

# UX CHALLENGE

TEAM SIZE: Trio challenge - A team of 3 players.

## EVENT DESCRIPTION:

Harness your skills and shape the user experience in our exciting UX challenge ! This is an offline event.

=> A preliminary online round

=> Round 1 - offline

=> Round 2 - offline

Preliminary Round (online): Teams have to design low-fidelity prototype for the given problem statement within 2 hrs.

DATE: 24/10/23 (Tuesday)

TIMING: 10am to 12am

REFERENCES: <https://youtu.be/D4NyQ5iOMF0?feature=shared>  
<https://youtu.be/pFof0FRtK6A?feature=shared&t=25>

## ROUND 1 (Day 1): UX design

A problem statement will be given along with a duration of 2 hours. The teams have to come up with a high-fidelity prototype.

DATE: 26/10/23 (Thursday)

TIMING: 8am to 10 am

VENUE: TLGL3

REFERENCE: <https://youtu.be/PeGfX7W1mJk?feature=shared>

## ROUND 2 (DAY 2): UX design presentation :

Model case study will be provided and a presentation has to made on it for 15 minutes.

DATE: 27/10/23 (Friday)

TIMING: 8am to 10am

VENUE: TLFR4

## REFERENCE:

<https://youtu.be/YEB-iYNBpCg?feature=shared>

<https://youtu.be/uZwRVckjQWI?feature=shared>

## MODEL CASE STUDIES:

<https://www.behance.net/gallery/181852779/The-Hub-Restaurant-UX-Case-Study>

[https://drive.google.com/drive/folders/1fBkg-sbiPeBoD8boacw2MdH2tFZmoyBk?usp=share\\_link](https://drive.google.com/drive/folders/1fBkg-sbiPeBoD8boacw2MdH2tFZmoyBk?usp=share_link)

## DO's:

1. Figma is the design tool that is to be used.
2. Focus on user-centric design principles.
3. Pay attention to detail, visual consistency and usability.

## DONT's:

1. Don't copy or use pre-made templates for your high-fidelity prototype.
2. Don't stray from the provided problem statement.