



# **SIX WEEKS SUMMER TRAINING REPORT**

**On**

**UI / UX Designing**

**SUBMITTED BY**

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**Integrated B.Tech – M.Tech (CSE)**

**Under the Guidance of**

**FifthForce**

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## **INDEX**

<b>Topic</b>	<b>Page number</b>
<b>Declaration by Student</b>	3
<b>Training Certificate</b>	4
<b>Acknowledgement</b>	5
<b>List of Figures</b>	6-7
<b>Introduction</b>	8-10
<b>UI/UX Design</b>	11-15
<b>UI/UX Design Process</b>	16-33
<b>Adobe XD</b>	34-41
<b>Project</b>	42-67
<b>Conclusion</b>	68
<b>References</b>	69

## **Student Declaration**

**To whom so ever it may concern**

I, **Pabitra Kumar Panda, 11903542**, hereby declare that the work done by me on “**UI / UX Design**” from **June, 2021** to **July, 2021**, is a record of original work for the partial fulfillment of the requirements for the award of the degree, **Integrated B.Tech- M.Tech (CSE)**.



Pabitra Kumar Panda

11903542

Dated: 09/29/2021

## CERTIFICATE



## **ACKNOWLEDGEMENT**

I have taken efforts in this project. However, it would not have been possible without the kind support and help of many individuals and I would like to extend my sincere thanks to all of them.

I would like to express my gratitude towards my parents for their kind cooperation and encouragement which help me in completion of this project.

My thanks and appreciations also go to the people who have willingly helped me out with their abilities.

## LIST OF FIGURES

S.No	Title	Page
1.1	UX Design Process	14
2.1	Empathy Map	16
2.2	Persona	17
2.3	Scenario	18
2.4	Storyboard	19
3.1	Ideate	20
3.2	Design Sprint	20
3.3	Sitemap	21
3.4	Mind Map	22
4.1	User Flow	23
4.2	Sketching	24
4.3	Paper Wireframing	25
4.4	Digital Wireframing	26
4.5	Paper Prototyping	27
4.6	Paper Prototyping	27
4.7	Digital Prototyping	28
5.1	Testing	29
5.2	Interview	30
5.3	Iteration	31
6.1	Adobe XD Interface	32
6.2	Menu Bar	33
6.3	Top Horizontal Panel	33
6.4	Left Toolbar	34
6.5	Right Panel	35
7.1	Artboards	36
7.2	Layers	37
7.3	Plugins	39
8.1	User Research	40
8.2	User Flow	41
8.3	Paper Wireframe	42

8.4	Digital Wireframe	43
9.1	Landing Page	44
9.2	Sing Up	45
9.3	Log In	45
9.4	Homepage	46
9.5	About Us	47
9.6	Contact Us	47
9.7	Services Page	48
9.8	User Dashboard	49
9.9	Admin Dashboard	49
10.0	Prototype	50

# INTRODUCTION

## Objectives of the training undertaken

The UI / UX Design Course brings a design-centric approach to user interface and user experience design, and offers practical, skill-based instruction centered around a visual communications perspective, rather than on one focused on marketing or programming alone. In this course, we get to summarize and demonstrate all stages of the UI/UX development process, from user research to defining a project's strategy, scope, and information architecture, to developing sitemaps and wireframes. We get to learn current best practices and conventions in UX design and apply them to create effective and compelling screen-based experiences for websites or apps.

User interface and user experience design is a high-demand field, but the skills and knowledge we get to learn in this course are applicable to a wide variety of careers, from marketing to web design to human-computer interaction.

## Importance and Applicability

The importance of UI/UX in the mobile app is essential to know. The primary goal of any business is to increase its sales and increase the growth of the business. UX/UI Design plays an essential role in achieving this goal. The UX/UI Design of the application improves the user experience and customer satisfaction that ultimately helps increase the number of users of the specific application.

With users having lots of choices and alternatives for the products and/ or services you are offering them, the span of time you get to grab the attention of your users is quite less and you have to hit the bullseye in this short span of time.

The UI and UX Design help to win the consumers' confidence and make them use your application or website providing them what they are looking for. The number of consumers you are getting on your website/application can measure the success of the great UI and UX.



For a start-up or a small venture, the importance of UI and UX Design becomes even more crucial as the first impression lasts long and using UI and UX designing can make or break the brand recognition.

- **Captivates Users**

When users open any app, one has just a few seconds to leave an impression on them. They will only decide to continue if the app design is compelling enough, else they are going to leave. The next major factor is engagement. If users find it gripping only then they will navigate further on the app

- **Enhanced customers complacency & improved ROI**

When the app has an impressive design, it presents the customer with catchy content and easy navigation, making them satisfied with the services of the application. A pleased customer tends to recommend the app to others, which in turn leads to an increase in customers, hence increasing the ROI on one's business

- **Conserves time and cost**

If one spends in a magnificent UI/UX design, there is a very little chance that their customers will discover any trouble or difficulty using the application. A flawless product will not require a frequent update and thus, helps in saving time and money.

- **Get featured in the app store**

Whether an app is good or not, determined by the number of users like it. The rating and reviews of the satisfied users will certainly bring any mobile app on the top. It is important make sure to provide users with an amazing UI/UX. Getting featured on the top list will automatically bring more users to the app.

- **UI/UX design boosts brand**

Investing in a great UI/UX design services it tends to increase customer's satisfaction thus makes clients happy. Users like to stay with brands that make them happy and contented. The reviews of these happy customers will help one to make the necessary changes and enhance the application.

A good relationship between any organization and customers will increase the plausibility of business and create good brand value.

## Learning Outcomes

In this course, one can gain an understanding of the critical importance of user interface design. One can also learn industry-standard methods for how to approach the design of a user interface and key theories and frameworks that underlie the design of most interfaces we use today.

Through a series of case studies on commercial systems - many of which are likely being used on a regular basis - we get to illustrate the benefits of good design. We can gain a high-level understanding of the user-interface design process. We are be introduced to common design scenarios - e.g. improving on existing designs and starting a new design from scratch - and the general design processes that tend to be used for each scenario. Finally, we began to introducing the large body of existing knowledge on design by providing overviews of core user interface design theories and concepts. This key foundational information will help us avoid “reinventing the wheel” when designing interfaces in this course.

## UI / UX DESIGN

### **What is UI Design?**

The “UI” in UI design stands for “user interface.” The user interface is the graphical layout of an application. It consists of the buttons users click on, the text they read, the images, sliders, text entry fields, and all the rest of the items the user interacts with. This includes screen layout, transitions, interface animations and every single micro-interaction. Any sort of visual element, interaction, or animation must all be designed.

This job falls to UI designers. They decide what the application is going to look like. They have to choose color schemes and button shapes — the width of lines and the fonts used for text. UI designers create the look and feel of an application’s user interface. UI designers are graphic designers. They’re concerned with aesthetics. It’s up to them to make sure the application’s interface is attractive, visually-stimulating and themed appropriately to match the purpose and/or personality of the app. And they need to make sure every single visual element feels united, both aesthetically, and in purpose.

### **The look and feel of the product**

- **Design research:** Research provides information about users and competitors and gives insight into the latest design trends. This is crucial to find inspiration and create interfaces that meet user expectations.
- **Visual design:** UI designers are responsible for designing the product layout and all the visual elements of the user interface, including colors, fonts, icons, buttons, and more
- **Branding and graphic development:** UI design is closely informed by the brand positioning of the product overall. Designers have to strike the right balance between usability and consistently showcasing the brand identity established by the marketing or creative team. As a result, UI design is closely related to graphic design.
- **Design systems:** To ensure product and brand consistency, UI designers create style guides, pattern libraries, and components that detail how each element should look (color, font, etc.)

## Responsiveness and interactivity

- **Responsive design:** Interfaces need to adjust smoothly to all devices, platforms, and screen sizes, in terms of both form and function
- **Interactivity and animation:** UI designers can use animations, transitions, or other interactive elements to design the interactivity of the interface
- **Prototyping:** A UI prototype showcases every UI element and design interaction in real-time. UI designers create them to get a feel for how the product will work and for user testing.

## What is UX Design?

“UX” stands for “user experience.” A user’s experience of the app is determined by how they interact with it. User experience is determined by how easy or difficult it is to interact with the user interface elements that the UI designers have created.

So UX designers are also concerned with an application’s user interface, and this is why people get confused about the difference between the two. But whereas UI designers are tasked with deciding how the user interface will look, UX designers are in charge of determining how the user interface operates.

They determine the structure of the interface and the functionality. How it’s organized and how all the parts relate to one another. In short, they design how the interface works. If it works well and feels seamless, the user will have a good experience. But if navigation is complicated or unintuitive, then a lousy user experience is likely. UX Designers work to avoid the second scenario. There’s also a certain amount of iterative analysis involved in UX design. UX designers will create wireframe rendering of their interface interactions and get user feedback. They’ll integrate this into their designs. It’s important for UX designers to have a holistic understanding of how users prefer to interact with their applications.

## Research and strategy

- **Plan:** At the beginning of the UX Design process, designers need to create a strategic plan that ensures stakeholders are aligned and working towards common goals
- **User research:** While we often think of design as something visual, a UX designer's work is mostly conceptual problem-solving based on research and data
- **Information architecture:** Information architecture (IA) focuses on organizing and labelling the content of a website, app, or product. The goal is to help users find information and accomplish their goals.

## Wireframing and prototyping

- **Creating the user flow:** UX design is the process of speaking to users to pinpoint their needs, then devising the best user flow that will help them complete their tasks. This conceptual focus on the user journey means that a UX designer's influence on how a final product actually looks is limited. As Jonathan explains:
- **Wireframing:** A wireframe is like the skeleton of an interface—the bare minimum needed to understand how a design will work on a functional level. It can be produced digitally, or even drawn on paper.
- **Testing:** The best way for a UX designer to know if they're doing their job right or not? Testing with real users. By testing early in the design process with a rough prototype—or even just a paper mock-up—UX designers gather data from users to validate their ideas and assumptions.
- **Analysis:** UX designers work closely with product managers and researchers to analyze the test results and define the next steps

## **What's the difference between UI and UX?**

At the most basic level, UI is made up of all the elements that enable someone to interact with a product or service. UX, on the other hand, is what the individual interacting with that product or service takes away from the entire experience.

The differences between UI and UX:

1. UX is focused on the user's journey to solve a problem, UI is focused on how a product's surfaces look and function.
2. A UX designer is concerned with the conceptual aspects of the design process, leaving the UI designer to focus on the more tangible elements.
3. UI is the bridge that gets us where we want to go, UX is the feeling we get when we arrive.
4. UI is focused on the product, a series of snapshots in time. UX focuses on the user and their journey through the product
5. UX encompasses all the experiences a person has with a product or service, whereas UI is specific to the means by which people interact with a product or service.

## **How do UI and UX designers work together?**

UI and UX designers each have a vital part in the design process.

UX designer decides how the user interface works while the UI designer decides how the user interface looks. This is a very collaborative process and design teams have to work closely together.

The UX design team works on the flow of the app, how all of the buttons navigate the user through tasks and how the interface serves the user's needs. On the other hand, the UI design team works on how all of these interface elements will appear on the screen.

The UX design team determines the best way to configure the buttons while the UI design team adapt the designs to fit this layout. These two teams must have constant communication and collaboration in order to assure that the final user interface looks perfect and operates efficiently.

## **Key components of UI/UX design**

There are core components of UI/UX design, which are as follows:

- **Information Architecture**

Information Architecture, also known as the IA, is all about satisfying the business strategies by designing the application's or the site's information structure. The major role of the IA is to provide its users with easy navigation no matter which browser they are using. It's about using the maximum permutations and combinations to provide the best and a top-level navigation menu.

- **Interaction Design**

Interaction Design is about creating the conceptual design with which the users interact with the product and/or application. This interaction includes various elements such as aesthetics, color, font, icons, images, motion, sound, space, graphics, etc.

