

S. A. P. D. Jain Pathashala's

Walchand Institute of Technology, Solapur

An Autonomous Institute

Department of Computer Science and Engineering

Organized by: Learning Out Loud Coding Club

Name of the Event: "UI/UX Workshop"

Date of the Event: 23/09/2024-24/09/2024

Poster:

S. A. P. D. Jain Pathashala
Walchand Institute of Technology, Solapur
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LOL CODING CLUB

UI/UX WORKSHOP

Workshop Participants will get a chance to compete and win exciting prizes!

- Date: 23rd & 24th September
- Time: 4 PM onwards
- Fee: ₹50 for Non-Members
- Open to: All designers and developers!

LEARNINGS

Skills you'll gain:

- ✓ Core UI/UX principles
- ✓ Designing sleek Websites and apps
- ✓ Crafting functional prototypes

SPEAKERS

- Aarti Sathe
- Gaurav Kulkarni

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JOIN

Objective

The primary objective of the UI/UX workshop was to introduce students to the concepts of User Interface (UI) and User Experience (UX) design. The workshop aimed to equip participants with the skills needed to design intuitive and user-friendly interfaces, focusing on both the aesthetics and usability aspects of digital products. Additionally, the session sought to provide hands-on experience with popular design tools and methodologies, enabling students to create wireframes and prototypes that effectively communicate design ideas.

Outcomes

By the end of the workshop, participants will be able to:

1. Understand core design principles.
2. Understand the difference between good and bad design.
3. Creating sleek web and app designs on Figma
4. Creating working wireframes and prototypes.

Detailed Report

Introduction:

Overview of Sessions:

Date: 23/09/2024 - 24/09/2024

Time: 4:30 PM - 6:30 PM

Venue: Remote Center Hall Library Building

Session 1: Understanding Core Design Principles

Introduction to UI/UX The first session introduced the fundamental concepts of UI and UX design, emphasizing the difference between the two and their roles in product development. Participants explored design principles such as color theory, typography, and layout design. The session included hands-on activities where students analyzed popular applications for their UI/UX strengths and weaknesses, fostering a practical understanding of user-centered design.

Session 2: Creating Working Prototypes

In the second session, participants learned how to transform their static designs into interactive prototypes. The session focused on creating working prototypes in Figma, allowing students to simulate user interactions, transitions, and animations. They learned how to link screens, create interactive elements like buttons and navigation menus, and test their prototypes for usability. The workshop concluded with

participants presenting their interactive prototypes to the group, receiving feedback on their designs and functionality.

Attendance and Participation:

The workshop witnessed an overwhelming turnout, with over 100 participants actively engaging in discussions, activities, and networking opportunities. Students and faculty members alike contributed to the vibrant atmosphere and collaborative spirit of the event.

Rewards and Recognition:

To recognize the efforts of participants, winners were selected based on their performance in the design challenge. The winners were awarded certificates of achievement, encouraging them to continue their journey in UI/UX design.

Quiz Competition Results:

Winner: Samarth Patil - TY E&TC

Devashri Revanwar - TY E&TC

Runner Up: Komal Kalshetti - TY ECE

Aishwariya Kalshetti - TY ECE

Sanjana Mutkiri - TY ECE

Speaker:

The workshop was conducted by three final-year CSE students with expertise in design:

- **Aarti Sathé:** Delivered an introduction to UI/UX principles and design fundamentals.
- **Gaurav Kulkarni:** Led the session on wireframing, prototyping, and interactive design tools.

Their combined expertise ensured a thorough and engaging learning experience for all participants.

Feedback

Participants were invited to share their feedback on the workshop content, delivery, and organization. Feedback forms were distributed and collected to assess the effectiveness of the sessions and gather insights for future improvements and enhancements.

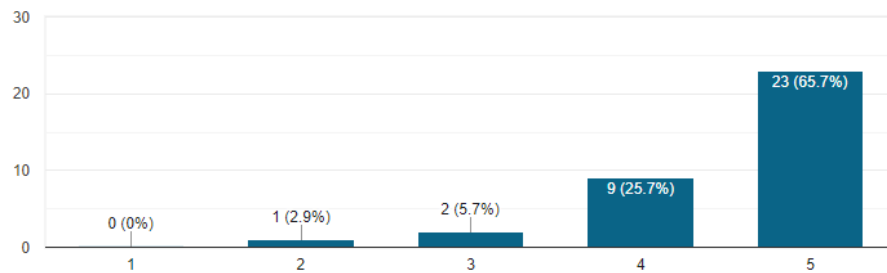
[UIUX workshop feedback\(response\)](#)

Event Feedback

How satisfied were you with the session content?

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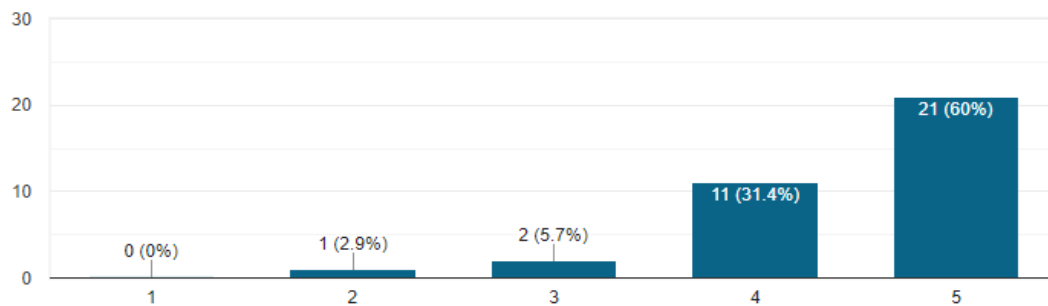
35 responses



How relevant and helpful do you think it was for your career?

 Copy chart

35 responses



Increase workshop timing

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Improvement

Take more workshops like this.

Plz take 3 to 4 days workshops

Not much

No overall it's very nice.

Please try to keep events after ISE

The improvement is that there is no improvement.

Photographs



