Individual Figma Tutorial and Documentation

Student and Project Information

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Project Name: W26_3375_S1_G4_StoryEcho

1. Figma Tutorial Video Link **3**
2. Supplemental Document / Slides **3**
Table 1 Prototype design 4
Interaction Elements 6
3. AI Use Section **8**
3.1 AI Tools and Specific Use 8
3.2 Value Addition 8
3.3 Appendix — Prompt History 8
4. Project Work Date / Hours Logs **8**
Table 2. Team project work logs and Figma tutorial logs 8
5. References **9**

1. Figma Tutorial Video Link

Character exploration interface and personal reflection interaction flow.

Video URL:
Sin-YiHuang_FigmaTutorial.mov

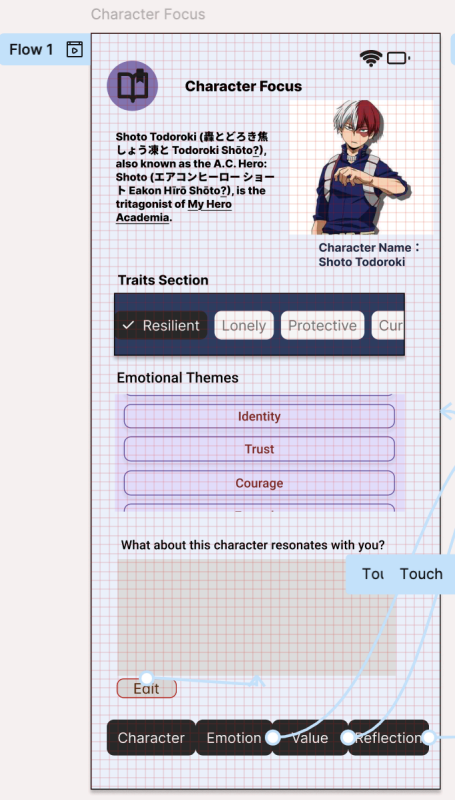
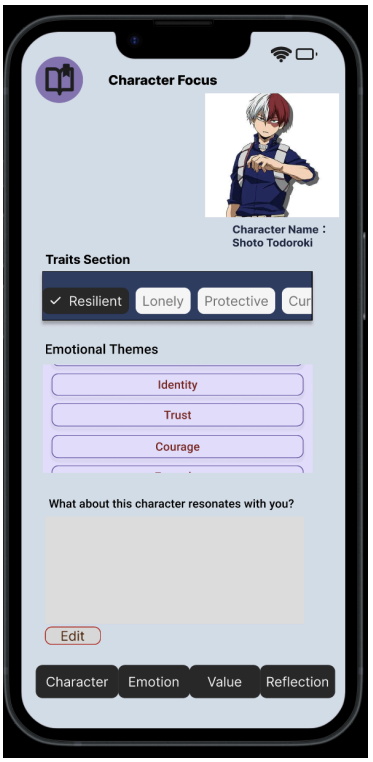
2. Supplemental Document / Slides

