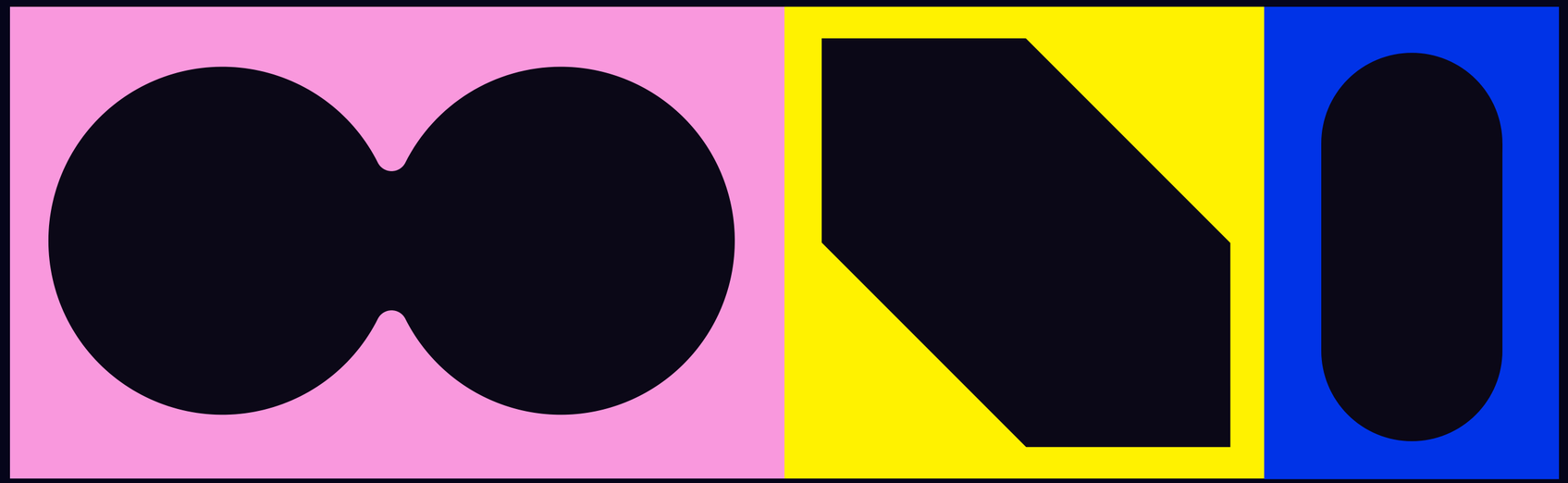
Figma

Introduction to Figma Prototyping



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- Setting Up Frames for Navigation
- Understanding Interactions
- Transitions Explained
- Using Overlays
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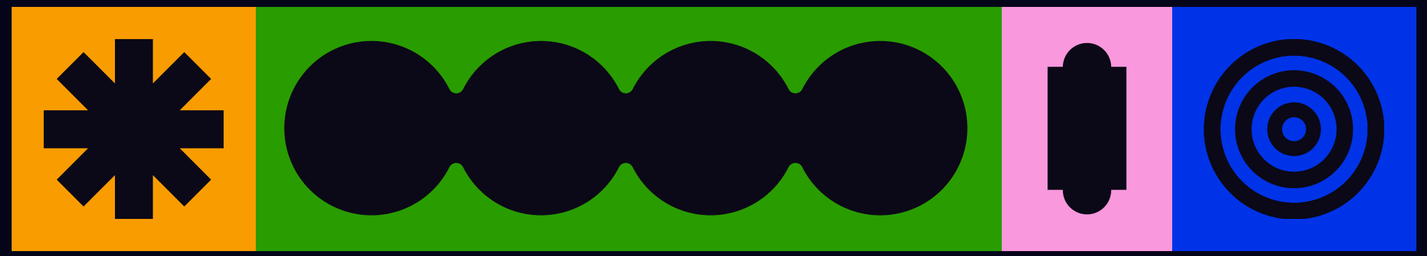
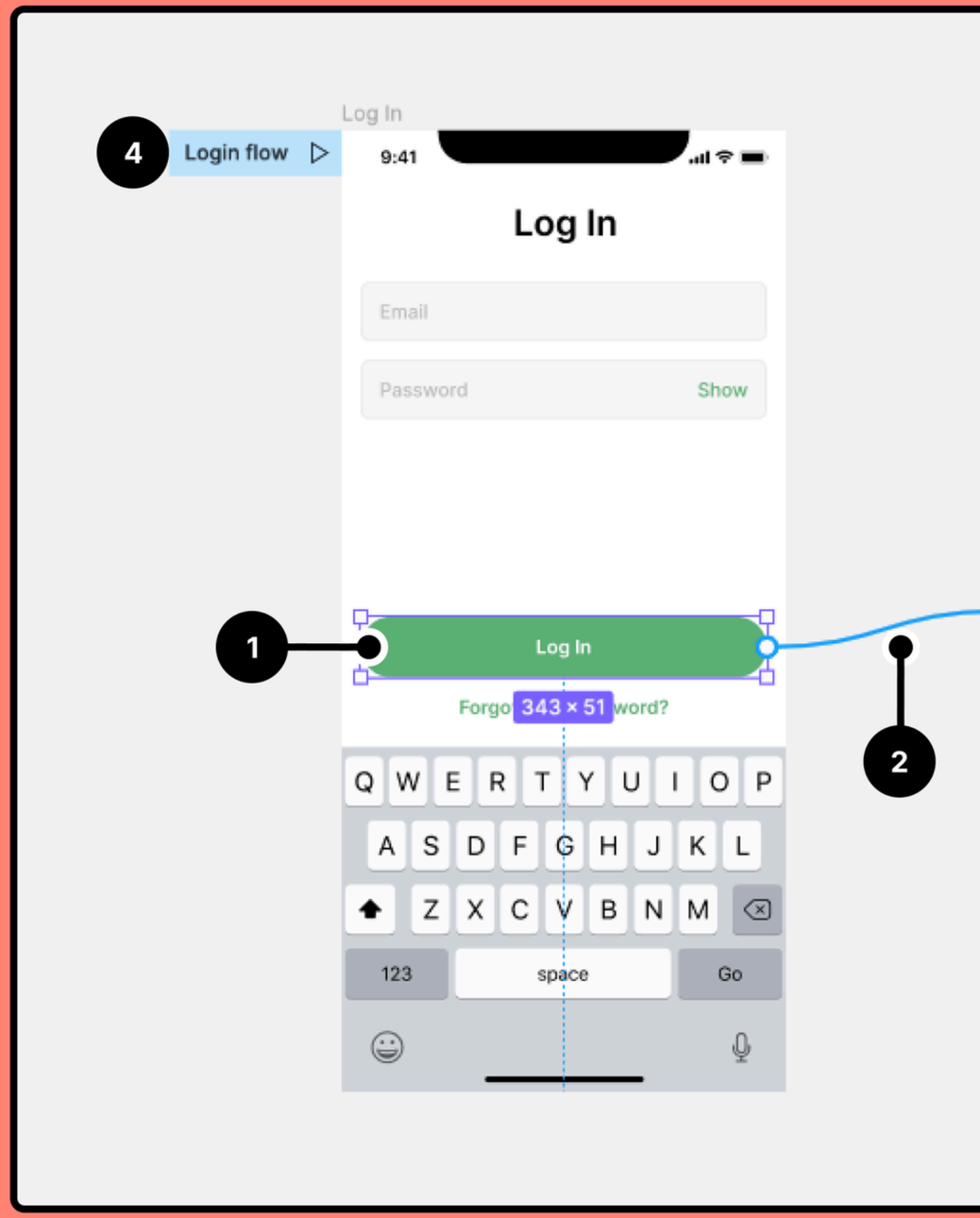


Lesson Objectives

What is prototyping?

- Understand the fundamental concepts of prototyping in Figma.
- Learn to create interactive prototypes that simulate user interactions.
- Set up frames effectively to facilitate navigation within prototypes.
- Gain insights into various interactions, including transitions, overlays, and animations.

