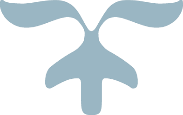


INDRISTRIAL ATTACHMENT

Seminar Report

CSE-420(Dual)



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Batch: 50( Autumn 2021)

Section: 7B1

Semester: Autumn 2024

Seminar Topic: UI/UX Design

Name of the keynote speaker: Shibly Saikat

Position: Lead User Experience Designer at iFarmer.asia

Date of Seminar: 12, September 2024

### **Title: Mastering UI/UX Design for Future Careers**

#### **Introduction**

As the world becomes increasingly digital, the way people interact with technology has become more important than ever. Software today must not only function efficiently but also cater to the needs and emotions of its users. This is where **UI/UX design** comes in.

UI/UX design is the art and science of creating software that is both visually appealing and user-friendly. It involves crafting interfaces (UI) that are easy to navigate and designing experiences (UX) that keep users engaged and satisfied. This seminar focused on how mastering these skills can help students build a strong career in the competitive software industry.

### **Background of the Keynote Speaker**

The seminar was led by **Shibly Saikat**, a seasoned professional in UI/UX design and the **Lead User Experience Designer** at **iFarmer.asia**.

* Shibly is an alumnus of UITS and holds a Bachelor’s degree in Computer Science and Engineering (CSE).
* With extensive experience in both startups and established companies like **COdesign**, he has successfully worked on a variety of projects that prioritize user-centered design.
* His story, transitioning from an academic background to leading design roles in the industry, served as a real-life example of how students can achieve success through dedication and creativity.

### **Purpose and Goals of the Seminar**

This seminar had a clear set of objectives aimed at preparing students for the future:

1. **Understanding UI/UX:** Teach students the basics of user interface and user experience design.
2. **Career Guidance:** Highlight the opportunities available in the field of UI/UX design.
3. **SDLC Integration:** Show how UI/UX fits into the Software Development Life Cycle and why it is critical during the early stages of development.
4. **Practical Learning:** Provide insights into tools, techniques, and strategies used by professional designers.
5. **Bridging Gaps:** Help students see the connection between academic knowledge and industry expectations.

### **Key Points and Discussions**

#### **1. The Role of UI/UX in Software Development**

UI/UX design ensures that software:

* Is easy to use and visually appealing.
* Solves real user problems by focusing on their needs and preferences.
* Reduces frustration and saves time for users.

The seminar emphasized how good UI/UX design can make software more successful by improving user satisfaction and loyalty.

#### **2. The Importance of Early SDLC Stages**

The **Software Development Life Cycle (SDLC)** includes several stages:

* **Planning:** Understanding the project’s goals and scope.
* **Analysis:** Identifying user needs and requirements.
* **Design:** Creating visual layouts and interaction flows.

These first three stages are critical for UI/UX design. A well-planned and researched design can guide developers, ensuring the final product aligns with user expectations.

#### **3. Career Opportunities in UI/UX Design**

The demand for UI/UX designers is growing rapidly. Companies across industries are recognizing the value of user-centered design in building better products.

* UI/UX roles offer a unique blend of creativity and technology.
* Professionals in this field can work on diverse projects, from websites to mobile apps and beyond.

The seminar highlighted how students can prepare themselves for these opportunities by learning design principles and practicing with real-world projects.

### **New Information and Skills Gained**

Here’s what I learned from the seminar:

1. **Design Thinking:** I gained a better understanding of how to approach problems from a user’s perspective.
2. **UI/UX Tools:** The speaker introduced popular tools used in the industry, such as Figma and Adobe XD, for creating designs and prototypes.
3. **Practical Tips:** I learned simple but effective ways to improve designs, like focusing on accessibility and consistent layouts.
4. **Career Insights:** The session provided clarity on how to pursue a career in UI/UX design, including key skills to develop and job market trends.

### **Bridging the Gap Between Academics and Industry**

One of the most valuable parts of the seminar was how it connected academic learning with real-world applications:

* **Academics:** In college, we learn about programming and theoretical concepts like SDLC, but we don’t focus enough on the user’s perspective.
* **Industry:** Companies expect designers to create user-friendly interfaces that work seamlessly with technical systems.

This seminar showed how important it is to balance both—technical knowledge and user-centered design skills. It also highlighted the need for more practical training in academic programs.

### **Improving Academic Programs**

To help students succeed in the competitive field of UI/UX design, academic programs should:

1. **Include More Hands-On Projects:** Allow students to practice designing interfaces and testing them with real users.
2. **Host Industry Workshops:** Bring in professionals to share their experiences and teach the latest tools and techniques.
3. **Focus on Interdisciplinary Learning:** Teach students how to combine design, psychology, and technology for better results.
4. **Introduce Portfolio Building:** Encourage students to create a portfolio of their design work to showcase their skills to potential employers.

### **Seminar Summary**

The seminar was an eye-opener for many students, introducing them to the world of UI/UX design and its significance in the software industry. It highlighted how good design can transform software from being just functional to being enjoyable and effective.

The speaker’s experiences and insights gave us a clear roadmap for pursuing a career in UI/UX design. The discussions were practical, motivating, and relevant to our future careers.

### **Final Thoughts**

This seminar proved that UI/UX design is not just about aesthetics; it’s about solving problems and making life easier for users. As the software industry evolves, these skills are becoming increasingly valuable.

As technology becomes more user-focused, UI/UX design is becoming one of the most important skills in the software industry. This seminar provided valuable advice and practical tips for students to develop their skills and succeed in this field.

**Quote from the Speaker:**  
“Good design is not just about making things look good. It’s about solving problems in a way that makes life easier for the user.”

**The End**