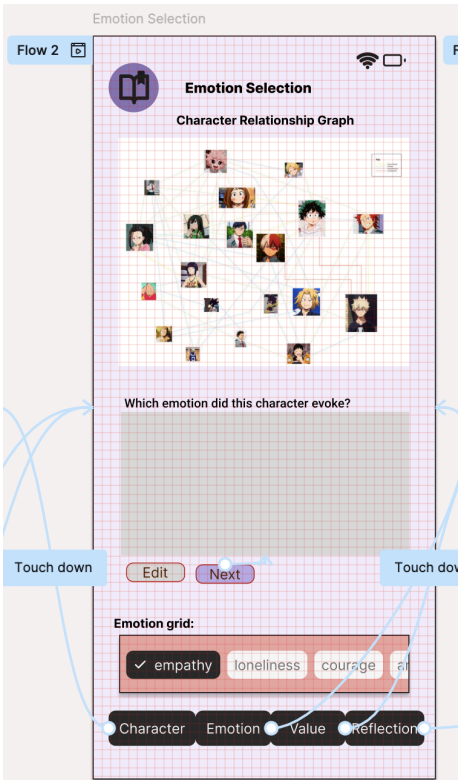
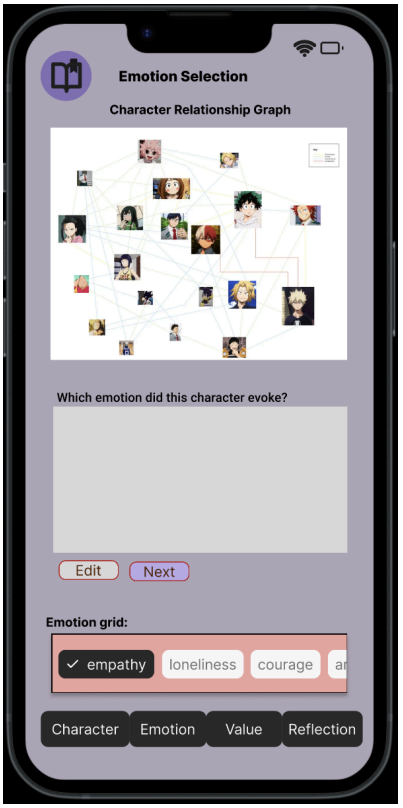
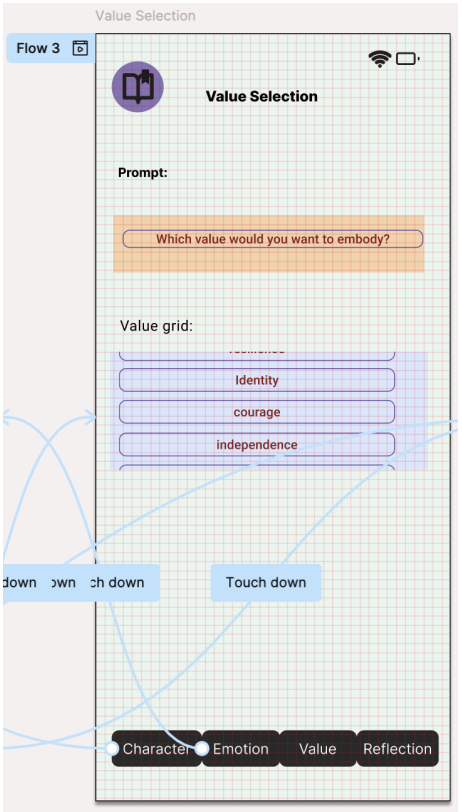
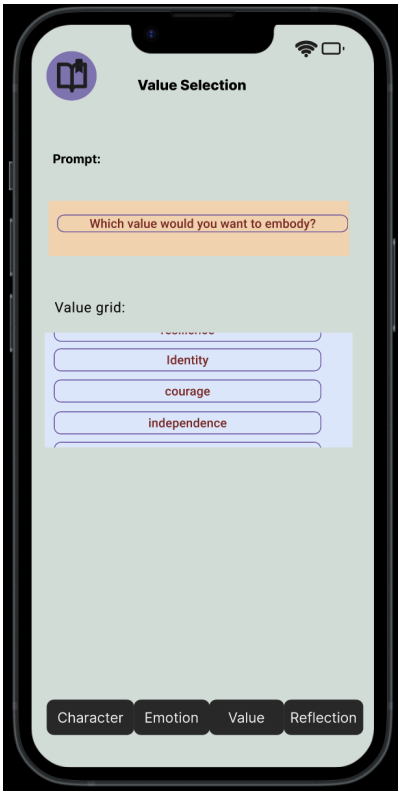
- **Tutorial outline**
  This tutorial demonstrates how to design a character-focused interface and reflection flow that supports emotional engagement and intuitive interaction. The goal is to guide users from story comprehension toward personal reflection in a structured and low-friction experience.
  Design Idea Origin: The concept is inspired by narrative empathy. The idea is that engaging with fictional characters can help users reflect on their own emotions and values. Instead of focusing on plot or biography, the interface emphasizes emotional resonance, cognitive clarity, and self-awareness.
  The tutorial showcases how thoughtful UI structure and interaction flow can support emotional UX without overwhelming the user.

