

SD1103

Digital Visualisation Enquiry-based task Team

Team Leader:
Member:

Profile Pic:

Student ID:

Group:

Tutor:

Figma

8. App User Interface
Control button and Icon

9. App Click Through
Prototype

A
Skills

B
Create

C
Discuss

8A Skills

App User Interface

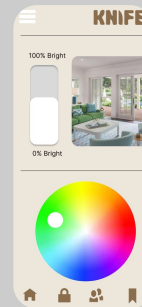
Kindly be informed that this particular part involves team collaboration, and you are encouraged to discuss and distribute the work within your team. However, please ensure that each exercise is completed by only one submission.



Splash Screen

Video: <http://8a1.enquiry-learning.com>

Material: <http://8a1b.enquiry-learning.com>



Dashboard Screen

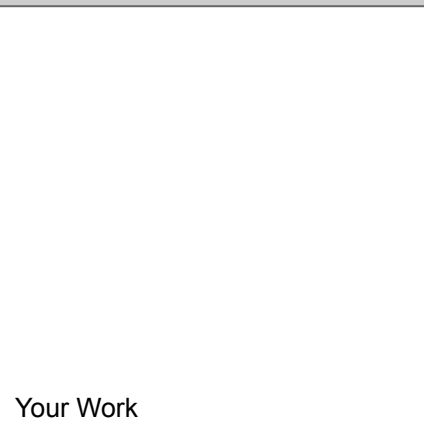
Video: <http://8a2.enquiry-learning.com>



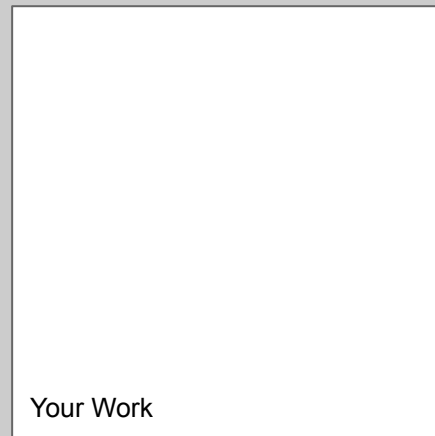
Feature screen

Video: <http://8a3.enquiry-learning.com>

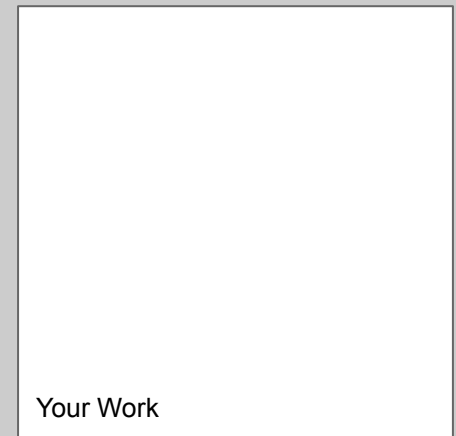
[Introduction to Figma](#)



Your Work



Your Work



Your Work

8B Create

First screen

The important elements of the first screen in app design include a clear and concise title, a strong call to action, a visually appealing design, and intuitive navigation. The first screen should also provide a quick overview of the app's main features and benefits.



Example:
<https://dribbble.com/shots/20732975-Cookies-eCommerce-App>

Create a homepage design for a digital literacy app with a navigation bar, search bar, and icon buttons for key features. Use the previously established brand identity to inform color choices and icon design. Use Figma's built-in grid system to ensure consistent alignment and spacing of elements.

This section requires teamwork, allowing you to collaborate with your team on Figma to create your initial screen. You may then either save or export the screen and subsequently upload it back onto Figma.

