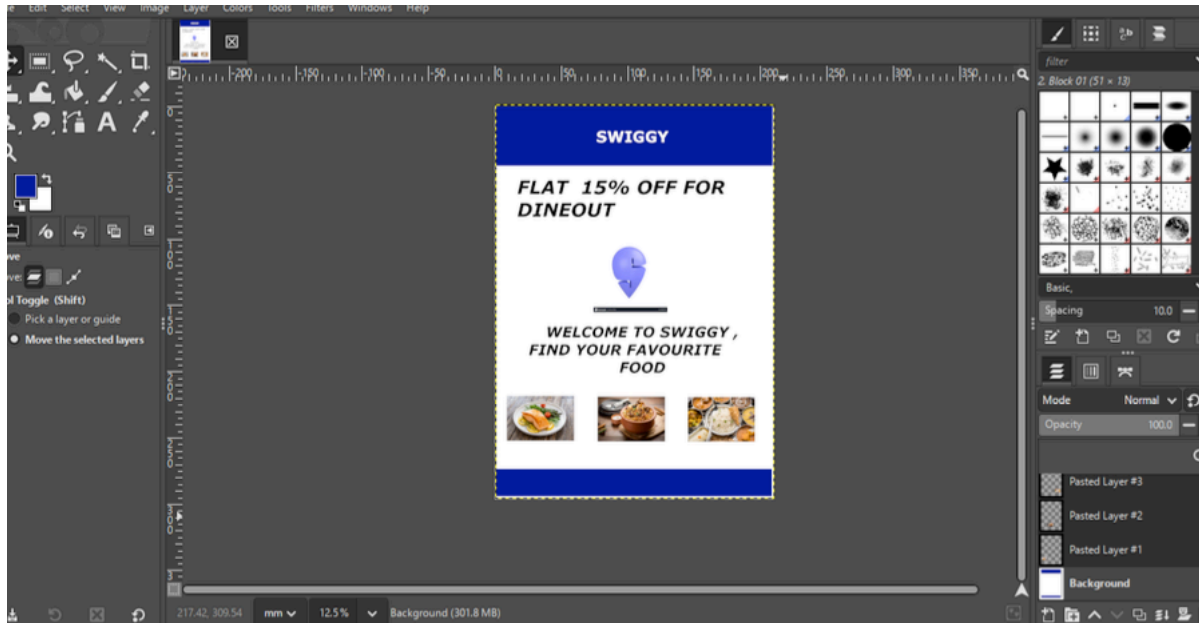
Create a feedback form using tools like Google Forms. Share the different layout variants with users and gather their opinions on design aesthetics and usability.

Step 6: Iterate and Refine

Analyze the collected feedback and refine the designs accordingly. Conduct a final round of testing to ensure the best user experience and visual appeal.

OUTPUT

Created multiple app layout designs with varying color schemes and organized them into separate files. Received structured user feedback to determine the most effective designs.



RESULT

Successfully experimented with different layouts and color schemes for an app using GIMP and collected valuable user feedback to refine the designs for improved usability and aesthetics.