- **Usability**

Usability can be referred to as the user-friendliness as well. Along with figuring out if the users get the information they want by using the application or visiting the site for the first time and if the application/website is easy to navigate, the usability also comprehends the ways to handle the errors.

- **Wireframing**

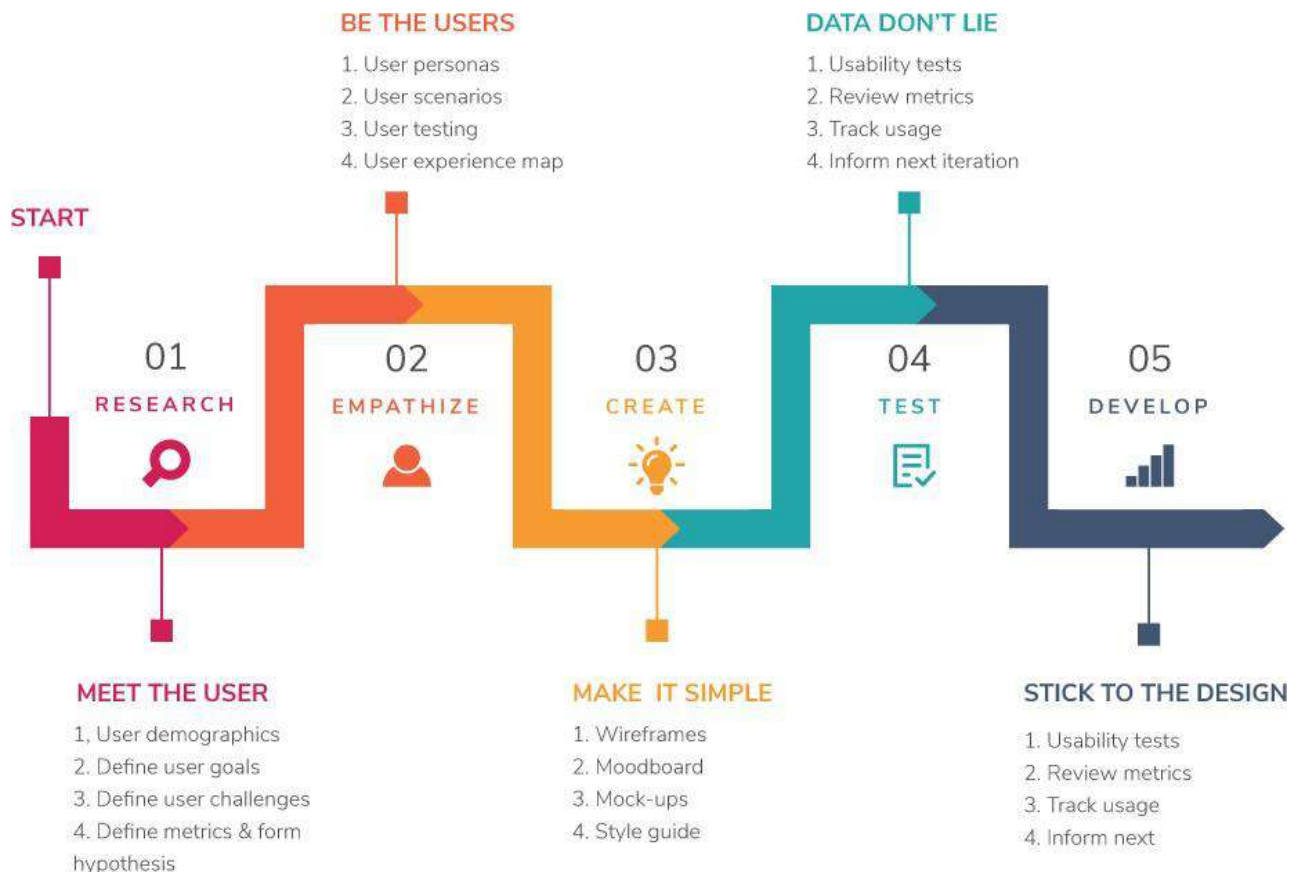
Wireframing is about creating a sample of the application to test the features, look and usability of the application before it is actually launched. It is a cheap way to test functionality and evaluate if the application serves the purpose.

- **Visual Design**

Visual design of the application or the website is like defining the company's brand. Finalizing the visual design can affect the users' behavior and hence it is the most important component of the UI design. Visual Design is not only about selecting the best images, colors, icons, fonts, but also identifying the appearance of the application impacts the interaction of its users.

## UX/UI Design Process

The entire **UI/UX design process** can be divided into 5 phases.



## USER EXPERIENCE DESIGN PROCESS

### **1. Research**

The research is the most crucial element for a designer. The designing team studies how the present system works for the current client proposal. The three main functions at this stage are:

- Have an understanding of the competition.
- Making a thorough study of your existing domain.



- Going through competitor strategy to test outcomes.

The Research process should also involve an understanding of the latest UI/UX trends, design principles, and guidelines.

Figure out what are needed to research:

- Similar cases
- Successful approaches and solutions
- People opinions and reactions

Google about everything that we are curious about the users and the case. The final goal is putting ourselves in user's shoes and understanding their problems and what they need.

### **Interview + Observation**

Talk to real users or potential users, clarify your assumption and understand them more.

### **Survey**

The survey may be useful if we need more quantitative research and large amount of users, or have to the interview remotely.

## **2. Empathize**

In this phase, make use of the things collected in the Research phase. With the help of the information received, create hypothetical personas, and experience maps.

### **1. Empathy map**

Benefits of empathy map:

- Remove bias from our designs and align the team on a single, shared understanding of the user
- Discover weaknesses in our research
- Uncover user needs that the user themselves may not even be aware of
- Understand what drives users' behaviours
- Guide us towards meaningful innovation

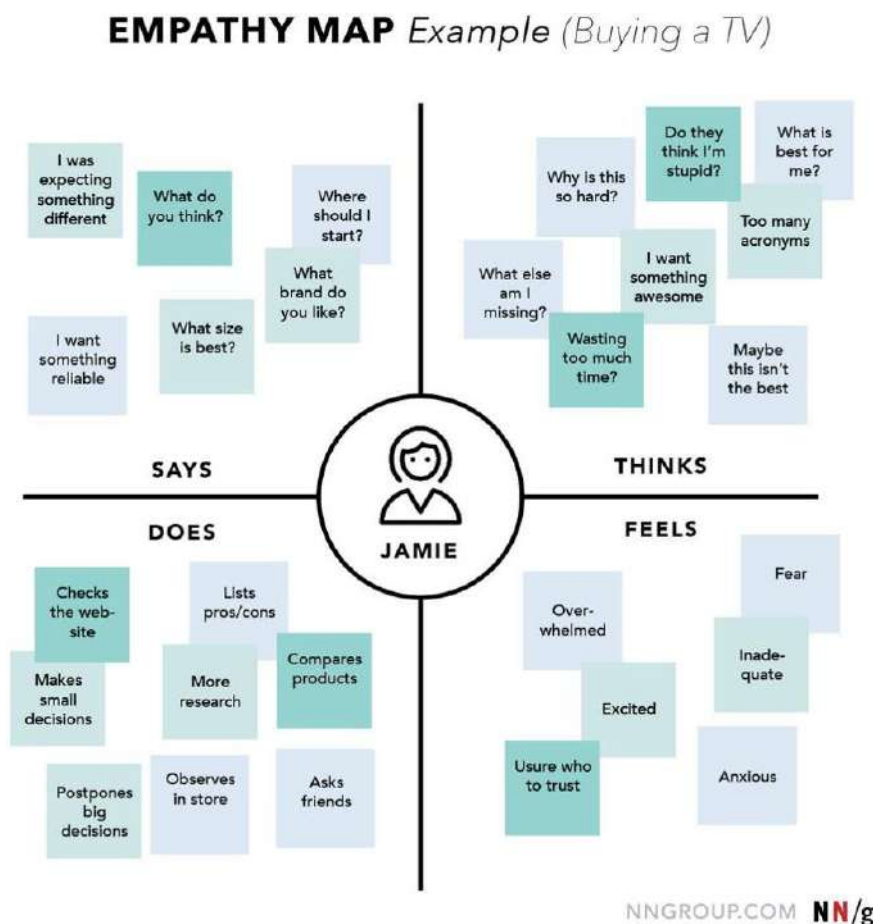


Figure 2.1

## 2. Personas

Personas are archetypical users whose goals and characteristics represent the needs of a larger group of users.

Usually, a persona is presented in a one or two-page document (like the one you can see in the example below). Such 1–2-page descriptions include behaviour patterns, goals, skills, attitudes, and background information, as well as the environment in which a persona operates.

Designers usually add a few fictional personal details in a description to make the persona a realistic character (e.g. quotes of real users), as well as context-specific details (for example, for a banking app it makes sense to include a persona's financial sophistication and major expenses).

### JUKKA RÄISÄNEN



Occupation Leadership and Business Student  
Location Tampere, Finland  
Nationality Finnish  
Age 21

*"Reading news makes me well informed and enriches my knowledge"*

#### BIO

Jukka is a 3rd year student doing his bachelor in Leadership and Business at TAMK. He likes to read news online whenever he has time, especially in the afternoon after school. His main interests are about global news, economy and local news happening in Finland. Usually when he finds something interesting or controversial, he shares that on Facebook or Twitter, or sends private message to relevant people via Whatsapp.

#### SOURCES

- Yle
- MTV
- Helsingin Sanomat
- Ilta-lehti
- Ilta sanomat
- Kauppalehti
- Youtube
- Reddit

#### MOTIVATION

He craves for new knowledge everyday and want to be a person that knows things and able to show his knowledge in daily conversation with other people. He is also active in social media.

#### NEEDS/ DESIRES

- Staying update about what happening in the world and involving in daily conversation.
- A single place for reading reliable and diverse news, sharing with friends or reading news that friends have recommended.

#### FRUSTRATION

- Time consuming of reading from many resources.
- Too much noise from social media.
- Unreliable news.

### 3. Scenarios

User scenarios are stories which designers create to show how users might act to achieve a goal in a system or environment.

Designers make scenarios to understand users' motivations, needs, barriers and more in the context of how they would use a design, and to help ideate, iterate and usability-test optimal solutions.

Scenarios describe the stories and context behind why a specific user or user group comes to your site. They note the goals and questions to be achieved and sometimes define the possibilities of how the user(s) can achieve them on the site.

#### Scenario 1 *Bus ride - Limited time*

After a long day at school, Jukka heads to the bus and pulls out the phone to check news what has happening whilst in class. He opens up a news app and scrolls down browsing latest news stories. He doesn't find anything interesting and closes the app and opens the other one, searching for interesting news. In the meantime one of his friends sends him an interesting story.

⇒ Requirement:

- Portable form factor
- Clear navigation
- Bookmarks stories for viewing later
- Ability to receive notifications
- Ability to see multiple stories at once
- Mobile optimised
- Search multiple sources at once
- Quick navigation

Figure 2.3

### 4. Storyboards

A storyboard in UX is a tool that visually predicts and explores a user's experience with a product. It presents a product very much like a movie in terms of how people will use it. It can help UX designers understand the flow of people's interaction with a product over time, giving the designers a clear sense of what's really important for users.

- Scenarios

Storyboards are based on a scenario or a user story. The [persona](#) or role that corresponds to that scenario is clearly specified at the top of the storyboard. A short

text description of the scenario is also included. The description of the scenario or story is clear enough that a team member or stakeholder could understand what is depicted before looking at the visuals. For example: *Corporate buyer, James, needs to replenish office supplies.*

## 2. Visuals

Each step in the scenario is represented visually in a sequence. The steps can be sketches, illustrations, or photos. Depending on the purpose of the storyboard and on its audience, these images can be quick, low-fidelity drawings or elaborate, high-fidelity artifacts. Images include details relevant to the story, such as what the user's environment looks like, speech bubbles with quotes from the user, or a sketch of the screen that the user is interacting with.

