Yashoda Shikshan Prasarak Mandal's

Yashoda Technical Campus,Satara

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Faculty of Engineering
Department of Computer Science and Engineering

Innovative T&L method

Subject : HCI   Class : TY Btech   Div :A & B

Activity Name: UX tool Figma for recreation of websites

Figma as per Roll calls

SA1 to SA10.- Rediff page
SA 11 to SA 20.-Cred page
SA 21 to SA 30.-Chumbak page
SA 31 to 4 SA 40.-Ugoo.com page
SA 41 to SA 50.-Staza page
SA 51 to SA 60.-Dulingo page
SA 61 to SA 70.-Airbnb page
SA 71 to SA 75.-Meesho page.

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Assessment method

1. Learning of Figma (Design tool) 10M –

Attendance of online workshop conducted (5M)	Oral (5 M)

2. Use of Figma in Design of given query:(10M)

Functions (Used) (4)	Components (Used) (4)	Tools (Used)(2)

Objectives:

1. Enhance Design and Prototyping Skills

- **Objective**: To improve your proficiency in design tools and techniques by recreating an existing website's layout, structure, and interactive elements.
- **Why**: Using Figma for website recreation helps you understand how to organize elements, design user interfaces, and create prototypes that are functional. It also

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allows you to experiment with different design components (e.g., typography, color schemes, spacing) and interactions (e.g., buttons, hover effects).

2. Understand and Implement Responsive Design

- **Objective**: To gain hands-on experience in designing websites that adapt seamlessly across various screen sizes (desktop, tablet, and mobile).
- **Why**: In today's multi-device environment, it's crucial to ensure that websites function well on different platforms. By recreating a website in Figma, you can practice how to design responsive layouts that adjust automatically to different device widths, enhancing your skills in creating flexible and adaptable user experiences.

3. Develop a Deeper Understanding of User Experience (UX) and User Interface (UI) Design

- **Objective**: To explore how design choices impact the overall user experience, ensuring that the recreated website is both aesthetically pleasing and functional for end-users.
- **Why**: Understanding the user's interaction with a website is key in creating intuitive, accessible, and engaging designs. Recreating a website in Figma allows you to analyze the flow, layout, and usability of the design while also considering accessibility and performance issues.

These objectives aim to improve both the technical and creative aspects of web design, while ensuring the website is user-centered and adaptable to various devices.

Recreating a Website/Page/App using Figma

Steps to Follow:

1. **Choose a Website, Page, or App:**
   o Select a website, page, or app that you want to recreate. This could be an existing one, like a news site, e-commerce page, or mobile app.
2. **Analyze the Structure and Components:**
   o Identify the main sections (e.g., header, footer, navigation, content area).
   o Note the components (e.g., buttons, forms, icons, images).
3. **Set Up Your Figma File:**
   o Open Figma and create a new design file.
   o Define the dimensions of your artboard (for example, 1440px for desktop or 375px for mobile).
4. **Create the Layout:**

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- Start by designing the layout. Begin with larger components like headers and footers, then move to smaller elements like buttons and text boxes.
- Use Figma's layout grid for consistency and alignment.

5. **Use Figma Components and Styles:**
   - Reuse components for buttons, icons, and other interactive elements.
   - Apply consistent colors, typography, and spacing, matching the original design.

6. **Interaction and Prototyping (Optional):**
   - If applicable, use Figma's prototyping features to add interactions (e.g., button clicks, transitions between pages).
   - Link different pages together for a full user flow experience.

7. **Ensure Responsiveness:**
   - Design for different screen sizes (e.g., mobile, tablet, desktop) to ensure the layout is responsive.

Rubrics on:

- **Creativity and Originality**:
  - *Criteria*: How well does the design reflect the original idea? Are there any improvements or creative changes?
  - *Points*: 1-5 (5 being highly creative, 1 being minimal originality)
- **Design Accuracy**:
  - *Criteria*: How closely does the design resemble the original website/app in terms of structure, color, typography, and component placement?
  - *Points*: 1-5 (5 being highly accurate, 1 being poorly executed)
- **Usability and User Experience**:
  - *Criteria*: Is the design intuitive and user-friendly? Are elements like buttons and navigation easy to use?
  - *Points*: 1-5 (5 being very user-friendly, 1 being difficult to use)
- **Responsiveness**:
  - *Criteria*: Does the design adapt well across different screen sizes (desktop, tablet, and mobile)?
  - *Points*: 1-5 (5 being highly responsive, 1 being poorly responsive)
- **Prototyping and Interactivity**:
  - *Criteria*: How well do the interactive elements (buttons, links) work in Figma's prototype mode? Are transitions smooth and functional?
  - *Points*: 1-5 (5 being fully interactive, 1 being static or broken interactions)

