Interface Odyssey

A UI/UX Design Competition

What is Interface Odyssey?

Interface Odyssey is a UI/UX design competition where participants are given a **problem statement** and must develop a design solution within 6 hours. Participants will present a **case study** to showcase their design approach, process, and rationale. Judges from Creative Joule and another leading UI design firm will evaluate the entries.

Prizes

- **1st Prize**: ₹4,000
- **2nd Prize**: ₹2,000
- **3rd Prize**: ₹1,000

Event Mode

- **Mode**: Offline

Registration

- Teams must register using the link provided. A WhatsApp group link will be shared upon registration for coordination and updates.

General Rules

- **Team Composition**: A team should consist of **2 members**.
- **Single Team Membership**: A participant can only be part of one team.
- **Registration**: Only the **team leader** must register for the event, providing the details of both members.
- **Design Tool**: Participants must use **Figma** as the primary design tool.
- **Time Limit**: The competition duration is **6 hours**.
- **Problem Statement**: The organizing committee will provide a **problem statement** at the start of the event. All teams will work on the same problem.

- **Case Study & Presentation**:
  - After completing their design, teams will present a **case study** explaining their design solution, process, and decisions.
  - Each team will get **5 minutes** to present their case study to the judges, followed by **3 minutes** for a Q&A session with the judges.
- **Submission**: Teams must submit their designs and case study documentation before the end of the 6-hour mark via the submission link provided.

Judging Criteria

Designs will be evaluated based on the following:

- **Creativity & Originality**: Uniqueness of the design and innovative approach to solving the provided problem.
- **User-Centric Design**: How well the design addresses user needs and provides an intuitive experience.
- **Visual Design & Aesthetics**: Use of typography, color schemes, layout, and visual hierarchy.
- **Usability & Functionality**: Practicality and functionality of the design.
- **Case Study Presentation**: Clarity, depth, and structure of the team's case study in explaining their design process and decisions.
- **Presentation & Q&A**: Effectiveness of the presentation and how well participants respond during the Q&A session.

Judges' decisions will be final.

Guidelines & Code of Conduct

- **Original Work**: All designs must be original. Plagiarism will lead to immediate disqualification.
- **Teamwork**: Both team members are expected to contribute equally to the project.
- **No External Help**: Teams are not allowed to receive help from outside sources during the competition.
- **No Use of Pre-Existing Templates**: Participants should refrain from using pre-made templates. The focus is on original design solutions.
- **Use of Mobile Phones**: Mobile phones should only be used for research purposes and not for external assistance during the competition.
- **Observation & Coordination**: Coordinators will observe the teams throughout the competition and will report any rule violations to the Organizing Committee.
- **Final Submission**: Teams must ensure their final design files and case study documents are submitted correctly. No late submissions will be accepted.

For any queries or additional information, participants can contact the event coordinators.

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Coordinator 2: Leander Faleiro - 8208962521