## 3. Captions

Each visual has a corresponding caption. The caption describes the user's actions, environment, emotional state, device, and so on. Because the image is the primary content in a storyboard, captions are concise and don't typically exceed two bullet points.

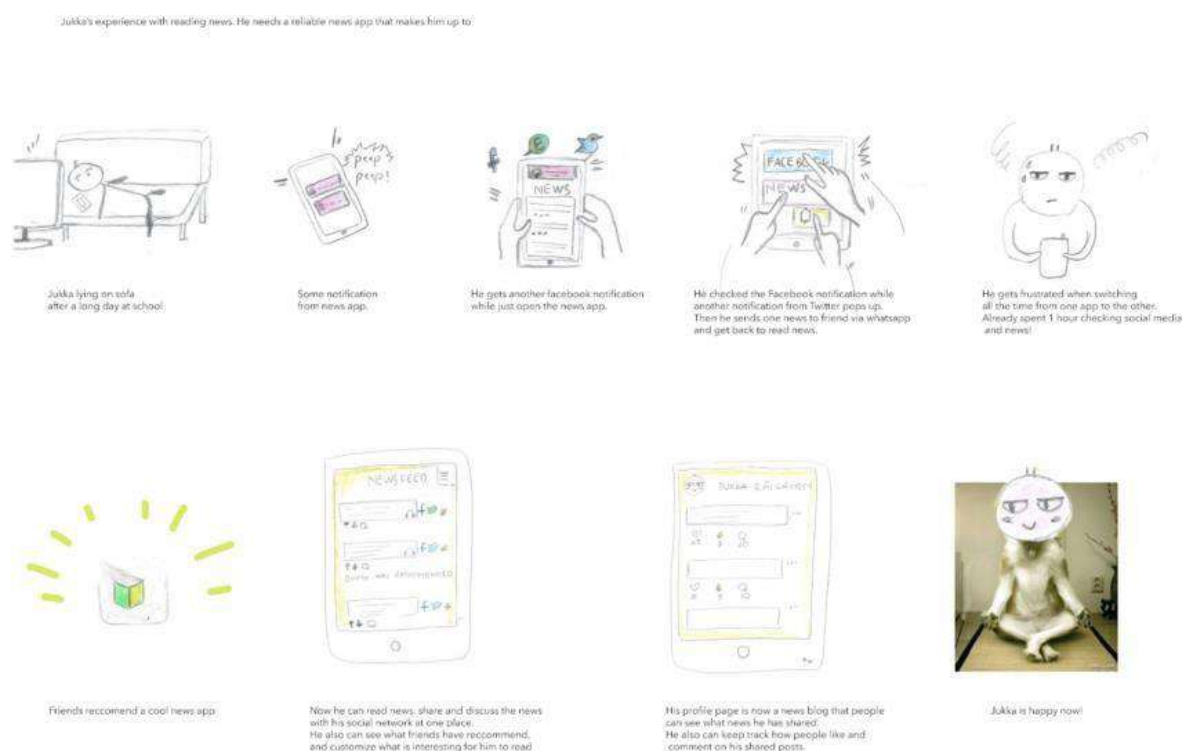


Figure 2.4

### **3. Ideation**



Figure 3.1

Ideation is the process where you generate ideas and solutions through sessions such as Sketching, Prototyping, Brainstorming, Brainwriting. Ideation is a creative process where designers generate ideas in sessions (e.g., brainstorming, worst possible idea). It is the **third stage in the Design Thinking process**. Participants gather with open minds to produce as many ideas as they can to address a problem statement in a facilitated, judgment-free environment.

Successful ideation relies on three key steps that an organization must undergo as shown in the figure below. These steps are defined as **Generation, Selection and Implementation**. Organizations must be prepared to manage each step and have the appropriate people and processes in place.

- **Design Sprint**



Figure 3.2

Design sprints are **an intense 5-day process where user-centered teams tackle design problems**. Working with expert insights, teams ideate, prototype and test solutions on selected users. Google's design sprint is the framework to map out challenges, explore solutions, pick the best ones, create a prototype and test it.

- **Information Architecture**

As a result of UX research, a designer can create the full structure of a digital product. Information architecture is everything for UX. The main goal of IA is to classify the content in a way that a user can understand, enabling the user to easily find what he/she needs. As a result of card sorting, a UX designer can structure the content of a website or application. There are some patterns for information classification:

Hierarchical – from the most important to the least important items,

Sequential – step-by-step, where all the items are interdependent,

Matrix – a way of content organization empowering the user to decide how to arrange the content,

Alphabetical – in alphabetical order,

By relation – based on roles and relations between the items.

Main deliverables: sitemap, mind map, navigation, labeling system

The basic outline of a product structure is represented in the form of a sitemap or a mind map.

**Sitemap:** This artifact displays the relationship between pages and content hierarchically.

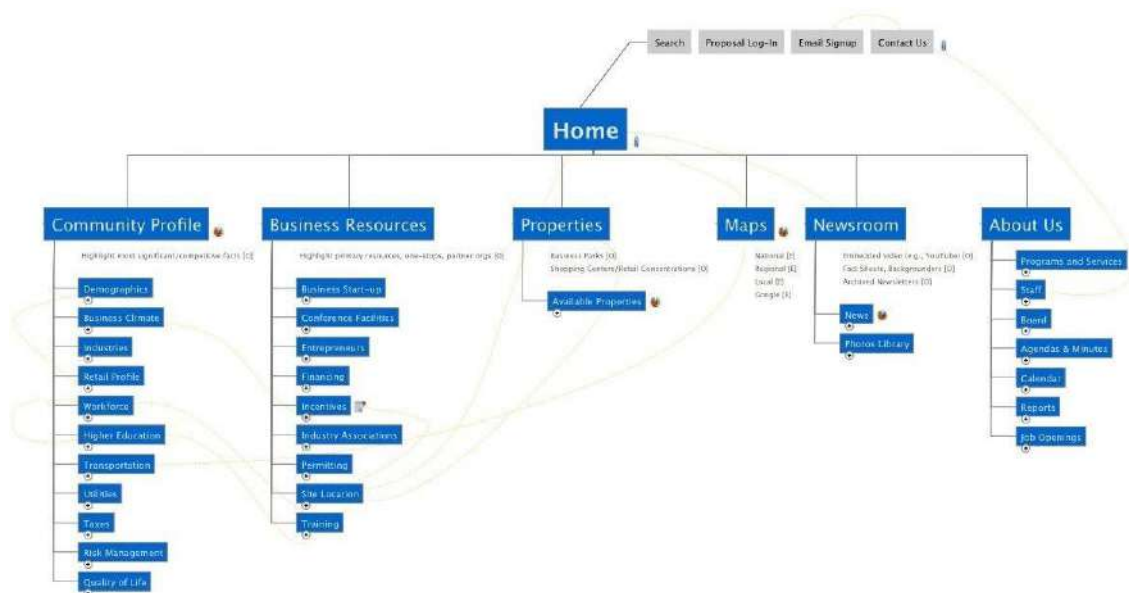


Figure 3.3

**Mind map:** is a tool for building IA based on relations between different entities of a digital product with a detailed description of functionality. Below you can see an example of a mind map that we created while helping to build a corporate travel management solution for Cornerstone Information Systems.

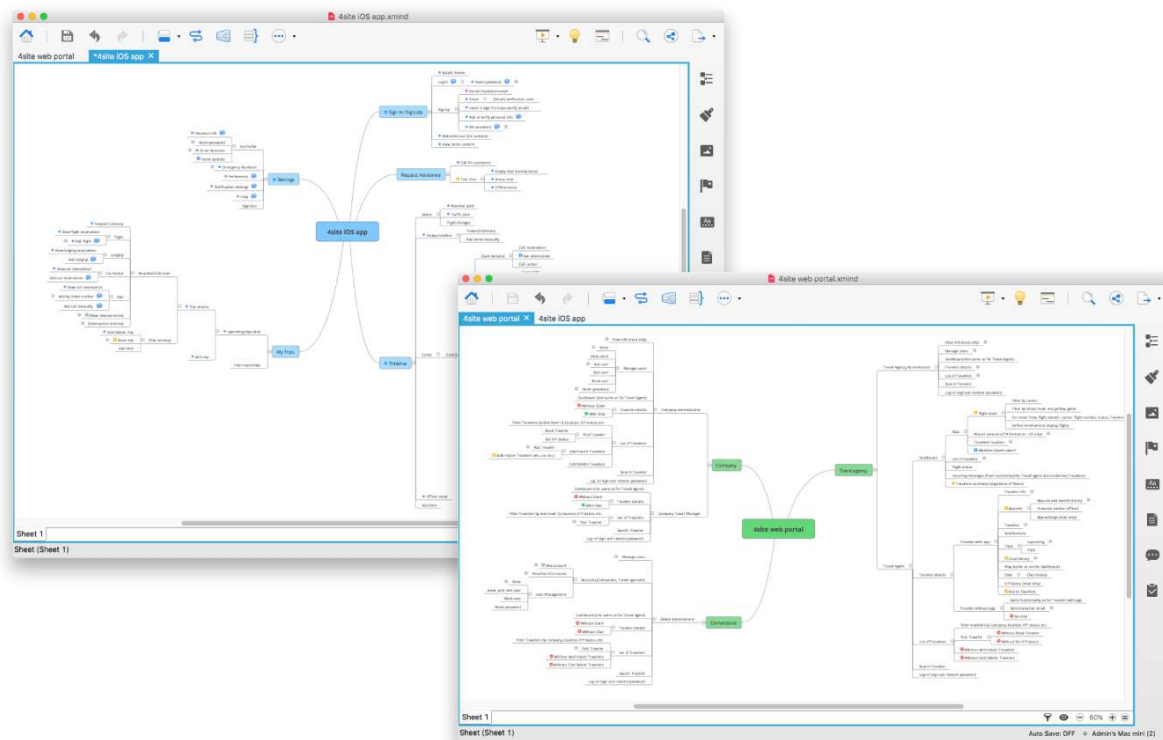


Figure 3.4

After the structure is ready, a designer can also label the categories and develop interface navigation.

**Labeling system:** Labels are the short names of the larger categories displayed on the interface.

**Navigation:** is an interface element of a product that guides a user through the content. It is defined by a sitemap and consists of main navigation, service navigation, and footer or universe navigation.



## **4. Design ( Prototyping )**

In the design process, we finally end up giving life to ideas that we have collected in the above three steps. It's time to work on the final graphics now. The design team will execute the final design in this phase.

The significant outcomes of the designing phase are:

- **Userflow:**

A user flow is a diagram that shows at a glance, the path your user will take through your app or website to achieve a certain goal. You can create user flows at any stage of the design phase and this will help determine the information architecture.

