



Ref: SDC/SET/01-24
Dt:17.03.24.



Welcome to SET:

SDC Education Transformation, an ecosystem dedicated to conducting industry-relevant workshops.

Our hands-on approach supplements academic learning, empowering students with practical skills beyond the curriculum.

We encourage student-led workshops, providing full support from topic selection to preparation.

Each workshop concludes with a capstone project, allowing participants to apply their knowledge.

Upon completion, participants receive recognition through awards and certificates, enhancing their professional credentials.

Join us in redefining education and shaping future industry leaders.



UI UX DESIGN USING FIGMA

Welcome to our UI/UX design workshop! Discover the essence of product design, wireframing, style guides, and design thinking. Unravel the intricacies of web design, accessibility, and research methodologies. Learn to streamline designs, craft compelling briefs, and optimize workflows with templates. Elevate your UI/UX prowess and thrive in the design.



In collaboration with

- Department of Computer Science & Engineering
- Areksoft.

Speakers :

1. Arekanti Dilip kumar. (Founder of Areksoft Technologies Private Limited)
2. Krishna (Co-founder Fly Masters).

Program details:

SET Series : 01

Topic : FIGMA

Date : 21.03.24

Duration : 10 am to 3:30 pm

Fee : Rs.150/- (Account details and Scan code are given in the last page).

(Lunch and the participation certificate provided).



List of topics covered:

S. NO	TOPIC	INDEX
1	Product Design	What is product design?
2		Designing Wireframes of food app
3		Low fidelity wireframes
4	Wireframing	Mid-fidelity wireframes
5		High-fidelity Wireframes
6		wireframe tools
7		When to skip wireframe
8		What is brand style guide?
9		Brand story
10		Target audience
11	Style Guide	Visual identity (Typography, font size, logo usage, imagery, iconography, and brand colour palette (RGB, HEX, and CMYK))
12		Brand Voice
13		Writing Guidelines
14	Design Thinking	The rise of design thinking
15		Empathize with your
16		Define your users' problems.
17		Ideate potential solutions.
18		Prototype and test concepts with users.
19		Implement your design.
20	Wireframe vs. mock-up	What is a wireframe?
21		What is a mock-up?
22	Human Computer Interactions	Sight, Touch. Sound, Voice, Spatial
2.3	Web or App Design	Web design vs. web development: What's the difference?
24	Design Ethics	What to consider?
25	Accessibility and Inclusion	Touch, See. Hear, Speak
26		Usability
27	Design Research	Firsthand research
28		Customer interviews
29		Second hand research
30	Reducing Design Complexity	How to reduce design complexity?
31	Design brief and	What is a design brief?
32	Templates	How to use templates to make the design faster?



OPPORTUNITIES AND YOUR CAPABILITIES.

OUTCOME:

After completing our workshop on UI/UX design, you'll emerge with a comprehensive skill set and deep understanding of designing exceptional user experiences. You'll have the ability to conceptualize and execute product designs effectively, employing wireframing techniques across various fidelity levels to communicate your ideas seamlessly. Crafting comprehensive style guides will become second nature, ensuring consistency and coherence in your designs.

Armed with design thinking methodologies, you'll empathize with users, define problems, ideate solutions, prototype, and implement designs that resonate. You'll master the art of human-computer interactions, differentiate between web design and development, and navigate design ethics with confidence. Additionally, you'll be equipped to conduct thorough design research, streamline processes, and effectively communicate design briefs using templates. With these skills, you'll be well-prepared to tackle real-world design challenges and make a meaningful impact in the field of UI/UX design.

Registration Link: <https://forms.gle/zVKH4hpSCbz3ZFLS8>

Dr.G.S.Bapi Raju
Chief Instructor, SDC



GRIETSDC
Development Through Skills
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PAY REGISTRATION FEE.



Or

Bank Transfer: A/C details:

Name : GRIET Skill Development Cell
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