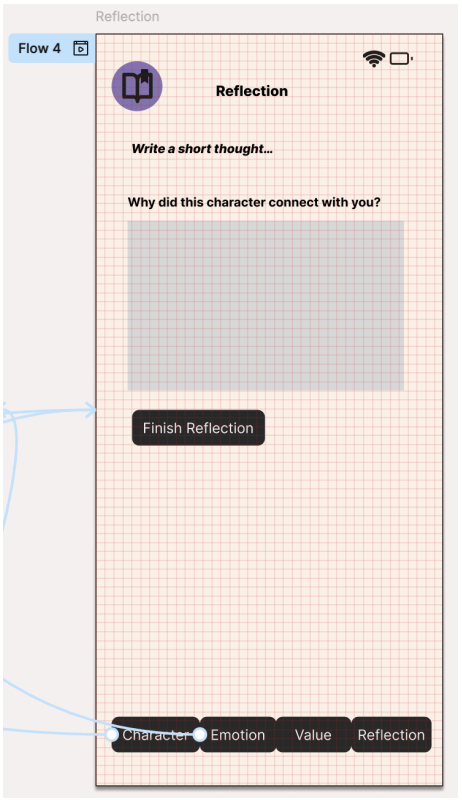
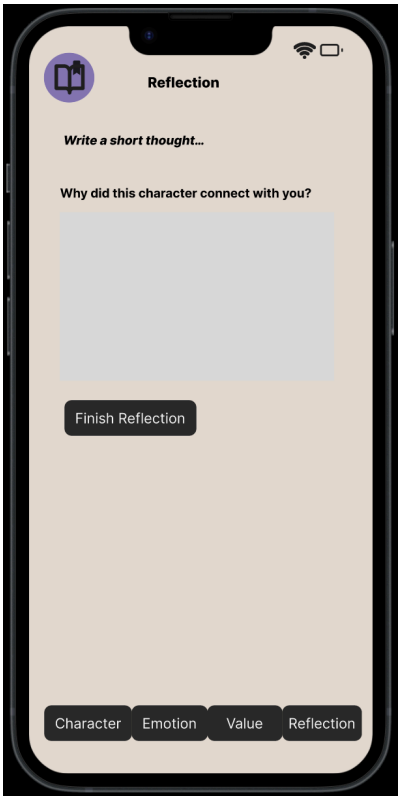
- **Key Figma concepts explained**
  This tutorial highlights several core design principles:
  - Emotional UX flow:
    Each screen represents a psychological step:
    understanding → emotion → value → reflection.
  - Prompt sequencing:
    Questions are structured to gradually deepen self-awareness without cognitive overload.
  - Interaction simplicity:
    Toggle chips, scrolling frames, and minimal inputs reduce friction and maintain focus.

- **Step-by-step screenshotsApplication exhibit**

Table 1 Prototype design

Design Frame	Application exhibit	Design detail
		**Interaction Elements** Buttons (4 total) Navigation buttons simulate app flow: Character, Emotion, Value, Reflect Chip Groups **Traits Section** ● Uses a Tag Toggle Group ● Horizontally scrollable frame ● Allows quick visual scanning ● Emphasizes character personality traits **Emotional Themes** ● Uses suggestion-style chips ● Vertically scrollable layout ● Non-interactive to reduce cognitive load Scrolling Behavior ● Traits → horizontal scrolling ● Emotional themes → vertical scrolling

Design Frame	Application exhibit	Design detail
		**Interaction Elements** **Buttons (6 total)** • Edit → allows simulated revision • Next → moves to value reflection • Character / Emotion / Value / Reflect navigation buttons Chip Groups **Emotion Grid** • Tag Toggle Group • Horizontal scrolling • Designed for quick emotional tagging • Encourages intuitive selection rather than analysis Scrolling Behavior • Emotion grid → horizontal scrolling
		Interaction Elements **Buttons (5 total)** • Navigation buttons: Character / Emotion / Value / Reflect • Optional progression button (if included) Chip Groups **Prompt Chips** • Suggestion chip layout • Vertically scrollable • Encourages guided reflection **Value Grid** • Tag Toggle Group • Structured grid layout • Promotes deliberate selection Scrolling Behavior • Prompt section → vertical scrolling • Value grid → static grid or minimal scroll