Depending on where you are in the design phase, the form that a user flow diagram can take varies. For example, many design teams create user flows before they create their UI wireframes. Preliminary user flow diagrams usually take the form of a chart comprising some or all of the following shapes with often universal meanings:

- Rectangles (notes)
- Diamonds (decisions)
- Circles (entry points)
- Transition arrows (user navigation)
- Squares (sometimes used for notes)

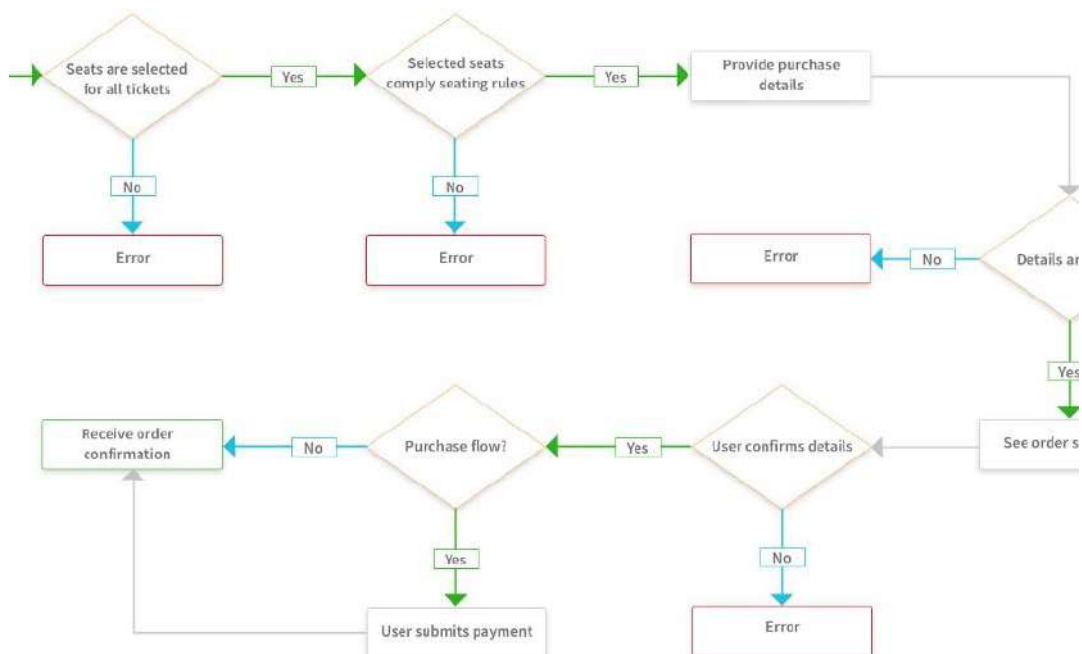


Figure 4.1

- **Sketching:**

The designing phase begins with sketching. The designers usually make hand made sketches to visualize the concept with simple terms. The UX/UI designers can stick to a particular option after the sketching process.

UX sketching is a crucial, yet often overlooked, aspect of user experience design.

Sketching is a very efficient way of communicating design while allowing designers to try out a multitude of ideas and iterate them before settling on one.

Sketching is generally implemented within the user interface design process on its early stage **to visualize initial UI representation characteristics .....** Among the most widely used types are sketches proper, wireframes, mockups and prototypes.

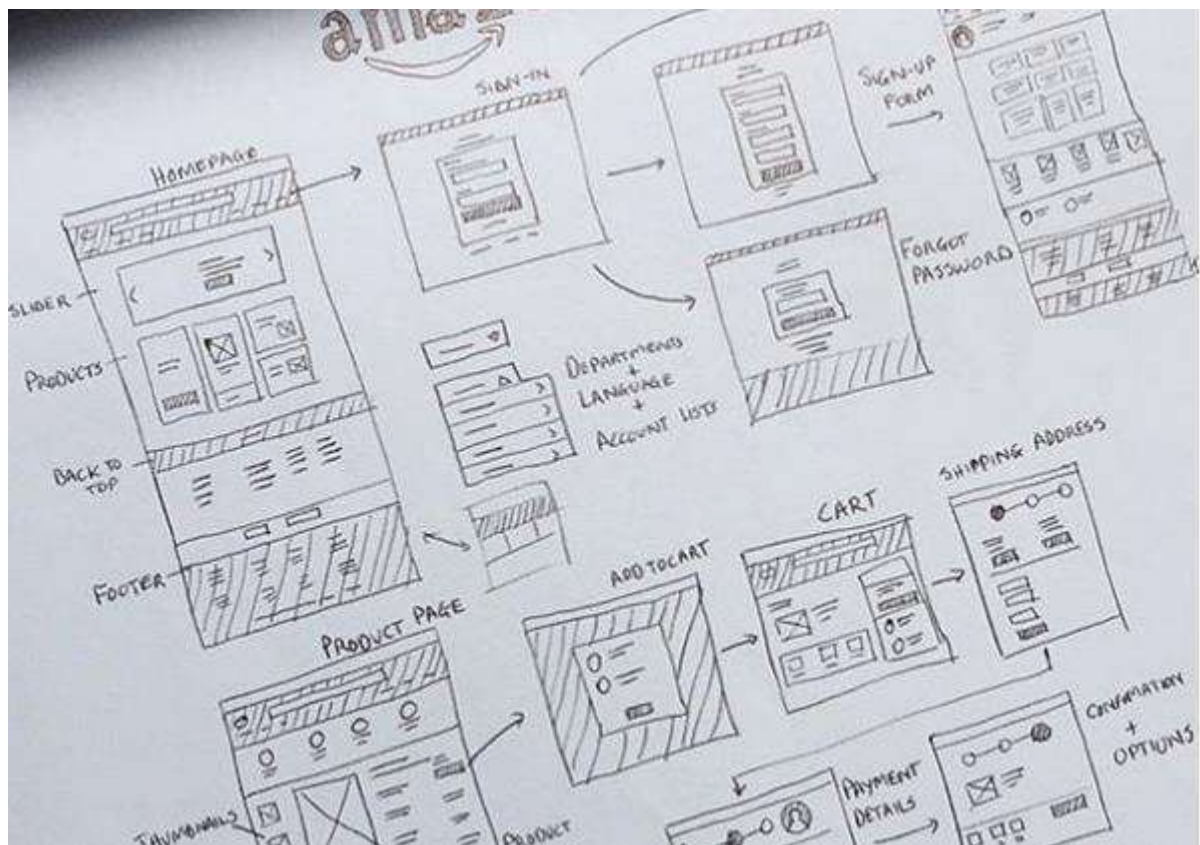


Figure 4.2

- **Wireframes**

Wireframing is an initial process of design layout creation. It's an outline that represents the main groups of content and shows the general features of an interface. It contains gray boxes, lines, buttons, and sample text. The purpose of a wireframe is to outline how the interface works without getting into graphic details, allowing the team to assess the basics of user interaction early. Also, the simplicity of a wireframe allows a designer to rework some features of a layout. Wireframe can be static or interactive. Static wireframe can be sketched, even on a paper, while interactive wireframe allows a person to click through it and test the functionality.

- **Paper Wireframing**

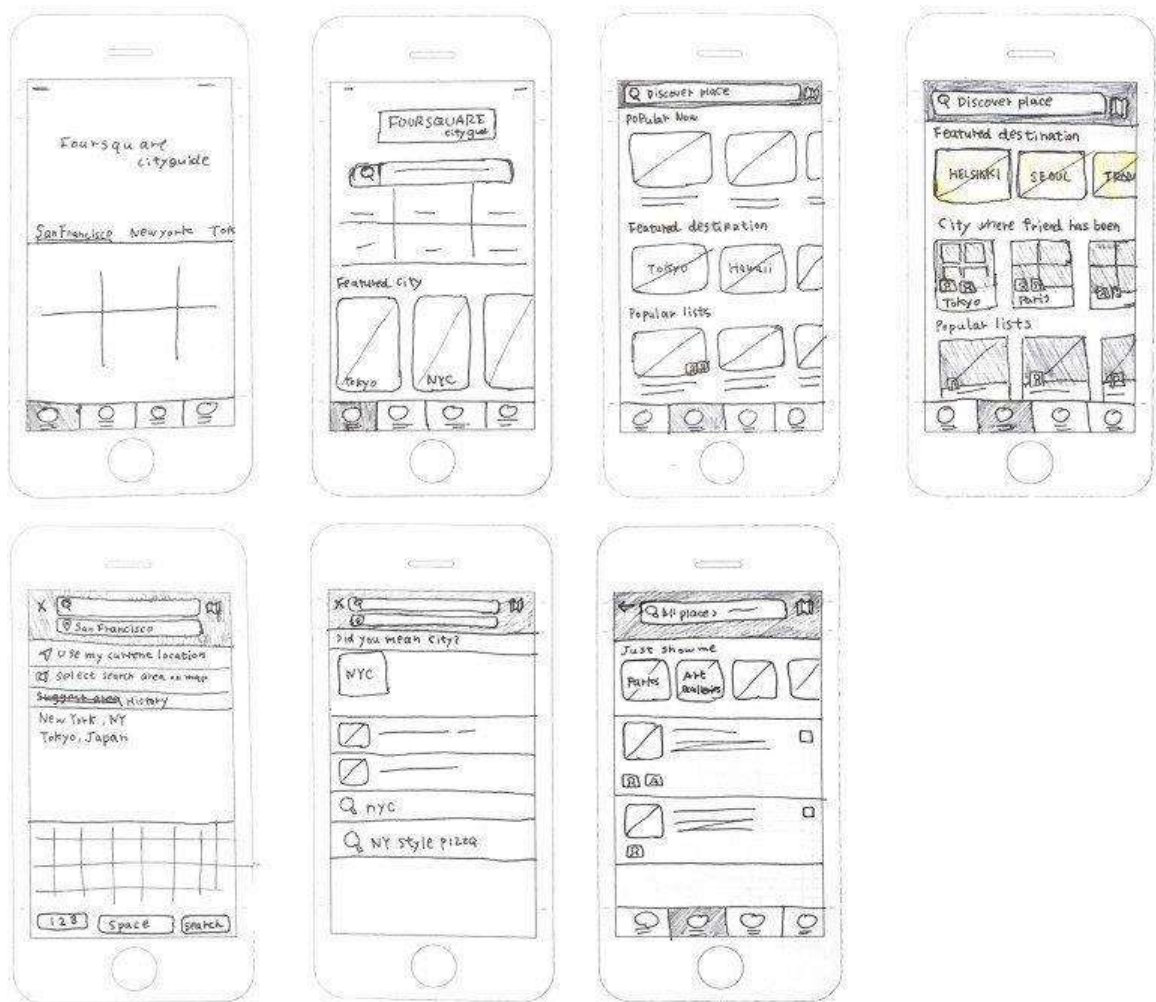


Figure 4.3

- **Digital Wireframes**



Figure 4.4

- **Prototyping**

A *prototype* is a primitive representation or version of a product that a design team or front-end-development team typically creates during the design process. The goal of a prototype is to test the flow of a design solution and gather feedback on it—from both internal and external parties—before constructing the final product. The state of a prototype is fluid as the team revises the design iteratively based on user feedback.

Prototyping is an integral part of the design process for two key reasons:

1. **Visualization**—Prototypes help UX designers show stakeholders how the final product would look and function.
2. **Feedback**—Prototypes generate feedback from team members as well as test groups of users. Potential customers can interact with a near-final product and highlight areas that are less than user friendly. The design team can then iterate the design before the product team rolls out the final product, saving the company both time and money.

