Assessments

Figma Tools & Artboards

Understanding how interactions we use everyday work can give us a better understanding of what tools are most useful for development.

Find one example of an interaction on a mobile application that you like and recreate it in Figma. You do not need full visual design, but replicate a wireframe of their layout and add at least one working interaction. Include a screenshot of the application in your submission as reference.

Submit a link to your working prototype.

Prepare to present and discuss in class.

Rubric:

Create at least 2 frames	2
Create an interaction by linking 2 frames with a Connection	5
Use at least 2 colors	1
Use at least 1 non-default font	1
Upload a screenshot of the reference application	1
Total	**10**

Examples

Shazam
WhatsApp
Uber