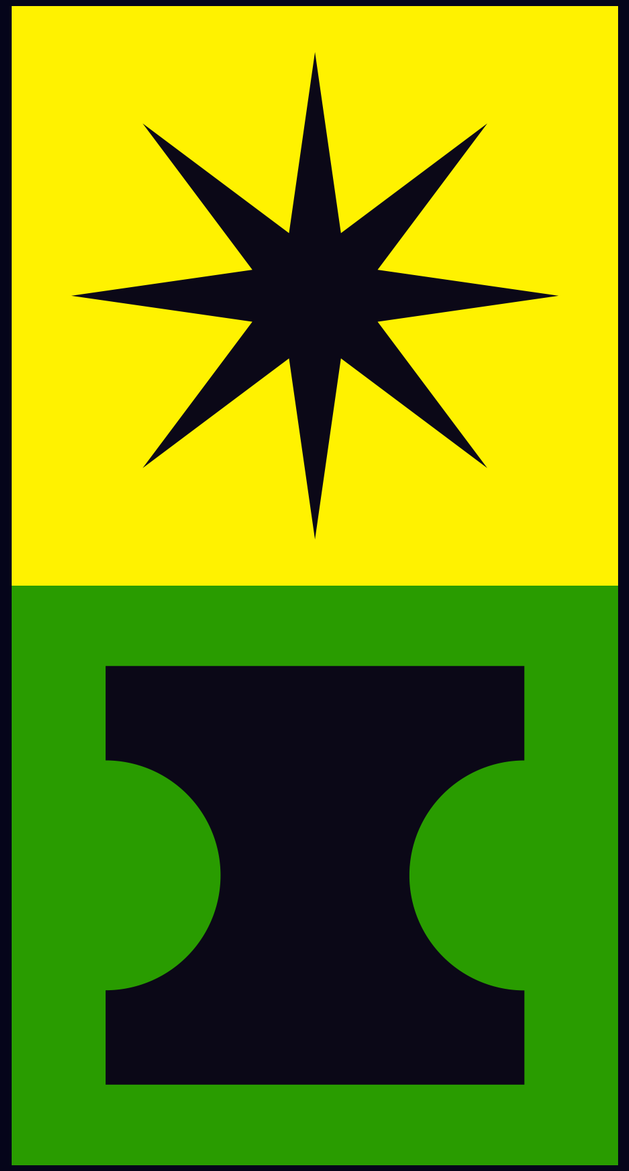


Basics of Prototyping

Prototyping is the process of creating a preliminary model of a product to visualize and test its functionality and design.

In Figma, prototyping allows designers to create interactive and dynamic models that simulate user interactions, enabling better feedback and understanding of user experience.

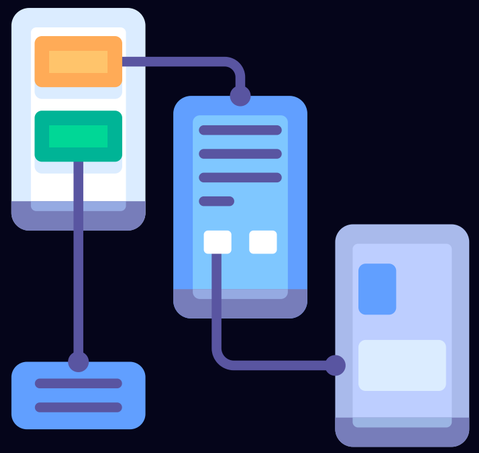
This crucial step in the design process helps to identify potential issues early on, facilitating iterative improvements before final implementation.



Creating Interactive Prototypes

Key Steps to Create Interactive Prototypes

- Start by designing your frames in Figma for the desired screens.
- Use the 'Prototype' tab to link frames with interactions.
- Define triggers such as 'On Click' to initiate actions.
- Add animations and transitions to enhance user experience.



Tips for Effective Prototyping

- Keep interactions simple and intuitive for users.
- Utilize overlays for menus and dialogs to streamline navigation.
- Regularly test prototypes with users to gather feedback.
- Leverage Figma's collaboration features for team input.

Setting Up Frames for Navigation

Create Frames for Each Screen

Begin by creating frames for each screen in your prototype. Use the Frame tool to define the layout and dimensions of each screen.

Link Frames for Navigation

Establish navigation between frames by using the Prototype tab. Drag connections from interactive elements to the target frames.

Best Practices for Frame Setup

Ensure frames are organized in the Layers panel for easy management. Use consistent naming and maintain a logical flow in navigation.

Understanding Figma Components

Definition of Interactions

Interactions in Figma are actions that users can perform, influencing the behavior of the prototype during user testing.

