



ST. XAVIER'S COLLEGE, MAPUSA GOA

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Nature of Event (Workshop, Guest Lecture, Add-on Course, Seminar, etc.)	Handson Series (Workshop)
Name of Department	Computer Science
Faculty In-Charge	Mr. Edwin D'Souza
Stratum of Event (College, State, Regional, National)	College
Title of Event	UI/UX Design
Date of Event	9th May, 2022
Venue	Room 211, St. Xavier's College, Mapusa
Resource Person details	Mr. Yesh Surve, Head Design Numadic IOT, Pvt. Ltd. Panjim, Goa
Objective/Scope of Event	Provide better understanding of UI/UX
Particulars of Event	<p>The department of Computer Science organized a workshop on UI/UX Design for the students of SYBsc and TYBsc on 10th May 2022. The resource person for the workshop was Mr. Yesh Surve, Head Design Numadic IOT, Pvt. Ltd. Panjim, Goa. The session began at 8.30 am with an introduction of the resource person. After the introduction Mr. Yesh Surve took over the session by asking the students question on whether they are aware of the term "UI/UX" design, its scope and job prospects. After a brief discussion he started the session by explaining the definition of the term UI/UX design. He said that While both UI and UX design are often placed on the same pedestal, they are fundamentally different, and beginners should understand the difference between the two. A UI (User Interface) deals with the application's graphical layout, which includes buttons, screen layout, animations, transitions, micro-interactions, and so on. In short, UI is all about how things look. UI design includes the following formats:</p> <ul style="list-style-type: none"> • Graphical User Interface (GUI): GUI design involves how users interact with the visuals and digital control panels of a system. The computer's desktop is an

example of a GUI.

- Voice-controlled Interface (VUI): VUI design deals with the interaction between a user and a system using voice. Smart assistants like Bixby for Samsung mobile devices and Siri for iPhones are examples of VUIs.
- Gesture-based Interface: This is mostly used in virtual reality (VR) and other gesture-based design scenarios, which deal with the engagement of users within 3D spaces.

He further went on to explain that for good UI design, you should take the following characteristics into consideration:

- The design should be focused on helping users complete tasks quickly with minimum effort. Completing tasks should be a seamless experience.
- It should be enjoyable, satisfactory, and free from frustration.
- The UI design should communicate the brand value of the company/organization.

On the other hand, UX (User Experience) design deals with how users interact with the system. Logical navigation and how smooth and intuitive the experience is all fall under UX design. In short, this type of design helps users have a positive experience.

He explained the steps in UX design as follows :

- Interaction Design deals with how users can complete their tasks effortlessly by using the interactive components of a system (page transitions, animations, buttons, and so on).
- User Research involves conducting extensive research, collecting feedback and ideas from new or existing customers, understanding end user needs, and making design decisions based on these parameters.
- Information Architecture involves the organization of information and content that users need to do their tasks. This requires a UX designer to understand the

	<p>relationship between different sets of content and present them in the most understandable way possible.</p> <p>For good UX design, he said, you should follow these practices:</p> <ul style="list-style-type: none"> • The product should be easily usable, logical, and self-explanatory. • The product should solve user’s problems. • The product should be accessible and usable to a wide range of people. • The product should create a positive experience for the user, allowing them to complete tasks without frustration. <p>He explained design with five fundamental psychological concepts: affordances, signifiers, constraints, mappings, and feedback.</p> <p>Following this he gave a lot of real life examples on good design and bad design. And how it effects the user experience. Why user experience is valued and how it may lead to the success and failure of a product.</p> <p>The workshop ended with a question and answer session, following the vote of thanks.</p>
Outcome of Event	Participants are able to use better UI/UX in their applications.
Feedback	Good.

Total No. of Participants 43

Photographs :



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