

UX and UI design often called together use the term UI/UX design, Both own very different focuses. The User Interface (UI) aims to enhance the visual appearance of the product. Temporary User Experience (UX) is designed to give a pleasant user experience with the used product. [1] Simply put, UI Design is the product display that we want to show (visible or visible). UI Designer focuses more on visualization, coloring, and things related to the creativity of the interface that will be used by the user. UX Design has a broader domain than UI. UX focuses on the product creation process to be able to get an easy experience for the user. The responsibility of a UX Designer is to ensure that the step-by-step runs logically and clearly, and understands user needs. [2]

Figma is a vector graphics editor and prototyping tool with web-based and additional offline features enabled by a desktop application for Mac OS and Windows. [3] In addition, Figma also provides an application web-based, so you don't need to install it on a PC. Provided There is an internet network, then you can use Figma anytime and anywhere. Because it's online-based figma is also automatic and will keep the work you're doing. Therefore, you don't need to worry as long as the internet network remains stable. [4]

The Figma application also has other advantages compared to other applications for interface design. Some of the advantages of the Figma application are:

- Being able to collaborate in real-time, will make it easier for you to work together with various conveniences.
- Various kinds of plugins can be tried.
- Having a cloud storage base that helps you have access to your colleagues online. [5]

Usability testing is a method for testing product functionality, both applications and websites. This test is carried out directly by the user to get the user experience results. The person responsible or the facilitator for continuing the usability testing of a product is a UX researcher. They will collect several users and customers to try the product being developed firsthand. From there you can see whether the user can use the product easily and according to the product prototype that has been made. When the user is doing the test, the facilitator will observe and record all feedback, both in the form of praise and obstacles when using the product. [6]