

Figma Demo

- case studies for gaming, applications (mobile/web) and irl
- Roles: UX/UI Designer, UX Reseracher, UX Writer
- Sources to look at: YouTube, and Podcasts
 - Podcasts: 99% invisible,
- Inspiration: Dribbble and Behance
- Readymag, wix, weebly, Google Sites, webflow
- Next.js, Vue if you like coding
- Use & abuse your friends
 - Exploit the fact that nobody goes to professor office hours

Slides

<https://www.slideshare.net/GDSCUofTMississauga/iccit-council-gdsc-ux-ui-and-figma>

Gaming:

- <https://thewingless.com/index.php/2021/07/26/10-simple-ways-you-can-improve-your-video-game-inventory-screen-game-ui-ux-design-course/>

Mobile:

https://www.behance.net/gallery/110919505/Juicebox-App-Design?tracking_source=search_projects|JUICEBOX

Web:

<https://www.behance.net/gallery/123420149/Bookista-UX-Case-Study>

IRL:

<https://uxdesign.cc/ux-in-real-life-277b250eb17d>

Examples of portfolio

<https://aashreysharma.com/>

<https://iamchristykoo.wixsite.com/portfolio>

<https://uxfol.io/loredm>

<https://www.enijaward.com/>

Demo:

<https://www.figma.com/file/jmr8udAt2OuDqc5gfK0JNO/ICCIT-Projects?type=design&node-id=203-2&mode=design&t=QLxSYjWDBObpPrIR-0>

- intro to tools, navigation bar, plugins/widgets, grouping, framing, pages, layers
- use of colour contrast (online web tool): <https://wave.webaim.org/>
- light prototyping