## ○ Paper Prototyping

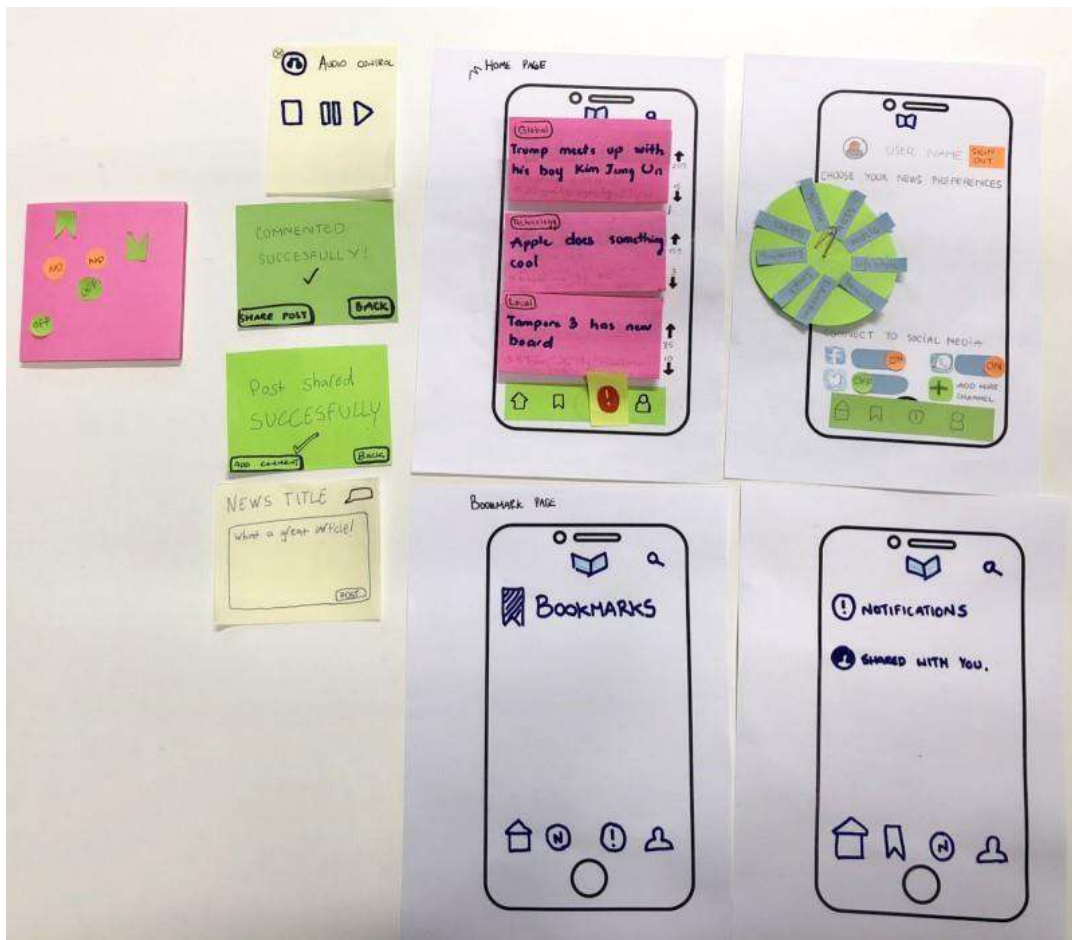


Figure 4.5

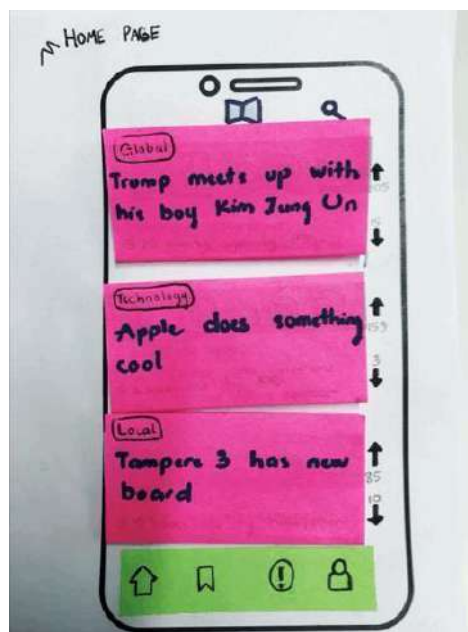


Figure 4.6



## ○ Digital Prototyping

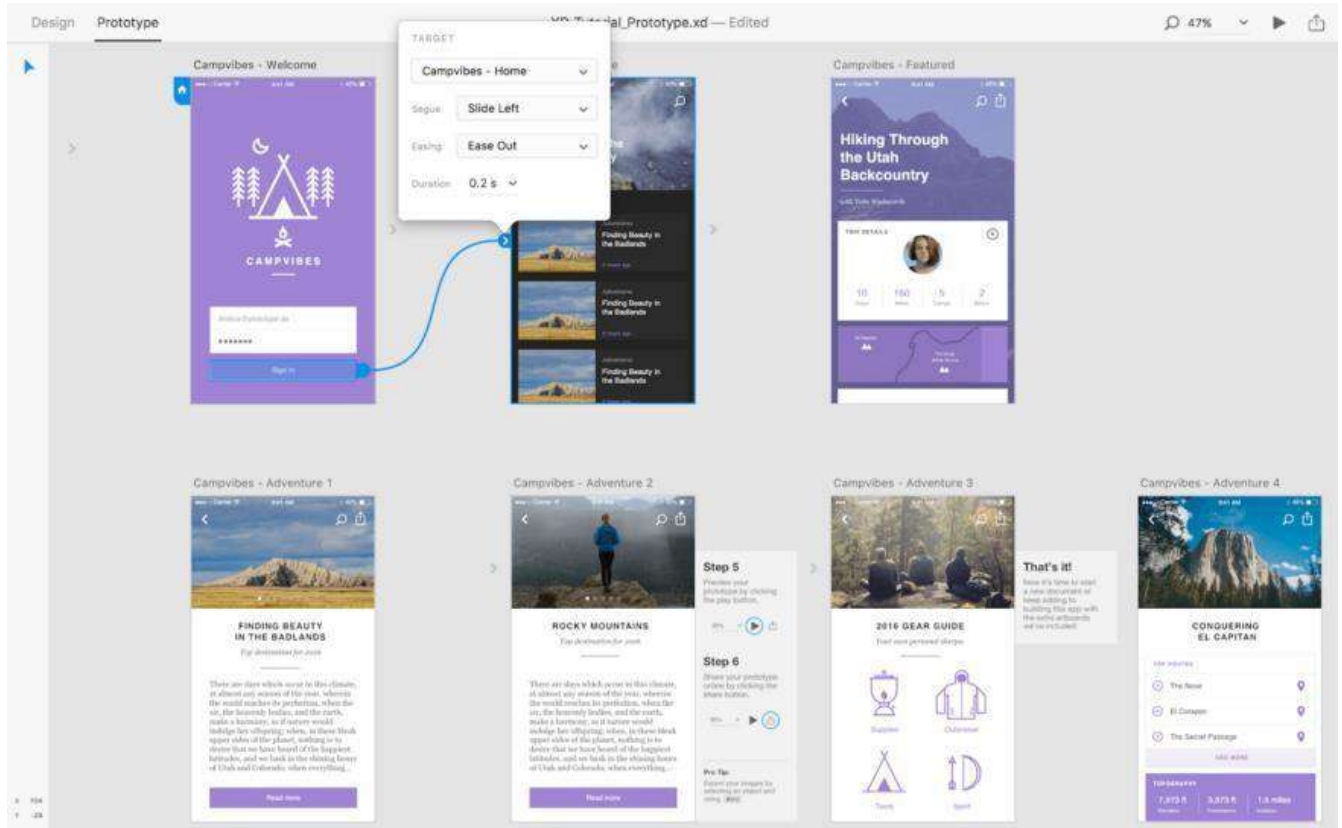


Figure 4.7

## 5. Testing

Testing is the phase that determines the overall quality of the end- product. The testers make notes of the things that have to be improved and send them back to the respected team for correcting the errors.

While evaluating your final product, there are certain factors that one needs to keep in mind. They are as follows:

- Is the system user-friendly?
- Is it flexible and easy to operate?
- Does it solve the customer's issue?
- Is it credible and attracts the users to come back every time they need your service?

As soon as the first prototype is ready, a team can test its usability. Usability testing is different from QA testing or [A/B testing](#). Its main goal is to get feedback from real users of a product to understand how intuitive the interface is, and whether the user can achieve their goal with the product.

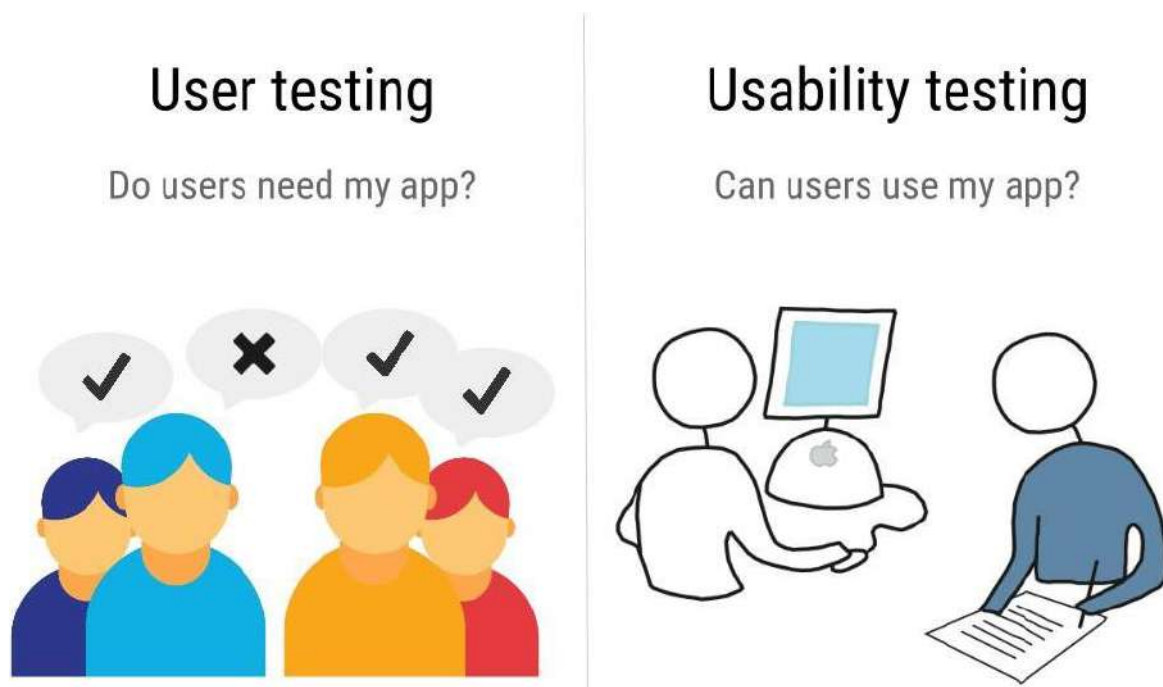


Figure 5.1

At this stage, the UX designer records and analyzes the results of testing. There are a few different types of usability testing:

**Comparative usability testing** is used to compare one product to another, for example, a competitor's, or it can be similar to A/B testing when two versions of a design are compared and the best one is chosen.

**Explorative usability testing** is usually conducted before the release. It's focused on finding the blind spots and gaps in a product design that were not seen before, but are observed by the users. This testing facilitates improvement of the product before it reaches the market.

**Usability evaluation** occurs after the product is launched and all necessary improvements are made. That's when the product is tested again to make sure that the changes accommodate a positive and intuitive user experience

After user testing, designers can add necessary changes in UI or UX design, and then assign a product's design to the developers' team for implementation. But the work of UI and UX professionals doesn't stop after the release. They keep their eyes on the product.



Figure 5.2



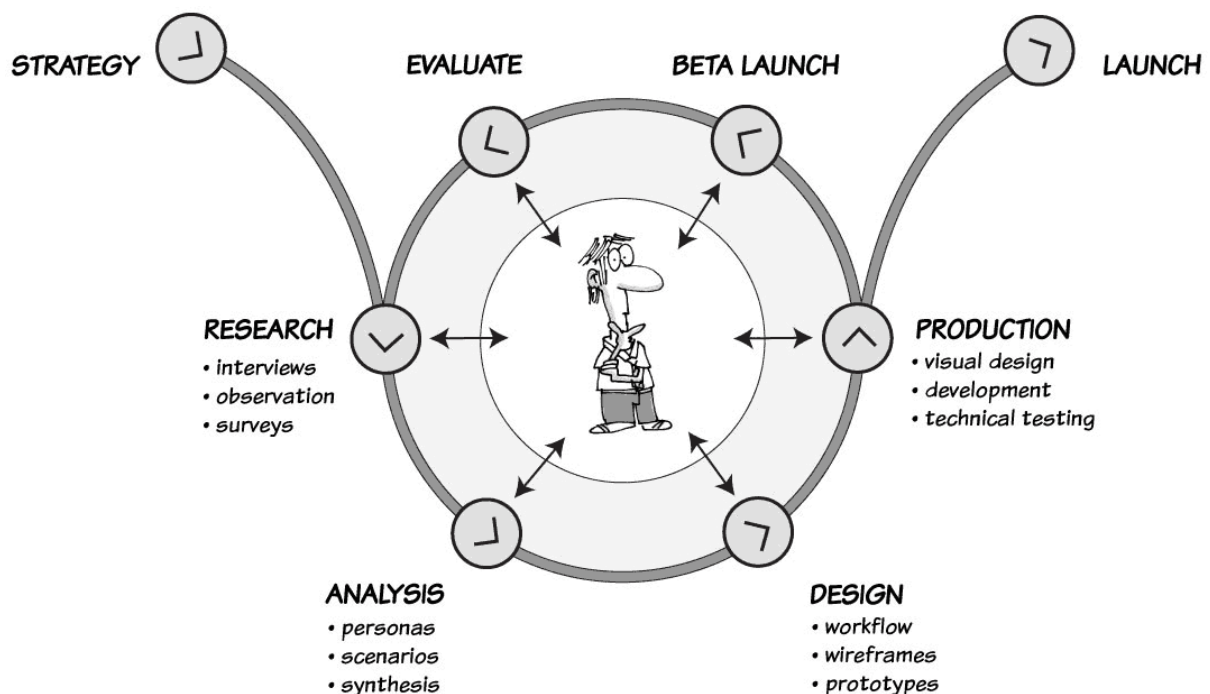
## Support and further development

So, a product is released, and the users find it suitable. That doesn't mean that UI and UX designers are no longer needed. They remain working on UX/UI design, constantly updating the product according to set design system and UI style guide.

