

Practical 1: Study of UI Life Cycle

Q1. What is the UI life cycle?

A: The UI life cycle refers to the stages involved in designing a user interface. It includes:

1. Requirement gathering
 2. Analysis
 3. Design
 4. Prototyping
 5. Implementation
 6. Testing and Evaluation
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Practical 2: Study of Open Source UX Tools

Q2. Name some open-source UX tools and their uses.

A:

- **Figma** – For UI wireframing and prototyping
 - **Penpot** – Web-based design and prototyping tool
 - **Pencil Project** – For creating mockups and diagrams
 - **Balsamiq** – Low-fidelity wireframe tool
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Practical 3: Prepare Project Proposal and Requirement Gathering

Q3. What should a project proposal include in UI design?

A: It should include:

- Project title and scope
 - Problem statement
 - User goals
 - Expected outcomes
 - Project type (web, desktop, mobile)
 - Simulatable prototype feasibility
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Practical 4: Analysis (User, Task, Domain)

Q4. What is user analysis?

A: It identifies user needs, characteristics, and goals for creating a user-friendly interface.

Q5. What is task analysis?

A: It breaks down user tasks to understand workflows and improve efficiency.

Q6. What is domain analysis?

A: It studies the problem domain to ensure the interface aligns with business and technical needs.

Practical 5: Social Model

Q7. What is a social model in UI/UX design?

A: It represents how users interact socially with the system and each other, ensuring collaborative features are supported.

Practical 6: User Persona

Q8. What is a user persona?

A: A user persona is a fictional character representing a typical user. It includes demographics, behavior patterns, goals, and pain points.

Practical 7: Scenario Design

Q9. What is a UI design scenario?

A: It is a narrative that describes how a user interacts with the system to complete a task.

Q10. Why is scenario creation important in UI design?

A: It helps visualize user interactions and ensures the design supports real-world tasks.

Practical 8: Mental Model

Q11. What is a mental model in UI design?

A: A mental model is the user's thought process on how the system works, helping designers match expectations with system behavior.

Practical 9: High-Fidelity Prototypes

Q12. What is a high-fidelity prototype?

A: It is a detailed, interactive UI design built using tools like **Figma**, closely resembling the final product.

Practical 10: Final Prototype

Q13. What are key features of a good prototype?

A:

- Realistic interaction
 - Accurate layout and navigation
 - Reflects user requirements
 - Ready for usability testing
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Practical 11: Customer Journey Map

Q14. What is a customer journey map?

A: A visual representation of the user's experience with a product, including touchpoints, emotions, and pain points across different stages.

Practical 12: UX Evaluation

Q15. How do you perform UX evaluation?

A:

- Select users
- Give them tasks
- Observe behavior
- Gather feedback
- Evaluate using metrics like efficiency, satisfaction, error rate

Q16. What is third-party UI testing?

A: Independent users or tools test the interface using predefined scripts to ensure usability and functionality.