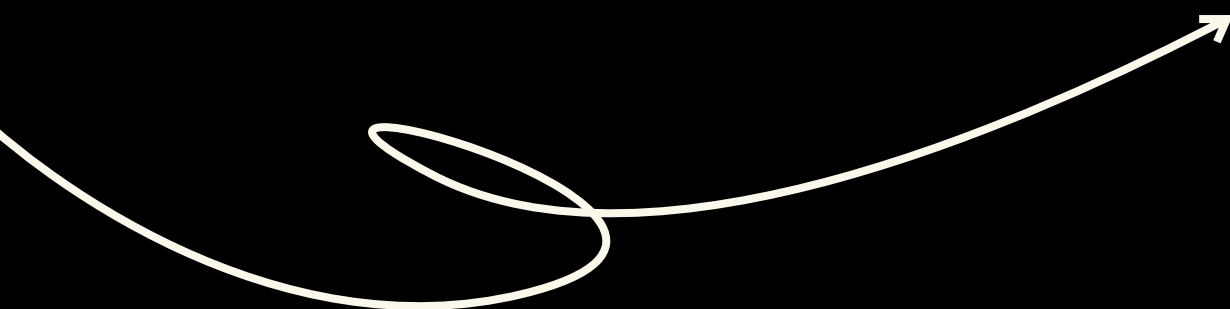


Design



Coding Club
IIT Guwahati



Hey guys, welcome to the design module of coding club IITG. I know you all are pretty much new to design so we'll basically start with learning what actually design is? then we'll move on to the types of design we have

Interaction Design

Here is the link to all the resources you'll be needing to kick-start with Interaction Design

1. Design 101 (An introduction to UI and UX design)
 - [Dummies guide to basic UX](#)
 - [UI/UX design Process](#)
2. Starting a New Project
 - [What to keep in mind?](#)
 - [What to do?](#)
 - [Things to consider before you start designing your screens](#)
3. Learning the Software
 - [What is Figma](#)
 - [Exploring Figma](#)
 - [Create Designs](#)
 - [Build Prototypes](#)
 - [Prepare for Handoff](#)



4. Guidelines and References (Extras)

- [Material Design](#) by GOOGLE
- [Human Interface guideline](#) by APPLE
- [The four golden rules of UX design](#)
- [10 Rules of thumb in UI design](#)

Graphic Design

For people starting with graphic Design, here's all you need to get the basics.

1. Graphic Design 101

- [Graphic Design](#)
- [Branding and Identity](#)
- [Typography](#)
- [Color](#)
- [Layout and Composition](#)
- [Images](#)

However, there's A LOT more to it and I'll be glad to help you guys out if you are stuck somewhere, or you can post your queries, your work, or anything you've found interesting lately, and we can discuss that as well!



Design

Make sure to go through the material carefully
to ensure that you perform well in the task.



For more details :

Mahesh +91 9321108559



Coding Club
IIT Guwahati