KONGUNADU ARTS AND SCIENCE COLLEGE (AUTONOMOUS)
Re-accredited by NAAC with A+ Grade - 4th cycle,
College of Excellence – UGC
29th Rank among Colleges in NIRF 2023
Coimbatore - 641 029, Tamil Nadu, India

DEPARTMENT OF COMPUTER SCIENCE (Aided)

Hands-on-Training-High Quality User interface Design

Supported by

DBT STAR COLLEGE SCHEME

REPORT

Name of the Event	Hands-on-Training-High Quality User interface Design
Date	10-10-2023
Time	10.00 A.M
Resource Person With Designation	Mrs.V.Brindha, Assistant Professor, Department of Computer Science, Suguna College of Arts and Science, Coimbatore.
Venue of the Programme	LAB -VII
Objectives of the Programme	• To make the students understand user interfaces and user interface design. • To understand the high-quality interfaces and the concepts of quality interface designs.
Outcome of the Programme	● Students learnt about the concept of User Interfaces and User Interface Design. ● Learnt the Good Charateristics of a High Quality User Interface Design. ● Acquired knowledge about UX Design. ● Exposed to Real Life High Quality User Interface Designs.
Number of Beneficiaries with Class (Both Students and Faculty)	Students: III B.Sc and II B.Sc students – 54 Total Number of Beneficiaries: 54

Report in detail :

The Hands-on Training on high quality interfaces was conducted to provide participants with practical skills and knowledge in creating visually appealing and user-friendly interfaces. The workshop commenced with an introduction to UI design principles, emphasizing concepts such as visual hierarchy, typography, color theory, and layout. Participants were introduced to popular UI design tools by engaging in hands-on exercises to familiarize themselves with these tools and software.

Throughout the workshop, participants explored wire framing and prototyping techniques, learning how to create wire frames and prototypes to visualize UI layouts and interactions effectively. Practical sessions focused on visual design elements, including icons, buttons, forms, and navigation menus, allowing participants to design visually appealing UI components using design tools. Responsive design strategies were also covered, along with considerations for ensuring accessibility and inclusivity in UI design.

One of the highlights of the workshop was the focus on user testing and feedback, where participants learned techniques for conducting user testing and gathering feedback on UI designs. The iterative design process based on user insights and usability testing results was emphasized, empowering participants to refine their UI designs based on real user feedback.

Overall, the Hands-on Training successfully equipped participants with practical UI design skills, tools, and techniques. Participants gained a comprehensive understanding of UI design principles and advanced techniques, enabling them to create visually appealing, interactive, and user-centring UI designs that enhance user experience across various digital platforms. The workshop fostered a hands-on learning environment, empowering participants to apply learned concepts effectively in their design projects.