

CODE	SUBJECT	CREDIT
10180510	Introduction to UI/UX	2
AIM		
	The aim of the "Introduction to UI/UX" elective is to provide students with a foundational understanding of User Interface (UI) and User Experience (UX) design. The course focuses on the principles, processes, and tools required to create intuitive, user-centered digital interfaces. Students will learn to design and evaluate user interfaces that offer a seamless and engaging user experience.	
CONTENT:-		
	<ul style="list-style-type: none"> ● Introduction to UI/UX <ul style="list-style-type: none"> ● Definition and importance of UI and UX ● Differences and relationships between UI and UX ● Overview of the UI/UX design process ☐ User Research and Analysis <ul style="list-style-type: none"> ● Understanding user needs and behaviors ● Conducting user interviews and surveys ● Creating user personas and scenarios ☐ Wireframing and Prototyping <ul style="list-style-type: none"> ● Sketching and low-fidelity wireframes ● Tools for creating wireframes (Sketch, Figma, Adobe XD) ● Building interactive prototypes ☐ Visual Design Principles <ul style="list-style-type: none"> ● Typography, color theory, and visual hierarchy ● Designing for different devices and screen sizes ● Creating style guides and UI kits ☐ Interaction Design <ul style="list-style-type: none"> ● Designing for touch, gesture, and voice interactions ● Principles of animation and micro-interactions ● Usability and accessibility considerations ☐ Usability Testing and Evaluation <ul style="list-style-type: none"> ● Planning and conducting usability tests ● Analyzing and interpreting usability test results ● Iterating on design based on user feedback ☐ Tools and Software <ul style="list-style-type: none"> ● Introduction to design and prototyping tools (Figma, Sketch, Adobe XD, InVision) ● Collaborative design tools and techniques ● Version control and design handoff ☐ Design Thinking and Problem-Solving <ul style="list-style-type: none"> ● Applying design thinking methodologies ● Problem definition and ideation techniques ● Case studies and real-world applications 	
METHODOLOGY:-		
	Lectures and Discussions, Software Training, Guest Lectures	
REFERENCE BOOK:-		
	<p>"The Design of Everyday Things" by Don Norman</p> <p>"Lean UX: Designing Great Products with Agile Teams" by Jeff Gothelf and Josh Seiden</p>	