SAGE University, Indore

Institute Name: Institute of Computer Application						
Recommended for BCA			**Semester: IV**			
Course Name	**UI design and tools [Figma]**		**Course Code**	**CAPDEUDT006T**		
Credit Hours	**L**	**T**	**P**	**N**	**Total Credits**	4
	4	0	0	0		
Prerequisites	Basics of User Interface					
Course Objectives	The purpose of offering this course is: 1. To introduce User Interface using Figma. 2. To introduce User Journeys, Greyscales & User Testing 3. To introduce Principles 4. To introduce how to Style the UI. 5. To make the students capable of design their own Figma project					
Course Content	**Unit 1: UI/UX Overview & User Research** Intro to UI/UX, Good/Bad UX, X-hour: Notion & Figma Setup, Design Thinking, Team Design Sprint, Reading: Empathy Field guide, How to identify stakeholders, Defining Stakeholders, X-hour: Figma Basics, How to identify user needs, User Research, Reading: Interaction Design **Number of lectures required:10** **Unit-2: User Journeys, Grayscales & User Testing** Mapping the user journey, User Journey Maps + HMW, X-hour: Figma Grayscales, finding solutions & constraint cards, Sketch + Revise, reading: Don't Make Me Think **Number of lectures required: 10** **Unit-3: UI Principles & Topics in UI** UI Principles, UI Analysis, X-hour: Figma UI Part 1, Colour and Font, UI Design in 3 Sprints, Reading: Refactoring UI Non-Traditional UI, Find UI in other Technologies, X-hour: Figma UI Part 2, UI Special Topics, Create UI for other Technologies, Reading: Creating UI Design. **Number of lectures required: 10** **Unit-4: Style Guide & Project** UI Components, Style Guide Analysis, X-hour: Figma Advanced, Responsive Design, Style Guide for Responsive UI, Reading: Visual Display of Information, Intro to Final Project, Start of final project, X-hour: Portfolio Workshop, Design for Inclusion. **Number of lectures required: 10** **Unit-5: Reflect & Present** Check-ins, Reflection, Presentations, Project Development based on Figma **Number of lectures required: 10**					
Text Books	T1: Designing in Figma: The complete guide to designing with reusable components and styles in Figma.by Eugene Fedorenko (Author) T1: Ralph Moseley and M. T. Savaliya, Developing Web Applications, Wiley-India Private Limited, 2011. T2: Robert W. Sebesta, Programming the World Wide Web, 7th edition, Pearson Education, 2013. T3: Kogent Learning Solutions Inc., Web Technologies Black Book, Dreamtech Press.					

SAGE UNIVERSITY-INDORE * APPROVED * BOARD OF MANAGEMENT
ACADEMIC

	2009.
References	R1: Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop by Fabio Staiano R2: Joel Sklar, Principles of Web Design, Cengage Learning, 6th Edition, 2015. R3: B. M. Harwani, Developing Web Applications in PHP and AJAX, Tata McGraw-Hill, 2010. R4: Internet and World Wide Web How to program, Paul J. Deitel, Harvey M. Deitel, and Abbey Deitel, 5th Edition, Pearson Education, 2011.
Course Outcomes	**After reading this course students will learn** CO1: The User Interface design using Figma. CO2: User Journeys, Grayscales & User Testing CO3: UI Principles CO4: How to Style the UI. CO5: Students will be capable of design their own Figma project

Mapping of Course outcome with Program Outcomes, PSO's, and Knowledge Levels (As per Blooms Taxonomy)

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	Knowledge Levels (K_1, K_2, ..., K_6)
CO1	3	2				1			1		1	2	2	1		2	K_2
CO2	3	3	3			2			1		1	2	2	1		2	K_3
CO3	3	2	3	3		1			1		1	1	2	1	1	2	K_3
CO4	2	2	3	2		1			1		2	2	2	2	2	2	K_5
CO5	3	2	3	3	2	1			1		1	2	2	2	1	2	K_6

High-3 Medium-2 Low-1

K_1 =>Remember K_2 =>Understand K_3 =>Apply K_4 =>Analyze K_5 =>Evaluate K_6 =>Create

Designed By:
(Name with Sign.)

Checked By:
(Name with Sign.)

Approved By:
(Name with Sign.)

Head of the Institute
Institute of Computer Application
SAGE University, Indore

SAGE UNIVERSITY-INDORE APPROVED BOARD OF MANAGEMENT

APPROVED ACADEMIC COUNCIL