Types of Interactions

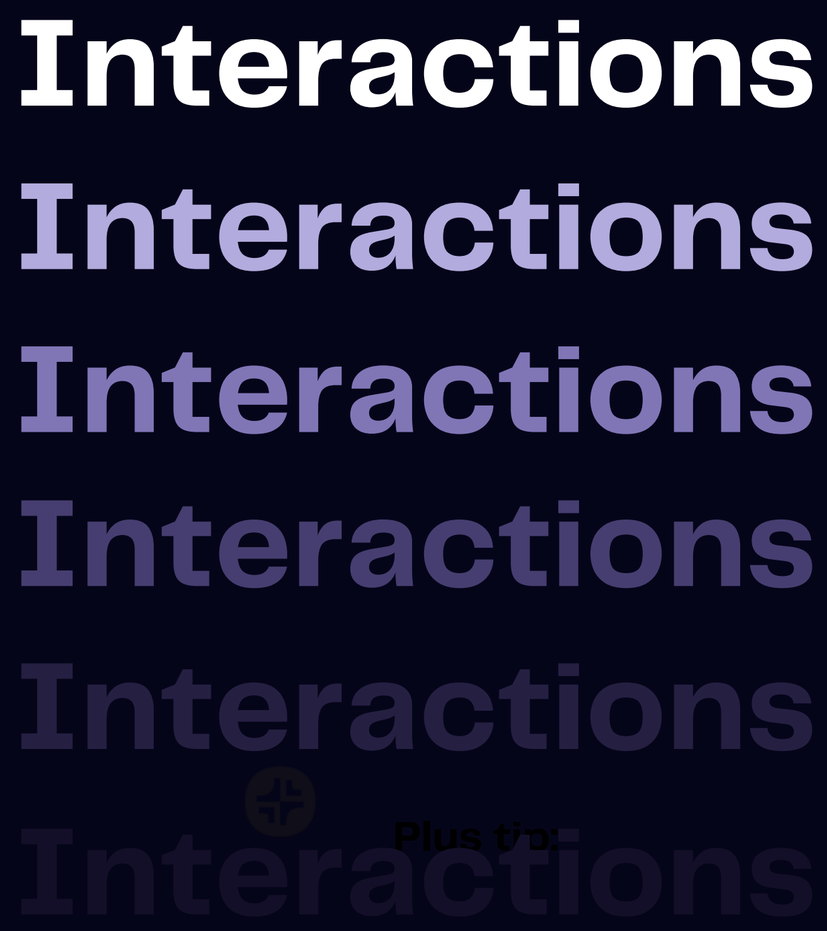
Key interaction types include transitions between frames, overlays for additional content, and animations for visual effects.

Transitions

Transitions define how one frame moves to another, creating fluid navigation and enhancing user experience. Examples include slide, fade, and push.

Overlays and Animations

Overlays display additional content on top of the current frame, while animations bring elements to life, making the prototype more engaging.



