COGNIZANCE 2K24

Faculty of Technology & Engineering

Devang Patel Institute of Advance Technology and Research

Department – Information Technology

Title of Technical Event: Designing for Delight: A UI/UX Challenge

Event Coordinators:

Faculty Coordinators

1. **Ms. Radhika Patel (Contact no: 9909414180)**

Student Coordinators

1. **Tanishq Brahmbhatt (22DIT007, Contact no: 7043347661)**
2. **Het Borda (22DIT006, Contact no: 7359078013)**
3. **Shaikh Ifrahnaaz (22DIT076, Contact no: 9727805158)**

Event Description:

Welcome to the Amazing UI-UX Challenge - Where Design Meets Ingenuity! This event is a celebration of innovation and creativity in the world of user interface and user experience design. Get ready for a thrilling journey where your skills will be put to the test, elevating your UI-UX design journey to new heights, and your creativity will shine!

Team Specification:

- No. of Participants per entry/ Team: **2**
- Participation fee per team: 150/- Rs.
- Basic knowledge of UI-UX design and Figma.

Task:

Task 1: Quiz Round

Task 2: Figma Showcase

Task 3: Make Design Base on Definition

Rounds:

Round 1: QUIZ ROUND

The UI/UX and Web Design Quiz Round, where we delve into the core concepts of creating compelling digital experiences. This round aims to assess your understanding of fundamental principles in UI, UX, and web design.

- 20 multiple-choice questions await your expertise.
- The time limit for this round is set at 25 minutes.
- Each question is crafted to test your grasp of UI/UX principles, design best practices, and web development fundamentals.

Round 2: FIGMA SHOWCASE

For the second round, this is your opportunity to showcase your creativity according to your knowledge of UI-UX. Make a mobile application that you like.

- You have a total of 30 minutes to design a mobile application using Figma.
- This round is all about showcasing your creativity and design preferences.
- There are no specific themes or constraints
- The goal is to craft a visually appealing and user-friendly interface.

We will evaluate your submission based on its creativity, functionality, user experience, and overall design quality. Your performance in this round will determine whether you move on to the next round 3.

Round 3: MAKE DESIGN BASE ON DEFINITION

In this round, we give two definitions. Your task is, to carefully choose one of the definitions and create a UI-UX design that accurately reflects your chosen definition. It is important to keep in mind that your design should be user-friendly and visually appealing, while also being functional and easy to navigate.

- Your team will receive two distinct definitions related to UI-UX design.
- Your make UI-UX design within 50 minutes
- Use UI-UX principles and their application in real-world scenarios.

In the final round of our selection process, we hone in on creativity and uniqueness. Candidates showcase their ability to think outside the box through innovative color selections and demonstrate a solid understanding of workflow dynamics. The spotlight is on effective prototyping, revealing their practical application of ideas.

Event Prices:

- INR 3000 and 2000 for First and second a position respectively.
- Participation certificate and small goodies will be given to all participants and winners.

Event Rules:

1. Design Tools Restrictions: Participants are required to use the computer systems provided by the organizers for the duration of the event. Personal laptops or devices will not be allowed.
2. Figma Plugin: Strictly no usage of Figma plugins is permitted during the Figma Showcase. Participants must rely solely on the native features and functionalities of the Figma platform.
3. AI Software Prohibition: The use of any artificial intelligence (AI) software or tools in the design process is strictly prohibited. Participants are expected to rely on their creativity and design skills without the assistance of AI-generated content.
4. Fair Play: Teams must adhere to the principles of fair play and sportsmanship. Any form of cheating, use of external assistance, or disruptive behavior may result in disqualification.
5. Time Management: Teams must be mindful of the time constraints for each round. It is essential to manage time effectively to complete the challenges within the designated time limits.
6. Organizer's Decisions: The decisions of the event organizers and coordinators are final and binding. Any disputes or concerns should be addressed to the designated event officials.
7. Team: Only whole team as to reach to location then only competition will be started.

8. Disqualification: The event organizers reserve the right to disqualify any team or participant who violates the rules or engages in misconduct.

Event Regulations:

1. The entire event will be conducted in offline mode i.e. in person event.
2. The contest has to be attended using university computers. No need to bring personal devices.
3. Sharing is strictly prohibited and if two designs are found to be similar then, it will be considered as copy and both teams will be disqualified immediately without justification.
4. Use of any AI tools is strictly prohibited.
5. You are not allowed to use template.
6. You are not allowed to open other tabs than contest but can open it for searching syntax only that also under the sight of volunteer.
7. Rules for the event may be subject to change at the discretion of the organizing team but in case of such changes, the participants will receive prior notice.
8. A participant can be disqualified by the organizers case they are found to be breaking the event rules, the code of conduct or other unsporting behavior.