Your Work

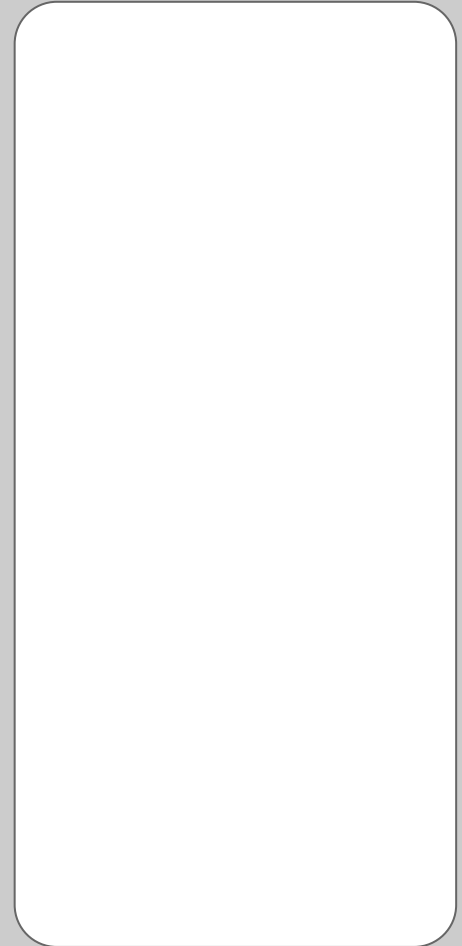
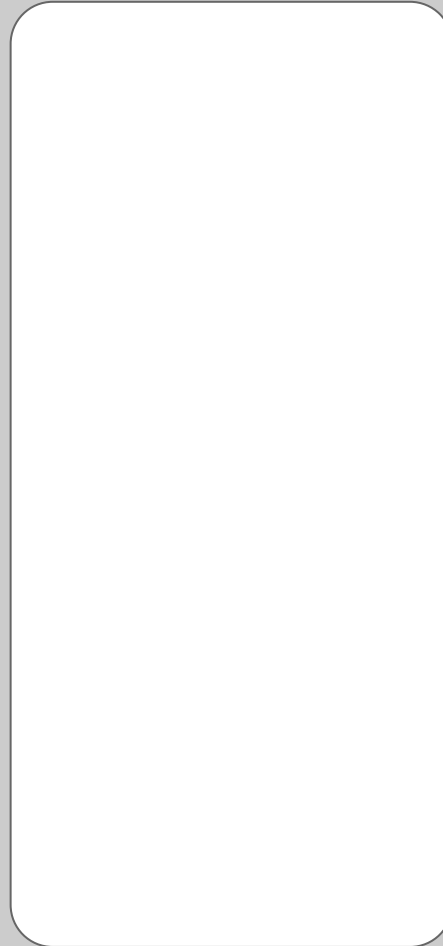
8B

Create

Inside screens

The other screens in app design typically include various features, such as forms, lists, search bars, and media players. These screens should be designed with a consistent visual style and use intuitive navigation. For example, a form should have clear labels and easy-to-use input fields, while a media player should have accessible controls and an appealing layout. Additionally, it's essential to consider the user's context and prioritize the most important information and actions on each screen.

Create a **TWO** Inside screens design for a digital literacy app with a focus on user control buttons. Incorporate icons to clearly represent the function of each button and use Figma vector editing tools to adjust icon design as necessary. Experiment with different button styles and placement to create an intuitive and user-friendly interface.



8C Discuss

Essential User Interface

Please conduct a survey ([Links](#)) prior to the tutorial.

Notes and Reflections from Discussion

During the tutorial, report on your progress in creating the App User Interface with a focus on Control button and Icon design. you will present your design and explain the thought process behind my choices.