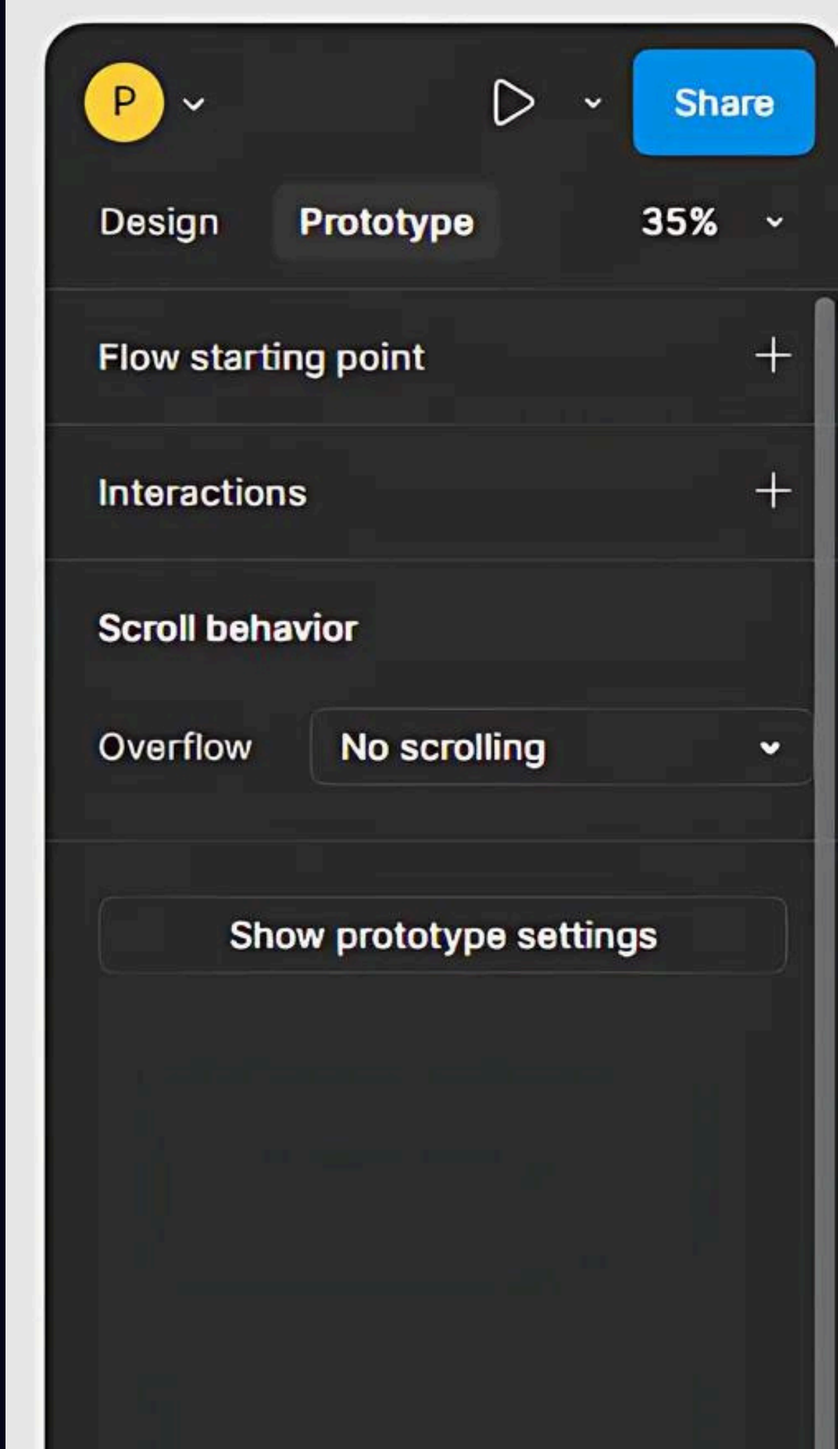
Understanding Transitions

Transitions in Figma are animations that occur between frames, enhancing the visual flow of a prototype.

To implement transitions, select the object or frame you want to link, then navigate to the 'Prototype' tab.

Here, you can set up the interaction details, including the trigger (e.g., 'On Click') and the action (e.g., 'Navigate To'). After selecting the destination frame, customize the transition type—options include 'Instant', 'Dissolve', 'Move In', and 'Slide In'—and set the duration for smoothness.

Effective use of transitions can significantly improve user experience by providing visual context and feedback during navigation.



