

Mr. Vijaykumar M Shekhat | A.Y.: 2023-24 | Sem./Year: 6 | Course: 2101CS614 - UI/UX Designing | Slot Type: Lab | Division: CSE-6A

No.	Course Content	Planning Title	Planning Description
1	Introduction to the UI and UX	Study of various templates. and Installation of Figma	Study of various templates. E.g. Metronic, Unify, AdminLTE, etc. Instal Figma on local machine and understand the Figma software IDE.
2	Introduction to the UI and UX	Develop mobile and web screen using basic tools	Develop 1 mobile and 1 web screen using the tools listed below: Basic Tools: Position, Size, Rotation, Color Styles, Masks, Dark Mode with Selection Colors, Gradients, Creating Backgrounds.
3	Introduction to the UI and UX	Develop mobile and web screen using blend modes, and strokes	Develop 1 mobile and 1 web screen using the tools listed below: Blending Modes, Alignment, & Distribution, Union and Corner Radius, Shadow, Blur Effects, Using Images, Fill, & Stroke, Text Properties & Styles.
4	The User Interface	Create prototype for developed mobile and web screen	Develop 1 mobile and 1 web screen using the tools listed below: Google & Custom Fonts, Accessibility, Responsive Design, Constraints, Layout Grid, Auto Layout in Figma, Prototyping, Plugins in Figma.
5	The User Interface	Create login, registration/signup, forgot/reset password screen for your project	Create login, registration/signup, forgot/reset password screen for your project.
6	The User Interface	Create dashboard for your project	Create dashboard for your project.
7	The User Interface Design Process – I	Create screens to edit/view user profile - account information	Create screens to edit/view user profile - account information.
8	The User Interface Design Process – I	Create screens to add/edit/view product information	Create screens to add/edit/view product information.
9	The User Interface Design Process – II	Create screens for adding a product to cart	Create screens for adding a product to cart.
10	The User Interface Design Process – II	Create screens to add/edit cart screen	Create screens to add/edit cart screen.
11	Practical Aspects of UI Design	Create screens to handle payment for the products in cart	Create screens to handle payment for the products in cart.
12	Practical Aspects of UI Design	Create screen to manage user address information	Create screen to manage user address information.
13	Practical Aspects of UI Design	Create screen to track records of the product purchased	Create screen to track records of the product purchased.