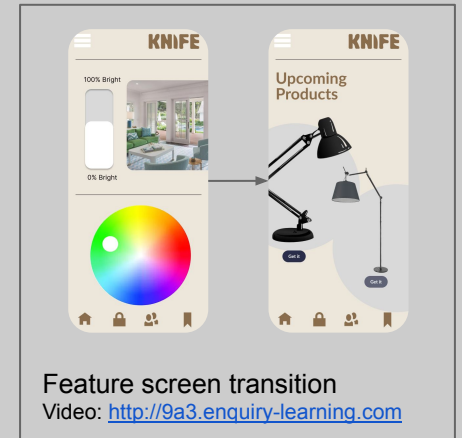
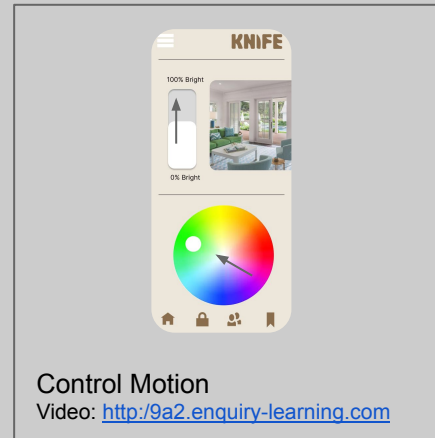
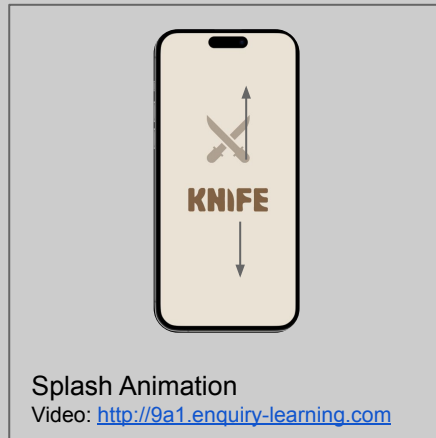
At the end of the session, receive feedback from the tutor to improve your design.

Takeaway from this experience will be to use best practices in Control button and Icon design to create intuitive and visually appealing app interfaces.

9A Skills

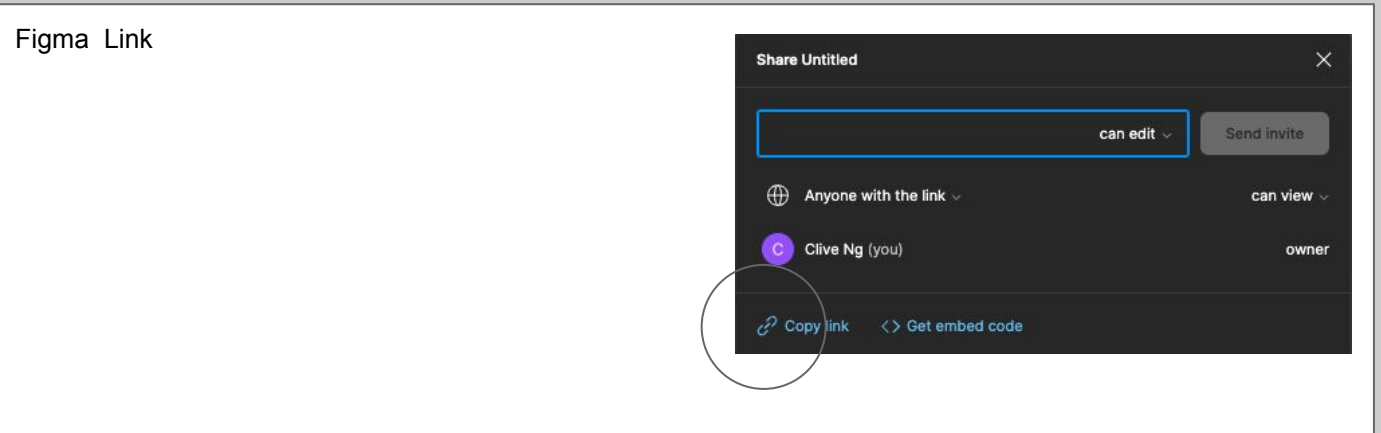
App Click Through

Use Figma to work with your team to complete all assigned tasks.



Illustrator Skills

[Introduction to Figma](#)



9B Create

Apps Prototype

Reference:
<https://sites.google.com/sdclive.org/div/phase-i/week-1>

Animation in app design can improve user experience by providing visual cues, increasing engagement, and enhancing the overall feel of the app. It can also help communicate information in a more intuitive and memorable way.

Description of your apps:

Your Apps Link:

Designed for Theater der
Freundschaft in 1982

Designed by Rainer
Menschik

Please conduct a survey (Links)
prior to the tutorial.

<https://forms.gle/y2jeXzyKgm21derL9>

9C Discuss

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