Design Frame	Application exhibit	Design detail
		**Interaction Elements** **Buttons (5 total)** ● Finish Reflection ● Navigation buttons: Character / Emotion / Value / Reflect Input Area ● Minimal text box ● Designed for short, low-pressure writing Scrolling Behavior ● Mostly static layout ● Optional vertical scroll for smaller screens

- **Prototype structure**
  Frame Structure Overview:
  Frame1 — Character Focus
  Purpose: Introduce a character and create emotional entry.
  Layout Components
  - Character image
  - Character name

  Traits Section
  Uses Tag Toggle Group inside a frame
  Overflow behavior: Horizontal scrolling
  Options include:
  Resilient, lonely, protective, curious, empathetic, ambitious, loyal
  Emotional Themes
  Suggestion chips inside a vertically scrollable frame
  Options include:
  Resilience, empathy, courage, trust, identity, belonging
  Section Navigation Buttons
  - Character
  - Emotion
  - Value
  - Reflect

Frame 2 — Emotion Selection

Purpose: Help users identify emotional reactions.

Components

- Character relationship graph (visual reference only)
- Prompt text:
  “Which emotion did this character evoke?”

Buttons:

- Edit
- Next

Emotion Grid

Tag Toggle Group inside horizontal scroll frame

Options include:

Resilience, empathy, courage, trust, identity, belonging

Section Navigation Buttons

- Character
- Emotion
- Value
- Reflect

Frame 3 — Value Selection

Purpose: Encourage reflection on personal values.

Prompt Section

Suggestion chips inside the vertical scroll frame

Options include:

- Which value reflects your beliefs?
- Which value do you relate to most?
- Which value would you want to embody?

Value Grid

Loyalty, honesty, independence, courage, compassion, resilience

Section Navigation Buttons

- Character
- Emotion
- Value
- Reflect

Frame 4 — Reflection

Purpose: Allow users to express personal insight.

Components

Prompt text:

- “Write a short thought…”
- “Why did this character connect with you?”

Text input field

Finish Reflection button

Section Navigation Buttons

- Character
- Emotion
- Value
- Reflect

3. AI Use Section

3.1 AI Tools and Specific Use

AI Tool Name	Version / Account Type	Specific Feature Used
ChatGPT	ChatGPT 3.5	wording support, reflection prompt drafting
Figma AI	Free version	Color suggestions icon suggestions
Grammarly	Free version	Correcting grammatical errors.

3.2 Value Addition

While AI tools supported wording and ideation, significant human design decisions shaped the final tutorial:

- Custom refinement of prompts to match emotional UX goals
- Manual organization of screen flow for clarity
- Color hierarchy decisions to support psychological pacing

3.3 Appendix — Prompt History

Include all prompts used with AI tools.
Prompt 1:
Color palette ideas for calm emotional reflection UI.

4. Project Work Date / Hours Logs

Record all work completed toward the group project and Figma tutorial.

Table 2. Team project work logs and Figma tutorial logs

Date	Hours	Description of Work Done
February 5, 2026	1.5	(Team work logs) Created a draft of questions for the interview and the survey from
February 6, 2026	2	(Team work logs) Learning how to use Figma and experimenting with creating different types of frames.
February 8, 2026	3.5	Combining the project concept with UI planning and designing the four main frames.

February 11, 2026	3.5	Building a fully interactive prototype and refining screen transitions.
February12, 2026	4	Preparing documentation and recording the tutorial video.
February13, 2026	1.5	(Team work logs) Create google from for the survey from

5. References

Websites: Character Relationships

- *My Hero Academia Wiki – Shoto Todoroki Relationships*
  https://myheroacademia.fandom.com/wiki/Shoto_Todoroki/Relationships
- *Reddit – Rough Web of Class 1-A Relationships*
  https://www.reddit.com/r/BokuNoHeroAcademia/comments/kxnz8c/rough_web_of_class_1a_relationships/

Academic and Media Platforms

- *MyAnimeList – Anime & Character Database*
  https://myanimelist.net/