Conclusion:

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- Summarize the learning outcomes and how the project helped improve your design and prototyping skills.
- Highlight any challenges faced during the process and how they were addressed (e.g., making responsive layouts, ensuring interactivity)

Screen shots of activity

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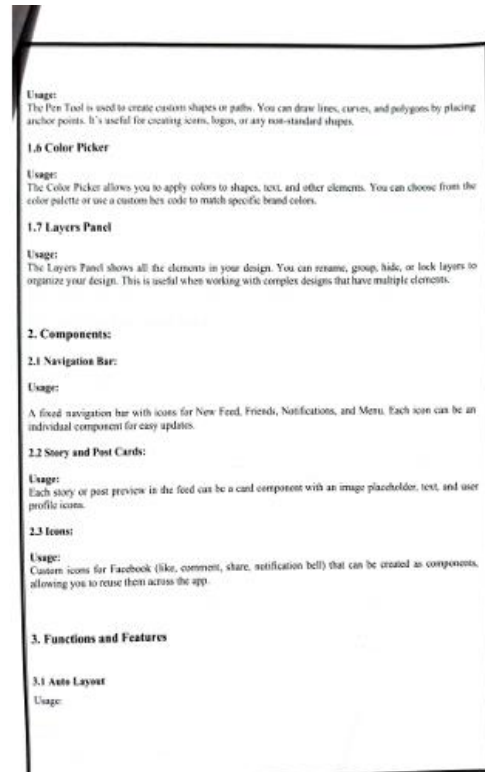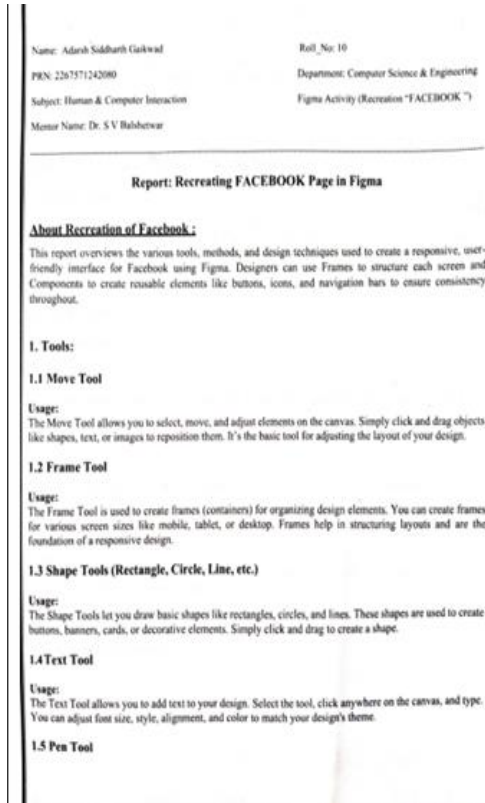(Approved by AICTE,Delhi/Approved by Govt of Maharastra DTE) Email: principalengg_ytc@yes.edu.in
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Auto Layout was applied to ensure that elements like cards and menus were responsive. This feature made it easier to manage spacing, alignment, and resizing when content was updated or resized for different devices.

3.2 Components

Usage:
Components allow you to create reusable elements like buttons, icons, and navigation bars. Once a component is created, you can use it multiple times in your design. When you update the master component, all its instances are automatically updated, saving time and ensuring design consistency across the project.

3.3 Prototyping

Usage:
The Prototyping feature allows you to link different frames together and simulate interactions like button clicks, page transitions, and hover effects. You can create interactive mockups to demonstrate how your design will function. This is useful for testing user flows and presenting the user journey to stakeholders.

3.4 Styles (Text, Color, and Effects)

Usage:
Styles in Figma allow you to define consistent **text styles** (fonts, sizes, weights), **color styles**, and **effects** (shadows, blurs). By applying styles, you can ensure that typography, colors, and effects are uniform across your design. If you need to update a style, it can be changed globally in one place, and it will reflect across all instances.

3.5 Export Options

Usage:
Figma allows you to export designs in multiple formats such as **PNG, SVG, PDF**, and **JPEG**. You can export entire frames or individual elements, which is useful for sharing designs with stakeholders or developers, or for integrating design assets into other projects.

Experience with Figma:

My experience with Figma has been incredibly positive. It's a user-friendly tool that allows me to create and prototype designs with ease. I love how it supports real-time collaboration, enabling my team to work together on the same file seamlessly. The auto layout and component features save a lot of time by making design adjustments efficient and consistent. Figma's ability to create interactive prototypes helps in visualizing user flows without the need for coding. Overall, it's an excellent platform for both beginners and experienced designers.