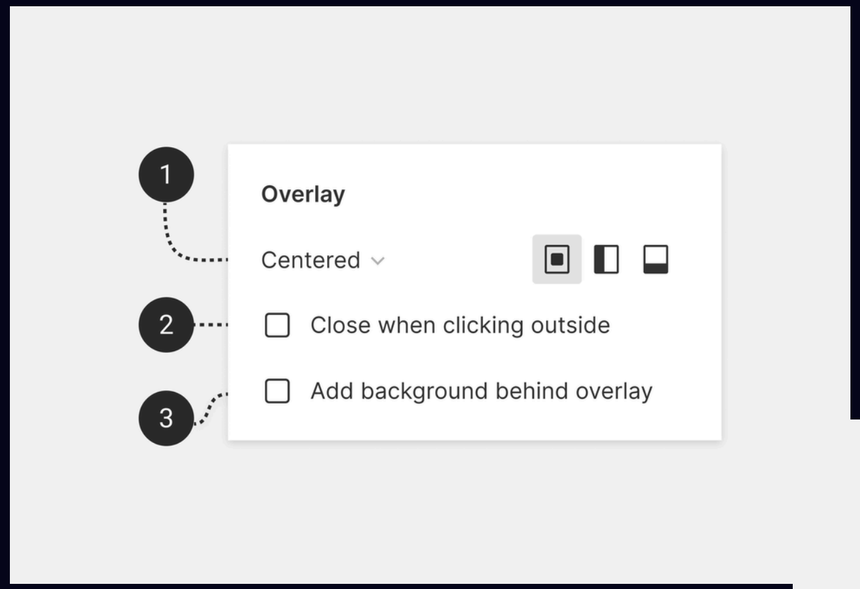
Using Overlays

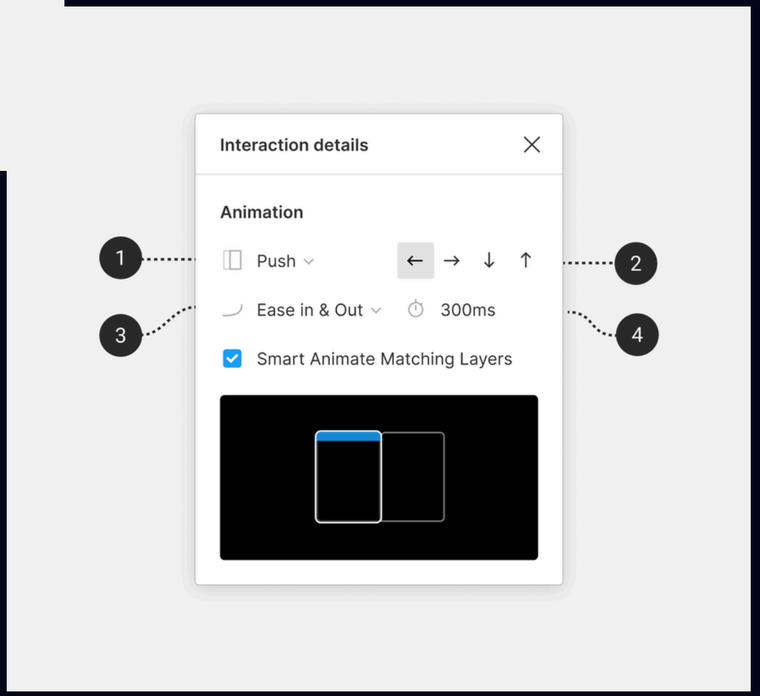
Function of Overlays

Overlays in Figma allow designers to display content on top of existing screens, enhancing user interactions without navigating away from the primary interface.

Setting Up Overlays

Create an overlay by selecting a frame, then using the 'Prototype' tab to set it as an overlay, positioning it to appear on top of other frames.

