Chapter 10

An Approach for Mobile Application Design Using Figma

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ABSTRACT

With the increased mobile usage throughout the world, there is an enormous demand for mobile applications that provide not only good functionality but also good experience to the user, which is why it is important to have a good user interface for a mobile application. In this chapter, various components of an app are designed and illustrated in Figma software to make the work easier for a developer to create them. It also demonstrates the usage of Fig-ma. Meanwhile it shows the design thinking behind adding the correct colour schemes, right font, using proper white space, proper placement of buttons, and other design principles.

INTRODUCTION

This research consists of the tools and features to create a good user experience as well as a good user interface design for mobile applications and also for other similar design such as website design, graphic design, product design, game design. This research includes the usage of Figma software's features, plugins, community, components, and prototype. Design is the pre-requisite of mobile application development as you need to be sure what interfaces your users are going to see in order to use your app. An App design should be ready before you start off with the development. Colour scheme, pages, features, images, icons, illustrations, buttons,

text are some of the things you should design first in Figma or any other alternate software (Adobe XD). You might ask "Why should I waste time on designing when I can directly jump onto the development and finish the work faster?". Well, the answer to that question will take take more time if you directly jump into the coding of the app before thinking how your app should look and how the flow of your app should go about (Yu et al., 2017). Suppose you code a button and its functionality only to realize that it isn't required or is in the wrong section, you would have to re-code in order to fix that problem, but when you are designing an app, it becomes relatively easier to make changes there was no coding is involved and the interface can be fixed in minutes.

It reduces the load off the mind while you are creating logic and functionalities of the app. Once you complete the designing process, you just have to make your app interface workable. All the assets and files would be available to you in a single design file. You also get code snippets from the design software which makes your task smoother as you don't have to worry about coding the special effects in your mobile app (Zhang et al., 2021).

WHAT IS FIGMA?

Figma is a modern interface design tool which is free, online. It is used to create, collaborate, and prototype your creative designs and UI interfaces while working on a mobile application. It is an easy to share software through which your teammates or managers could see the design and comment the changes or critiques required to fix or improve the design of the app. It works on cloud which means you don't have to worry about your files getting lost or deleted due to your system failure as it is saved on cloud. It offers Autosave feature through which you don't have to worry about saving the files manually. Best part is that you don't need to install it on your system, it works on browsers directly. Just open any of the browser (e.g., Chrome, Firefox, Brave) and go to Figma's website and run the software directly. It is lightweight and loads the content files fast and efficiently (Ye et al., 2017).

LET'S GET STARTED WITH FIGMA

When you Open Figma in your browser or app, it will ask you to create an account or log in if you have an existing account. You can Sign up through your Google account and get started quickly. Once you log in, you'll get your dashboard where you need to create a new design for the mobile app screen. Once you log in, you'll

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