**Further testing and evaluation.** New content and functionality usually require changes in an interface to improve key performance indicators. This means that the team may reiterate usability evaluation, suggest additional implementations of certain screens, and run A/B tests to define the best performing version.

**Improvements and new features.** A UX designer must learn which new features the users need and decide how to place them within an existing design. A UI designer changes the design according to the new requirements, and supervises A/B or multivariate testing.

**Redesign.** In case a product needs redesigning, the team repeats the whole process from the very beginning: conducting new UX research, creating a new sitemap and wireframe while the UI designer contributes a mockup and invents prototypes, etc.



## **ADOBE XD**

Adobe XD is one of the most comprehensive and reliable UX design applications used to build a variety of prototypes and is free to install and use on Mac and Windows systems.

Adobe XD uses a super easy and efficient interface, a style that it inherits from the companion application in the Creative Cloud package. It provides prototyping tools for different platforms, including websites, mobile phones, tablets, and more.

### **1. The interface**

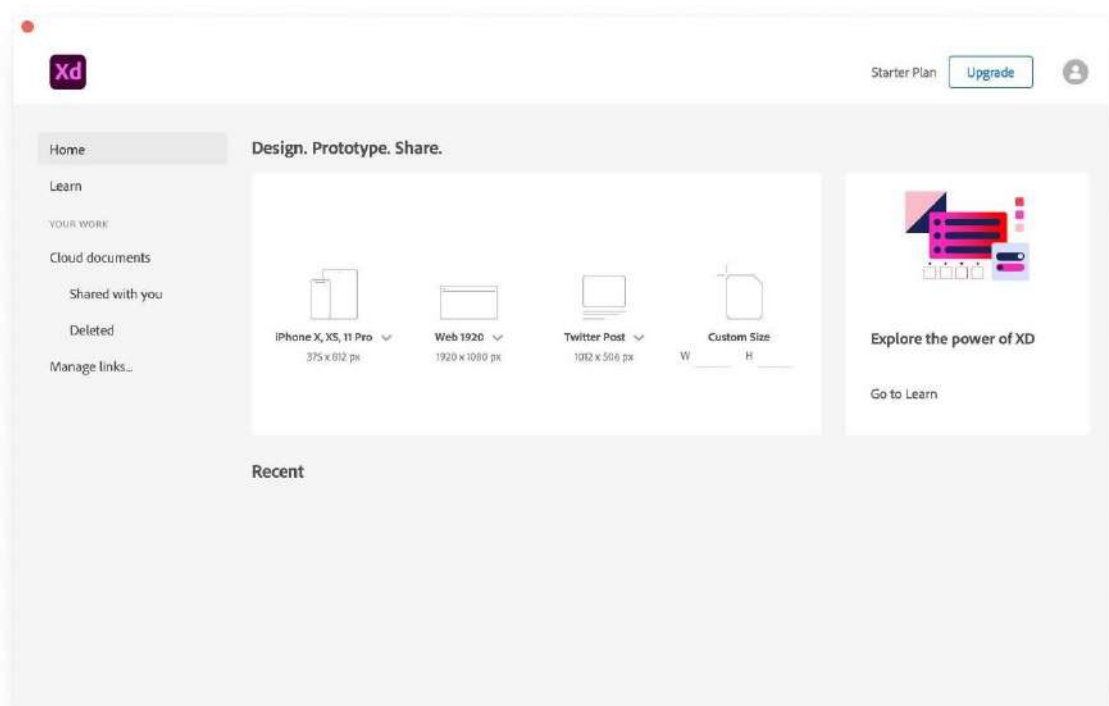


Figure 6.1

Here one can choose the size of the artboard, which represents the screen of the app or the page of the website they are going to design. One can also quickly open files they worked on recently, start a tutorial or access UI kits and other resources.

## Menu bar



Figure 6.2

At the very top of the screen we have the classic Mac OS or Windows menu bar. From here one can do basic stuff like saving and opening files, exporting assets, and pretty much every sort of operation available on Adobe XD. One can explore and use all of these options from this menu.

## Top horizontal panel

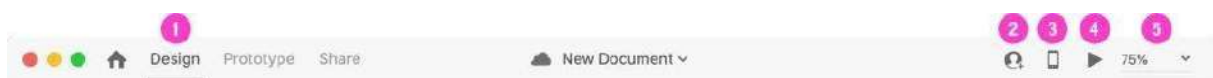


Figure 6.3

On the left, we have the “Design / Prototype / Share” switch **(1)**.

When you are in Design mode you can make all those changes impacting the visual side of your project.

When you are in Prototype mode, you’ll be able to give life to your designs and create an interactive prototype by connecting the screens or pages of your project.

When you are in Share mode you can share your prototype with your clients, team members or stakeholders, in order to get direct feedback on it without having to go through emails or chats.

On the right side, we can find the multi-editing feature **(2)**, which allows multiple designers to access the same Adobe XD document enabling real time collaboration.

The little phone icon next to it **(3)** enables the real time preview feature, allowing you to preview your project on your mobile device by using the Adobe XD app, available for both iOS and Android. This feature works extremely well and shows you exactly how your design looks on a real device.










Next to it, we have a little play icon **(4)** which allows you to preview your project directly on your computer.

Finally, the zoom dropdown menu **(5)**, This element is useful to quickly check what's the current zoom level.




## Left toolbar

Here we have all the main tools available in Adobe XD.

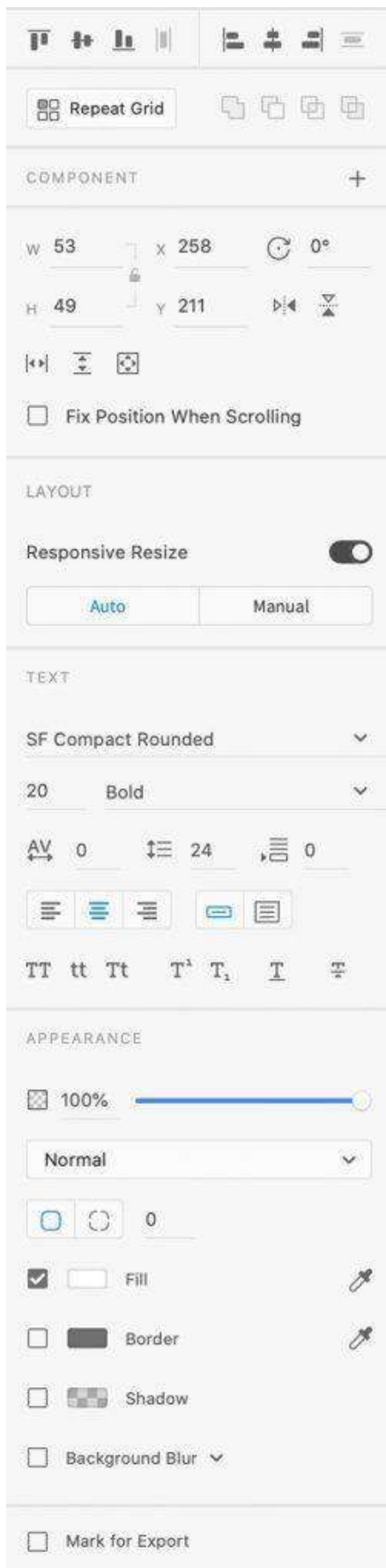
From the top:

-  • Select tool (also accessible by using the **V** key shortcut on the keyboard)
-  • Rectangle tool (**R**)
-  • Ellipse tool (**E**)
-  • Polygon tool (**Y**)
-  • Line tool (**L**)
-  • Pen tool (**P**)
-  • Text tool (**T**)
-  • Artboard tool (**A**)
-  • Zoom tool (**Z**)

And then at the bottom:

-  • Assets panel
-  • Layers panel
-  • Plugins panel

## Right hand panel (property inspector)

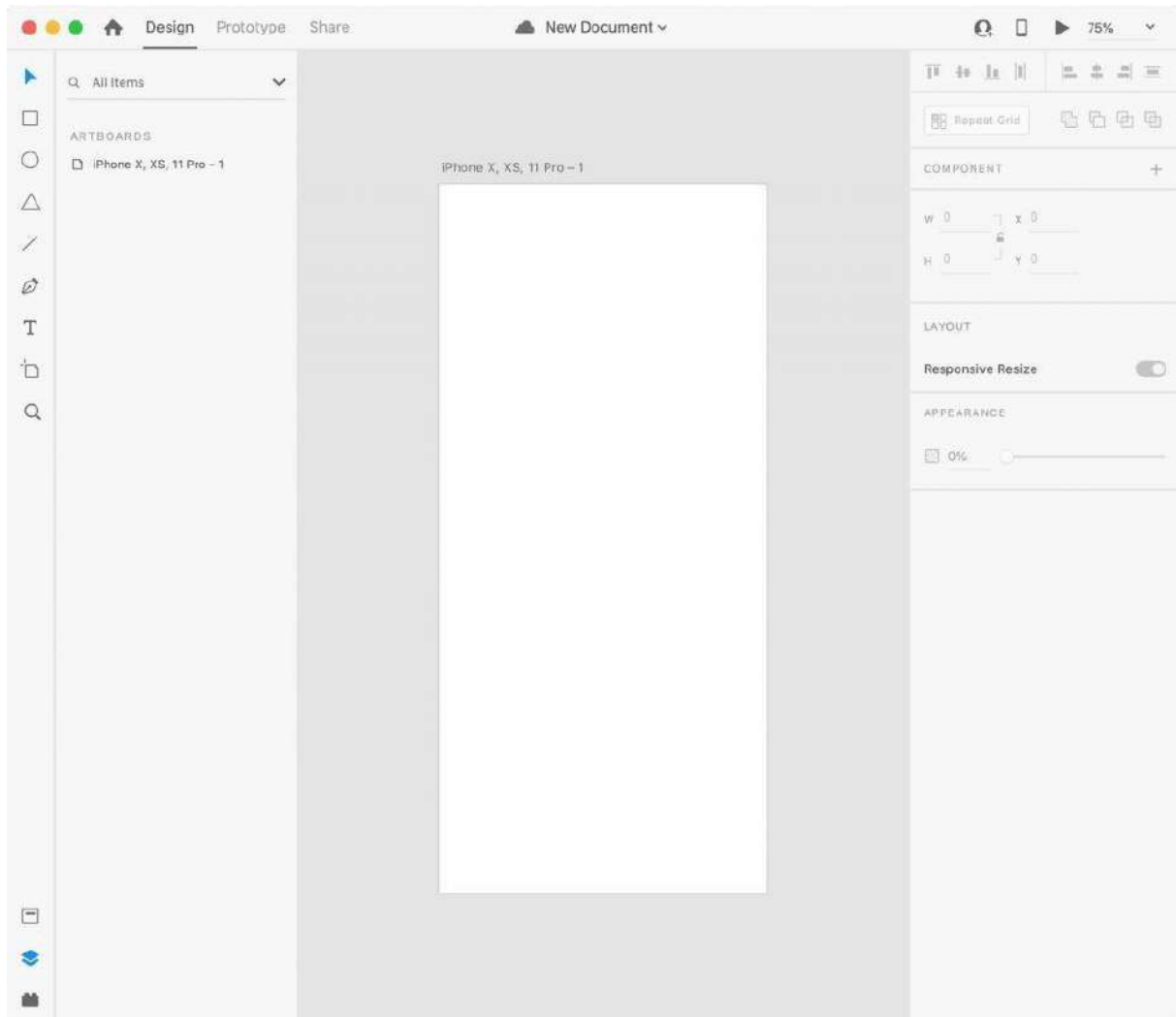


In this panel we can find several settings allowing us to view or change the properties of our objects:

- alignment options
- save component
- repeat grid
- combining options (boolean operators)
- objects size & positioning
- scrolling options
- responsive layout
- text styling
- opacity
- rounded corners
- fills
- borders
- shadows
- blurs

## 2. Artboards

An artboard represents the app screen or the website page one is going to design. It's the white area where the actual design objects are going to be drawn.