Conclusion:

The Figma design for the Facebook website focued on creating a visually appealing, highly functional interface millions of social media users. By utilizing Figma's advanced tools, responsiveness features, and interactive components, the design offers a seamless user experience across devices, making it easy for customers to explore this social media platform.

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Mission of department: 1. To create ambience of academic excellence through state of art infrastructure. 2. To create student-centric pedagogy that will lead to employability.3. To create a software engineering professional with knowledge of multidisciplinary fields, can provide innovative products & service to society.4. To train and motivate the students for lifelong learnin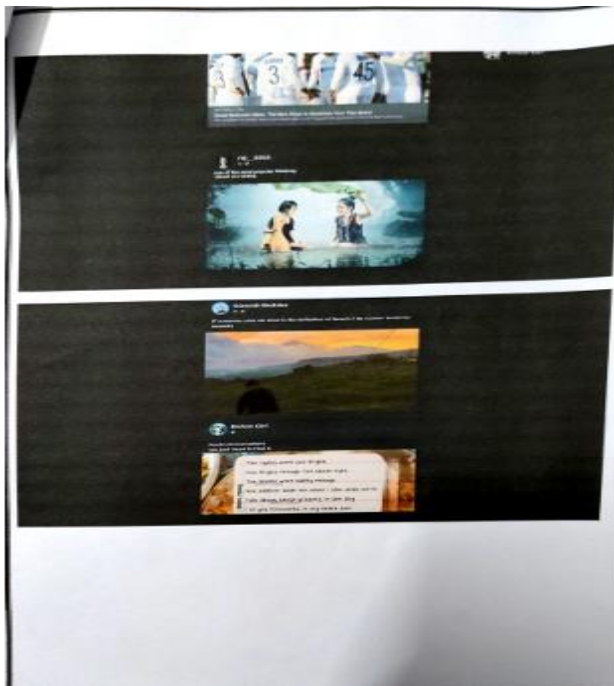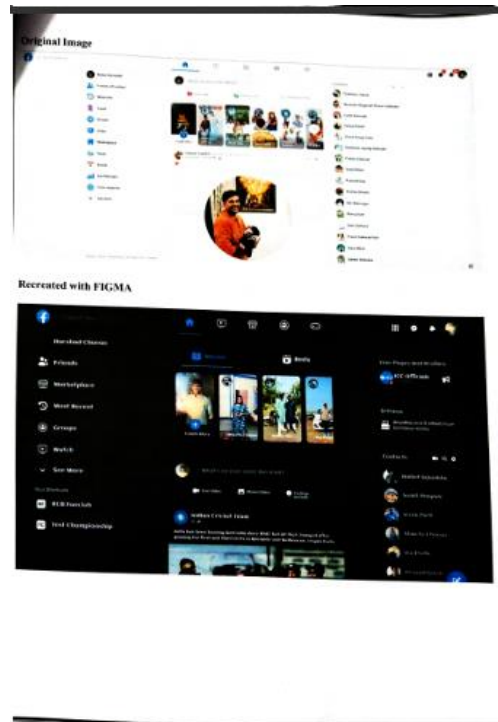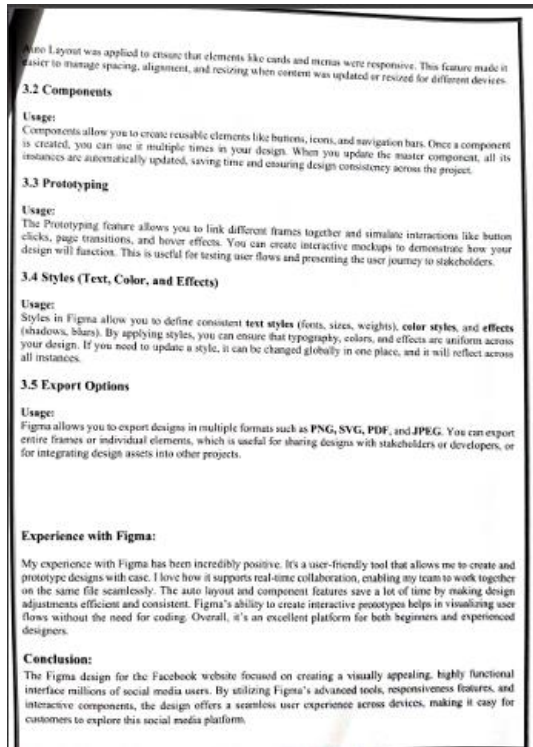g, employability, and entrepreneurship.