Social Media App: Create a wireframe, Design and Prototype a social media photo sharing app

Overview:

This experiment focuses on building an interactive design for a social media application that allows users to share photos, explore content, and communicate with others in a user-friendly environment.

Problem:

Users often find social media apps cluttered with too many features or complex navigation. This can make it hard to focus on core tasks like viewing content, chatting, or posting updates.

Solution:

This design simplifies the user journey through clean layouts, intuitive navigation, and dedicated sections for core actions—such as camera access, chatting, and exploring new content. A bottom navigation bar ensures easy access across all pages.

Procedure:

1. Create Frames

Frames were created for all major app sections: sign-up, home feed, profile, chat, explore, camera, and settings.

2. Select Device Layout

The mobile layout was selected to suit smartphones, the primary device for photo-sharing apps.

3. **Design Header**

Headers were designed with logos, usernames, and action icons such as notifications or settings.

4. Add Core Features

Core screens include image feeds, story views, direct messaging, user profiles, and a camera interface for creating new content.

5. Fill with Color

Minimalistic white and grey backgrounds were used with dark text for readability, keeping the UI clean and modern.

6. Add Icons and Images

Icons from the Iconify plugin were used for navigation and actions. Sample photos were used in feeds, stories, and explore sections to enhance the visual appeal.

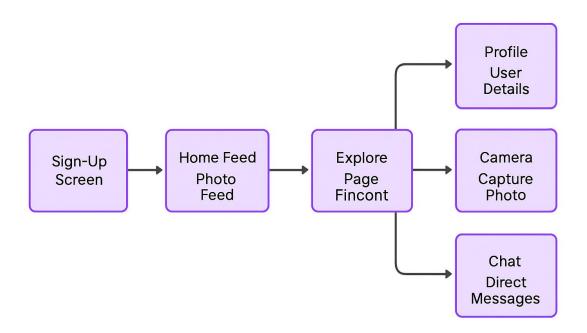
7. Insert Text

Text tools were used for user names, captions, messages, follower counts, and setting labels.

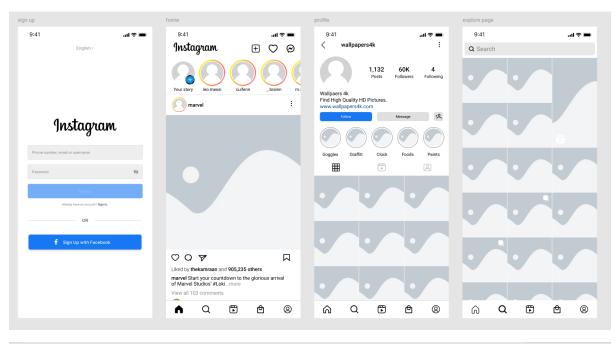
8. Prototype the Design

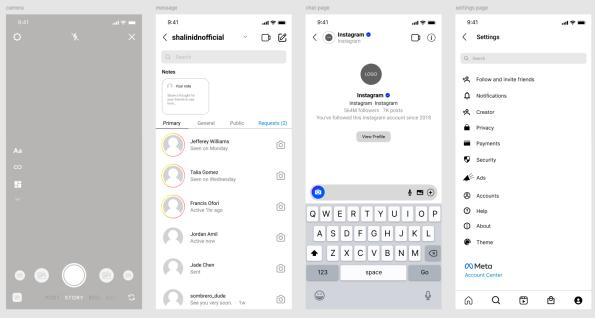
All screens were linked using the Prototype tool to show interaction flows between login, feed, chats, camera, and user profiles.

Flowchart:



Wireframe:





Design:

