



UITs

**UNIVERSITY OF INFORMATION
TECHNOLOGY AND SCIENCES**

Course Name : Industrial Attachment

Course Code : CSE 420

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Seminar Topic : UI And UX Design with Framer
and WebFlow

Keynote Speaker : S.N. Saikat, UI/UX Designer

UI And UX Design with Framer and WebFlow

Introduction:

The seminar " UI and UX Design with Framer and WebFlow " gives a deep dive into the fundamentals of user interface “UI” and user experience “UX” design emphasizing the importance of starting every software project with a thorough analysis, followed by research, and then moving into the UI design phase. These steps play a crucial role and addressing potential problems early in the design process .

Keynote speaker background:

The keynote speaker, **S.N. Saikat**, is a skilled UI/UX Designer known for his user-friendly interfaces. with years of experience in designing with tools like Framer and webflow, he has developed an extensive understanding of the design process, especially in identifying and solving ux-related issues. His insights into the design process provided valuable guidance for those aspiring to enter the field of UI/UX design.

Purpose and goals of the seminar:

The primary purpose of the seminar was to educate student on the essentials of ui and ux design and how using tools like Framer and WebFlow can streamline the design process. Key goals are:

1. Demonstrating the critical role of analysis and research before beginning UI design.
2. Explaining how early planning and design can prevent future problems.
3. Offering hands on examples of using Framer and webflow to create effective and responsive user interfaces.

Key points and discussions:

1. **The importance of initial analysis:** he stressed that the first step in any software project should be a thorough analysis to understand user needs and project goals. This stage

involves gathering information on the target audience, setting objectives, and identifying potential issues early on.

2. **Research in the design process:** After analysis, research plays a vital role in shaping the ui/ux design. He also discussed methods for collecting user feedback, analyzing competitor designs, and staying updated on design trends to create interfaces that stand out and satisfy user expectations.
3. **UI design and problem solving:** emphasized that the UI design stage is not only about aesthetics but also about problem solving. He showed how tools like Framer and webflow allow designers to quickly prototype and test designs, which helps identify and resolve issues early, minimizing the need for costly revisions later.
4. **Using framer and webflow for prototyping:** speaker demonstrated how framer and webflow can help designers create interactive and responsive prototypes. which bring designs to life. He highlighted how these tools make it easier to test user interactions and get a realistic view of how users would experience the interface.

New information or skills gained:

Through the seminar we gained an understanding of how integral analysis and research are in UI/UX design. I also learned practical tips for creating prototypes in Framer and WebFlow, which can save time and improve efficiency. Additionally, Saikat's approach to problem-solving within the design process provided valuable strategies for avoiding common pitfalls.

Bridging the gap between academic learning and industry practices:

The seminar bridged the gap between theoretical knowledge and real world practices in UI/UX design. academic courses often focus on teaching design principles, they may not emphasize the importance of early-stage analysis and research. This seminar demonstrated how critical these steps are in actual design projects. showing the value of a practical approach to UI/UX that aligns closely with industry needs.

Insights for improving academic programs:

1. **Incorporate industry tools:** Courses should include tools like Framer and WebFlow so students can practice creating interactive prototypes. This hands-on experience would be valuable in preparing them for industry demands.
2. **Emphasize the importance of research:** Institutions should focus on teaching the importance of research and analysis in design rather than focusing solely on the design itself.

Seminar summary:

The “UI” and “UX” design with framer and webflow seminar offered a detailed overview of the UI/UX design process, stressing the significance of starting with analysis and research to ensure that designs are both functional and user friendly. presentation highlighted how tools like figma,Framer and webflow can enhance the design process by allowing for efficient prototyping and testing.

Final thoughts and overall significance:

This seminar was extremely insightful particularly for those aspiring to work in UI/UX design. Which emphasized the value of thorough planning and preparation before moving into the design phase, helping to prevent issues and create more effective designs. presenters approach serves as a guide for both new designers and experienced professionals reinforcing that successful UI/UX design is about creating an experience that truly meets user needs.