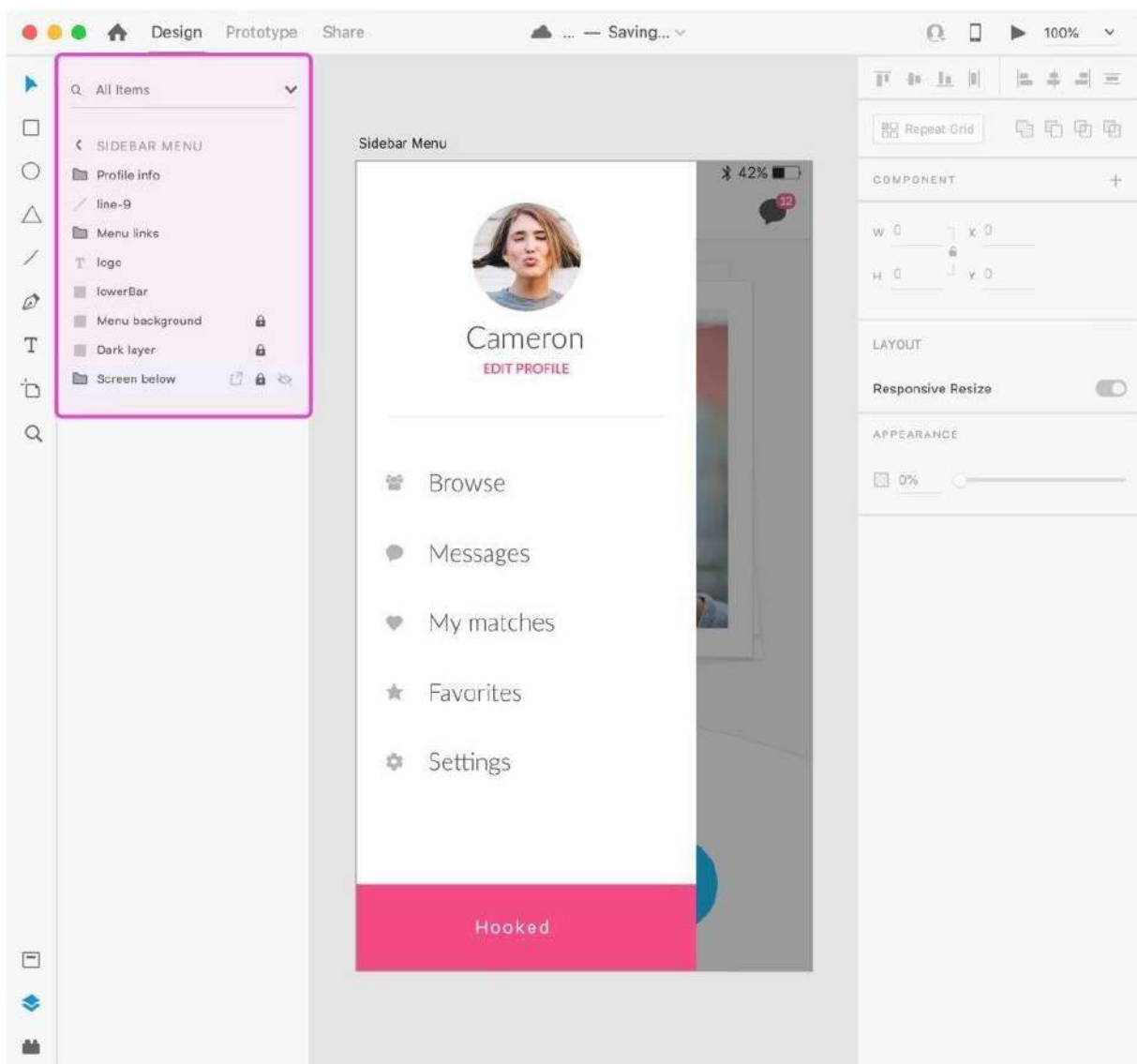


Each .xd file can contain a huge amount of artboards, as they are all positioned in a massive **50,000 x 50,000 px canvas** (the grey background area, also called “pasteboard”).

One can choose the size of their artboard from a list of the most common mobile, tablet, desktop and wearables screen sizes, or they can define your own custom size.

## Layers

Layers are a fundamental component of Adobe XD. Every object you create with Adobe XD is a layer. Layers are stacked on top of each other, and their visibility in your artboards is defined by their position in the layers panel on the left side of the screen (If this panel is not visible, you can show it by clicking on the layer panel icon in the left toolbar, or by using the shortcut: **CMD + Y** (Mac) & **CTRL + Y** (Win)).



## Prototyping

In this mode, you can easily create an interactive prototype of what you are designing by simply connecting the artboards included in your web or mobile project. This allows you to test and validate the navigation, usability and overall user experience of your mobile app or website **before** you start with development, avoiding fundamental UX design flaws down the line which might cost you more time and money to fix.

1. To create a prototype, you first need to switch to **Prototype Mode** by using the little toggle on the top left of the page. You will notice that all the design related toolbars and features are not accessible anymore.
2. Now click on an artboard you want to be part of your prototype. You will notice that a little home icon appears at the top left of your artboard.  
If you want this screen to be the first screen of your prototype, click on the home icon. It will turn blue, meaning that this will be your home screen, the first one appearing when the prototype is launched or shared.
3. Now let's say you want to connect the button on the first screen to the screen next to it, and create an interaction between the two. Select the button by clicking on it directly on your artboard or from the layers panel on the left. (note: if your object is a layer group, make sure you select the entire group and not just one of its individual layers). The object will be highlighted in blue, and a little arrow handle will be displayed on the right side of it.
4. Click on this handle, drag the connecting line which will be displayed and release the mouse on the screen you want to connect to the button.
  - **Trigger:** set the action that would trigger your interaction. Choose between **Tap**, **Drag**, **Time**, **Keys & Gamepad** and **Voice**.
  - **Action Type:** set the type of effect that your trigger should activate.
  - **Destination:** this is the screen we are connecting our object to.
  - **Animation:** choose from a bunch of different animation effects which you should change depending on the actual flow of your prototype
  - **Easing:** Choose from a variety of easing effects: Ease Out, Ease In, Ease In-Out, Snap, Wind Up or Bounce. Feel free to play with it.
  - **Duration:** This setting defines how long the chosen transition between the connected screens will last.

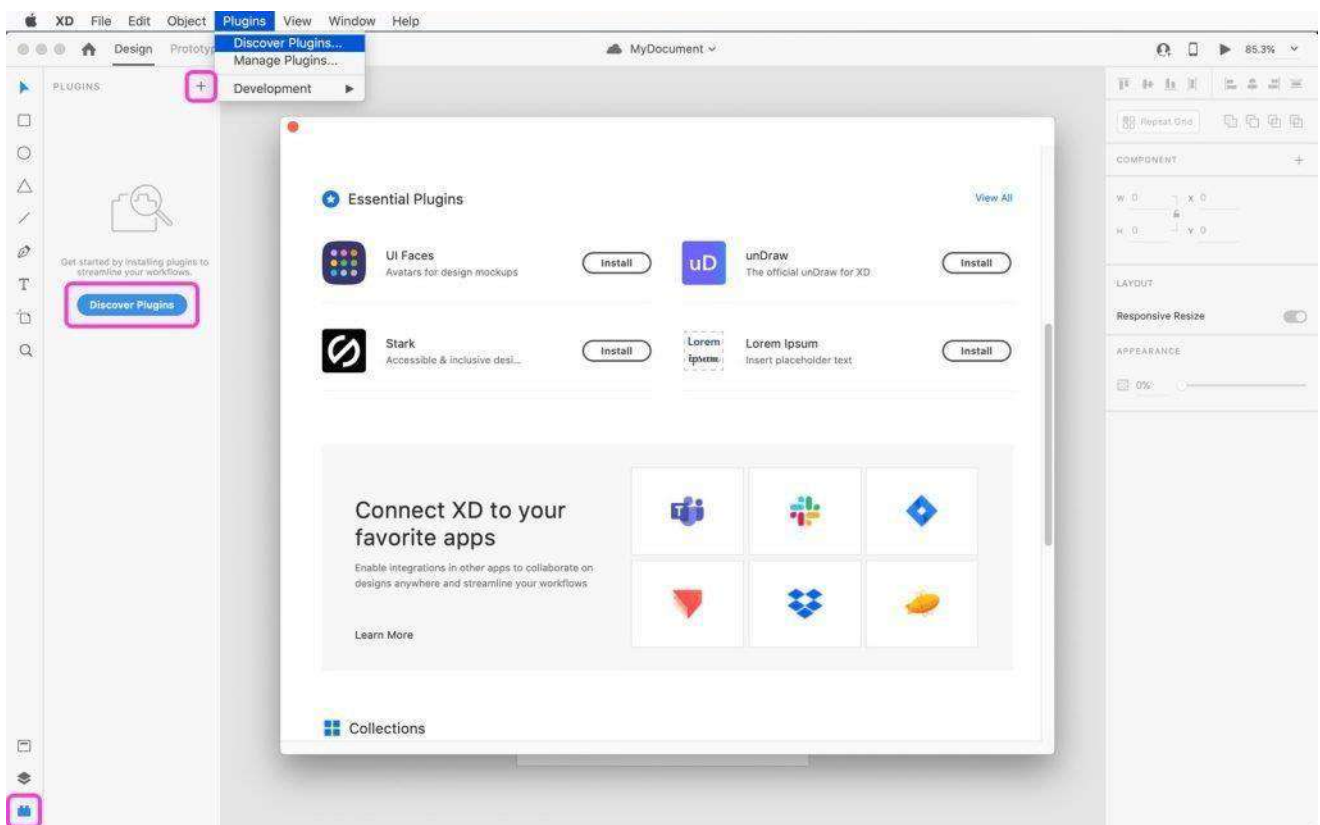


## Plugins

Plugins can be a real time saver whenever you have to automate specific operations, parts of your workflow that are repetitive and time consuming or just extend the range of features and capabilities of Adobe XD.

To search, install and manage plugins you need to open the Discover window.

You can do this from the menu bar (Plugins > Discover Plugins) or from the Plugins panel, using the Discover Plugins button or the “+” icon. To open the Plugins panel click the bottom button from the toolbar.



## **PROJECT**

### **1. Introduction**

Day care refers to the care provided for infants and toddlers, preschoolers, and school-aged children, either in their own homes, in the home of a relative or other caregiver, or in a center-based facility.

The last half of the twentieth century saw a dramatic rise in the numbers of women with young children who worked outside of the home. In 2000, 55 percent of mothers with infants were in the labor force. In 2001, 64 percent of mothers with children under the age of six, and 78 percent of mothers with children ages six to seventeen were in the labor force. These developments led to an increased demand for childcare providers by parents while they are at work.

In 2001, 61 percent of all children participated in some sort of nonparental care. As children grow older, the likelihood they will receive care from someone other than a parent increases.

