

TEAM OF 2

LOCATION: CC LAB (3RD FLOOR)

DATE: 18TH OCT 2024 TIME: 10:00 -2:00PM

• TIMELINE - 9:30 AM - 10:00 AM (INTRODUCTION & ASSIGNING TOPICS)

• 10:00 AM - 12:30 PM(DESIGNING)

• 12:30 PM - 1:30 PM (PRESENTATION & JUDGING)

>GENERAL RULES:

NATURE OF COMPETITION: THIS IS A DESIGN-BASED COMPETITION AND DOES NOT REQUIRE CODING SKILLS

• TOOLS: FIGMA (PARTICIPANTS MUST BRING THEIR OWN LAPTOPS) BUT FOR SOME EXCEPTIONS DEVICES WILL BE PROVIDED.

>COMPETITION STRUCTURE:

ROUND 1: UI/UX DESIGN ROUND

- TIME DURATION: 2.5 HOURS
- PROBLEM STATEMENT: THE PROBLEM STATEMENT WILL BE REVEALED ON THE DAY OF THE EVENT AND ALLOCATED BASED ON LOTS.
- OVERVIEW: PARTICIPANTS WILL SHOWCASE THEIR SKILLS AND UNDERSTANDING OF USER INTERFACE (UI) AND USER EXPERIENCE (UX) PRINCIPLES.

ROUND 2: PRESENTATION ROUND

- TIME DURATION: 5-10 MINUTES.
- OVERVIEW:, PARTICIPANTS WILL HAVE THE OPPORTUNITY TO PRESENT THEIR DESIGN SOLUTIONS TO THE ESTEEMED PANEL OF JUDGES AND THE AUDIENCE.
- > TEAMS WILL HAVE 5 10 MINUTES TO PRESENT THEIR DESIGNS TO THE JUDGES.

DETAILED

REGISTER