

KARNATAK LAW SOCIETY'S
GOGTE INSTITUTE OF TECHNOLOGY

UDYAMBAG, BELAGAVI-590008

(An Autonomous Institution under Visvesvaraya Technological University, Belagavi)

(APPROVED BY AICTE, NEW DELHI)



SKILL LABS

FOR

3rd Semester Information Science & Engineering Students

DEPARTMENT OF
Information Science & Engineering
KLS GOGTE INSTITUTE OF TECHNOLOGY



UI/UX DESIGN SKILL LAB

FOR

Students of 3rd Semester

Overview

This UI/UX Skill Lab equips engineering students with practical design skills that are highly relevant to modern engineering challenges, especially in the context of emerging technologies like AI, IoT, and AR/VR. By combining design expertise with their engineering backgrounds, students enhance their employability in fields that require cross-functional collaboration and user-centric design solutions.

Job Prospects- UI/UX Designer, Product Designer, **Prototyping Specialist**, Software and Mobile App Development

Mode of Conduction of each Module

Theory: 2 Hours/Day
Demo: 1 Hour/Day
Lab sessions: 3 Hours/Day
Total duration: 6 Hours/day
Certification exam: 2 Hours

Module 1: Figma Fundamentals and UI/UX Basics

Introduction to Figma's interface, key UI/UX design principles, and creating reusable components.

Module 2: Advanced Design Techniques and Vector Editing

Delving deeper into vector tools, advanced typography, color styles, and building cohesive design systems.

Module 3: Prototyping and Interactivity

Focus on building interactive prototypes, adding animations, and gathering feedback through user testing.

Module 4: Collaboration, Handoff, and Design Systems

Collaborative design processes, preparing files for developers, and building scalable design systems.

Coordinators

Names:

- 1) Dr.K.S.Mathad, 9844665758, mathadks@git.ed
- 2) Dr.S.B.Deshpande , 9035280717, sbdeshpande@git.ed
- 3) N.V.Karekar , 9916609481, nvkarekar@git.edu

Outcomes

1. The skill will provide students with the ability to implement the key principles of UI/UX design in Figma, along with creating visually attractive and user-friendly interfaces for digital products and software applications.
2. Enable students to design interactive, clickable prototypes that simulate real-world user experiences, preparing them for roles in product development and user testing across various emerging technologies.
3. Students will be trained to collaborate seamlessly with cross-functional teams using Figma's cloud features, while also mastering developer handoff and version control to streamline project workflows.

Acceptance

In order to accept and start the training program, students are required to register with the respective department. Details to be provided by the student to the department include: **Name, USN, UID, Mobile No, Email id**

Terms and Conditions

- Only students who have paid a skill lab fee to the institution are eligible for the training.
- The students must maintain 90% attendance for obtaining the skill lab certificate.
- Students must attend training as per scheduled time