### **2. Objective**

To create a website that is easy to learn and easy to use for a new user or a first time user. The website focus on the users and their needs in each phase of the design process. The site is created by doing to many researches and design techniques, to create highly usable and accessible products for the user.

### **3. It is useful for whom?**

It is useful for both children and parents by:

- 3.1. Socialization and interaction
- 3.2. Connection and communication
- 3.3. Consistency and Routine
- 3.4. Autonomy and Independence

### **4. Feature of My website**

1. Easy and simple design which is easy to use
2. Having a feature of camera where parents can watch on to their child.
3. Feature of scheduling pick up and drop.
4. Having a feature of doctor where we can call instantly in one click.
5. Give a health care report of your child.
6. In this parents can plan their children diet plans.

FLOW DIAGRAM



### HIGH FIEDALITY MODEL

Adobe-XD link- <https://xd.adobe.com/view/1dd7889d-80d5-4697-8a55-e482f7c4530c-4884/>



## Create an Account

By creating an account you agree to our  
[Terms of Service and Privacy Policy](#)

**SIGN UP**



## LOGIN

LOGIN



Having a feature of camera where parents can watch on to their child



Having a feature of doctor where we can call instantly in one click.



In this parents can plan their children diet plans.



Feature of scheduling pick up and drop.

## OFFERS

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DELHI





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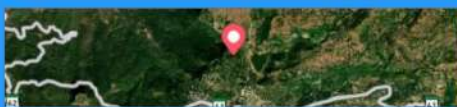




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What ages of children do you accept?

Day Care and provides a safe, nurturing, and educational environment for children 6 weeks to 10 years of age

What are your hours of operation?

We are open Monday through Friday from 5:45 am to 6:00 pm. We provide full-day care for infants, toddlers, preschoolers. We also provide before-and-after-school care for

Do you provide part-time or drop-in care?

Daycare time/hourly programs are designed to introduce children 12 months (walking) to 6 years to their peers while engaging in fun curriculum-based activities in a

Do you provide meals and snacks

Yes! We serve hot meals and nutritious snacks.

What do I need to bring with me to sign-up for child care?

The registration process will require the following: Proof of income/source of income, Health and Immunization form, Immunization Record for all children being enrolled, and Authorization for Emergency Medical Care.

Can my child bring his/her favorite blanket or toy to school?

Yes, your child can bring his/her favorite blanket to school, however their favorite toy should be left at home to prevent damage or loss of the item. We offer special events



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## PROFILE

LOGOUT





## CONTACT US

Name

E-mail

Query

SUBMIT



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+44 345 678 903  
adobexd@mail.com  
DELHI





## CONTACT US

Name

E-mail

Query

SUBMIT



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**PROFILE UPDATED**

[GO TO HOME](#)



## ABOUT US

Day care refers to the care provided for infants and toddlers, preschoolers, and school-aged children, either in their own homes, in the home of a relative or other caregiver, or in a center-based facility.

The last half of the twentieth century saw a dramatic rise in the numbers of women with young children who worked outside of the home. In 2000, 55 percent of mothers with infants were in the labor force. In 2001, 64 percent of mothers with children under the age of six, and 78 percent of mothers with children ages six to seventeen were in the labor force. These developments led to an increased demand for childcare providers by parents while they are at work.

In 2001, 61 percent of all children participated in some sort of nonparental care. As children grow older, the likelihood they will receive care from someone other than a parent increases.

## Goals and Objectives

The goal of Daycare is to provide all children enrolled with a developmentally appropriate program that emphasizes the different areas of children's development, which are physical, cognitive, emotional and social. Our classrooms are set up with a "hands-on" approach and provide opportunities for both self-directed and teacher directed activities.

Children are given choices as to the activities they participate in. Teachers use observations, interest and abilities of children as well as individual needs in order to determine curriculum. A major goal is positive social interaction.

Much of our preschool groups' class time is teacher-led group activities and quite structured. Teachers emphasize academic skills and preparations for elementary school. Preschool groups are more structured with various activities taking place at set times. Emphasis is placed on learning numbers, colors, alphabet and early math and reading. Children learn through practice and repetition.

The objective of Daycare is to provide an environment that will allow children to feel good about themselves, approach challenges with optimism, explore their world with confidence and competence, and ultimately reach their full potential.

Daycare encourages not just learning, but the love of learning. Our programs are designed to develop in children a sense of independence and responsibility by providing them opportunity to socialize and interact with other children and adults in a variety of structured and unstructured activities. We continually stress the importance of social skills and interactions.

Daycare believes in positive methods of discipline and establishes consistent and appropriate limits to help children function in their world.

## OUR TEAM



ROCKY  
PRINCIPAL



ROHIT  
HEAD MASTER



SUNANA  
FACULTY



RUACH  
FACULTY



SUNNY  
FACULTY



RACHEL  
FACULTY



SAMIR  
FACULTY



ESTHER  
FACULTY



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## PROFILE



Name

ROHIT RAJ

E-mail

rohitra@gmail.com

Phone No

9087054321

Password

\*\*\*\*\*

Confirm Password

\*\*\*\*\*

[Forgot Password?](#)

Logout



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## LIFE HERE

Begin the day at 7:00 am with a hearty breakfast in our kitchen and then, they have free time to explore the toys and books in our daycare center. The morning activities begin with story time at 7:45 am and circle time at 8:00 am. We then move on to group sensory activities. Toddlers love to place small rocks in containers, ride on the puppy rockers, and spend time in the playhouse.

Roughly an hour of outdoor play time after that gives the kids fresh air, sunshine, and opportunities to explore their world. Group language activities, music and movement activities, and another session of story time bring the kids to lunch at 11:00 am, followed by nap time and a diaper check. The kids finish out the afternoon with a mix of the morning's activities including outdoor play time, circle time, and personal exploration.

## HEALTH SERVICES

Keeping children of all ages safe and healthy is one of the most important tasks of child care providers. Whether children are in center- or home-based care, providers are responsible for ensuring safety both inside and outside their child care setting.

Health and safety are major concerns for child care providers when transporting children. They should be prepared to prevent injuries and illnesses to handle emergencies. The following articles have more specific information and tips for keeping children healthy and safe while they are in child care:

- Car Safety
- Cleaning, Sanitizing, and Disinfecting in Child Care
- Dental Health
- Diapering and Toileting
- First Aid
- Food Safety
- Hand Washing in Child Care
- Medication
- Outdoor Safety
- Pets in Child Care
- Preventing Illness
- Preventing Injuries
- Sudden Infant Death Syndrome
- Sunscreen
- Toy and Equipment Safety

## FOODING

Plenty of vegetables and fruit

Whole grain breads, cereals, pitas, tortillas, roti, crackers and pasta

Fish, beans, chickpeas, soybeans, lentils, eggs and tofu

Snack foods made with little or no added fat, sugar or salt

Water, milk, fortified soy beverage, cheese and yogurt

100% fruit juice limited to ½ cup-¾ cup (125-175 mL) per day

## ACTIVITIES

- Sand
- Water Play
- Play Dough
- Dress-Up and Role Play
- Doll and Character Play
- Drawing and Painting
- Blocks, Jigsaws, and Shape Sorters
- Music, Dancing, and Singing



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**PASSWORD CHANGED**

**LOGIN AGAIN**



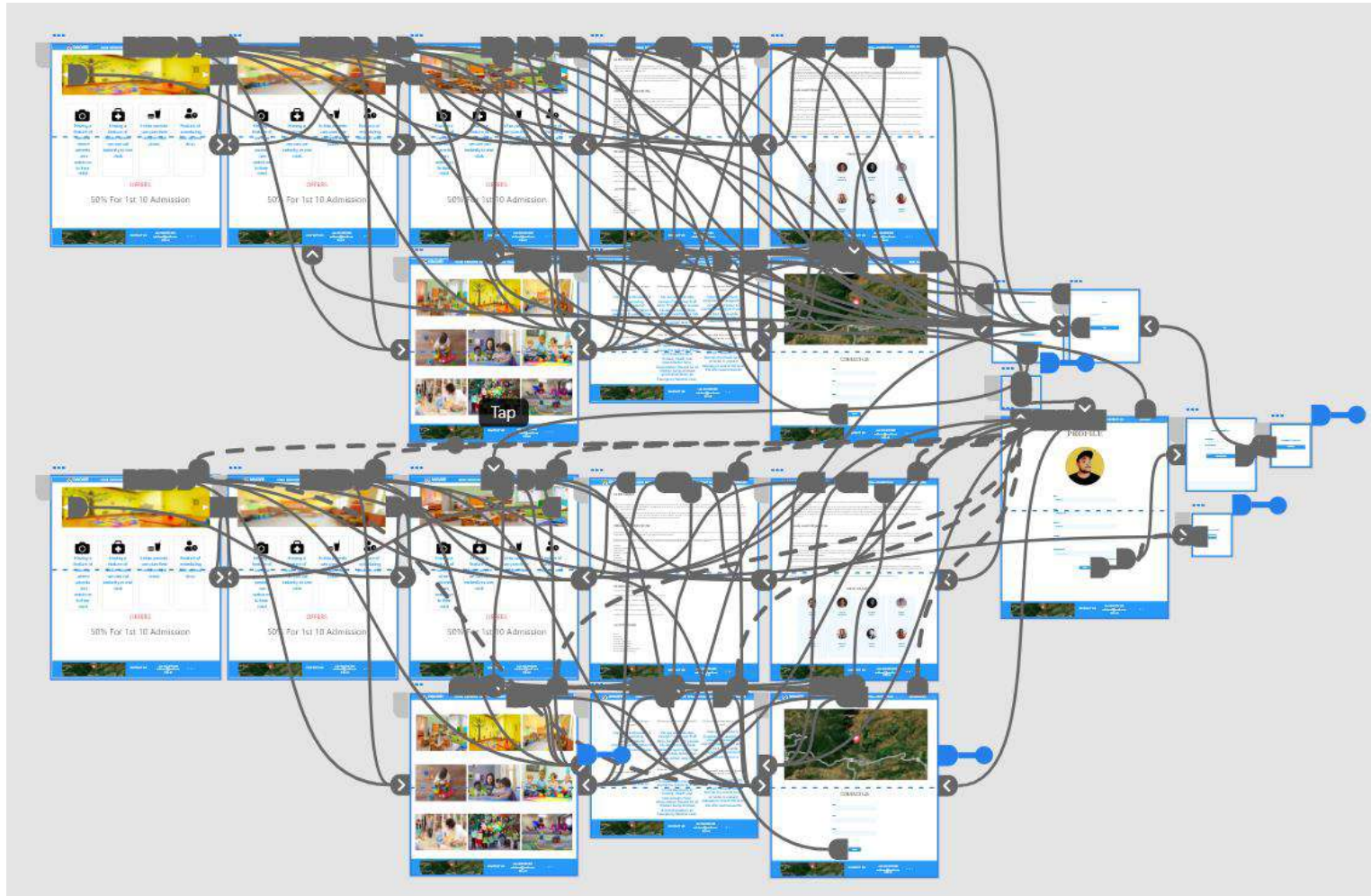
## FORGOT PASSWORD

New Password

Confirm Password

CHANGE PASSWORD

## PROTOTYPE



## CONCLUSION

This UI UX Design Course brought a design-centric approach to user interface and user experience design, and offered practical, skill-based instruction centered around a visual communications perspective, rather than on one focused on marketing or programming alone. In this course, I got to summarize and demonstrate all stages of the UI/UX development process, from user research to defining a project's strategy, scope, and information architecture, to developing sitemaps and wireframes. We got to learn current best practices and conventions in UX design and apply them to create effective and compelling screen-based experiences for websites or apps.

The skills and knowledge I learned in this course are applicable to a wide variety of careers, from marketing to web design to human-computer interaction. As I have one more software skill added to my Resume/CV, I'll have better chances to get selected into any company. With the skills I learnt in this course, I can design any app or website from scratch following the UI design process.

## REFERENCES

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