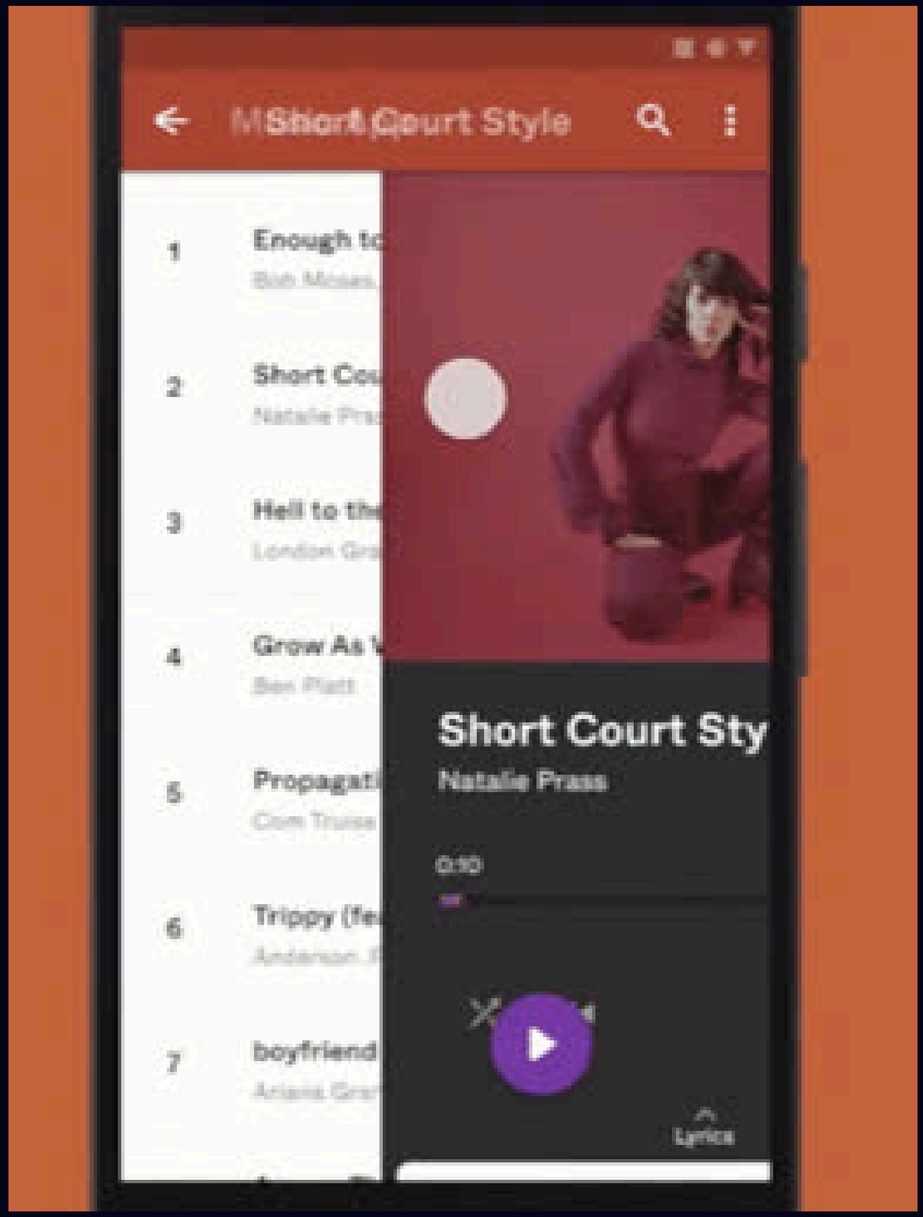




Animations in Prototypes

Enhancing User Experience with Animations

- Animations in Figma can create a dynamic and engaging user experience by providing visual feedback and context to users as they interact with prototypes.
- Using subtle animations for transitions between screens can help maintain user orientation and make navigation feel smoother.
- Examples of animations include button hover effects that can indicate interactivity, and loading animations that keep users informed about processing times.
- Animation types such as fade, slide, and scale can be combined to create a more immersive experience, allowing designers to convey functionality effectively.
- Utilizing animations strategically can enhance storytelling within the prototype, guiding users through the intended flow of the application.



Prototyping Best Practices

Best Practices

- Maintain a clear and consistent navigation structure to enhance user experience.
- Use standard UI elements to ensure familiarity and ease of use for users.
- Incorporate feedback loops, allowing users to interact and provide input at various stages.
- Design with accessibility in mind, ensuring prototypes are usable for all potential users.
- Test prototypes with real users to gather insights and make iterative improvements.

Common Pitfalls

- Avoid cluttering screens with too much information, which can overwhelm users.
- Don't neglect mobile responsiveness; ensure prototypes work well on different devices.
- Overlooking user feedback can lead to missed opportunities for improvement.
- Failing to set realistic expectations for interactivity may frustrate users.
- Relying solely on visual design without considering user interactions can hinder usability.

Practical Exercice

Build a simple interactive prototype using Figma, incorporating navigation, transitions, and overlays.

Instructions:

1. **Design the Layout:**
   - Start by creating three frames to represent screens: a Home Screen, a Details Screen, and a Menu Overlay.
   - Design each screen layout, using the Frame tool to define the visual elements (buttons, text fields, images) that will guide user navigation.
2. **Add Interactions:**
   - In the Home Screen, add a button that navigates to the Details Screen. Use the 'Prototype' tab to set the interaction with a trigger like “On Click” and apply a simple transition (e.g., "Slide").
   - Add a second button for the Menu Overlay on the Home Screen and set it to display the overlay without navigating away.
3. **Implement Overlays and Transitions:**
   - For the Menu Overlay, create an overlay that appears on top of the Home Screen with a semi-transparent background.
   - Use animations (e.g., fade-in) to make transitions smooth and visually engaging.
4. **Test and Gather Feedback:**
   - Run the prototype in Presentation mode and test each interaction to ensure it functions as expected.
   - Pair up with a peer, if in class, to test each other’s prototypes and provide constructive feedback on the interaction flow and design choices.

Thank you!