



AVINASHILINGAM INSTITUTE FOR HOME SCIENCE AND HIGHER EDUCATION FOR WOMEN

Deemed to be University Estd. u/s 3 of UGC Act 1956, Category A by MHRD [Now MoE]

Re-accredited with an 'A++' Grade by NAAC CGPA 3.65/4 ,Category I BY UGC

Coimbatore – 641 043, Tamil Nadu, India

Report



Workshop on User Interface(UI) & User Experience(UX) 03rd - 04th March 2025

By

Centre for Machine Learning and Intelligence (CMLI)
with
Scopik Edutech Pvt Ltd, Chennai

Invitation

**Avinashilingam Institute for Home Science and Higher Education for Women**
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Coimbatore - 641 043, Tamil Nadu, India.

**CENTRE FOR MACHINE LEARNING AND INTELLIGENCE**

**Scopik Edutech Pvt Ltd**

Organizes
Two Day Workshop
on
USER INTERFACE & USER EXPERIENCE

Participants
I B. Sc Augmented Reality & Virtual Reality

**Monday & Tuesday**
03 & 04 Mar , 2025

**9:45 am - 4:30 pm**


Ms. Subashini R S
Associate UX/UI Designer
Cynnent , Bangalore

About Resource person

Ms. Subashini R.S is a dedicated Associate UI/UX Designer with two years of professional experience in Cynnent, Bangalore. She pursued her education at PSGR Krishnammal College for Women from 2019 to 2022. She developed a solid foundation in design principles and user experience methodologies. With a strong focus on detail and a user-centric mindset, she excels in designing seamless and visually engaging digital experiences. Her expertise includes user research, wireframing, prototyping, and usability testing, ensuring that digital products are both functional and aesthetically appealing.

Agenda

Program Schedule

Day 1

(3/3/2025)

9:45 am to 9:50 am	Prayer song by Ms Sudandiranachini S.P I BSc AR & VR
9:50 am to 9 :55 am	Welcome address Ms Vasundra R.S, Faculty Cum Coordinator, Scopik Edutech Pvt Ltd
9:55 am to 11:30 am (Session I)	Introduction to UX & fundamentals
11:30 am to 11:45 am	Break
11:45 am to 01:00 pm (Session II)	UX Research and user insights
01:00 pm to 01:45 pm	Lunch
1:45 pm to 3:00 pm (Session III)	UX Design prototyping
3:00 pm to 3:15 pm	Break
3:15 pm to 5:00 pm (Session IV)	Usability testing and Practice.

Program Schedule

Day 2

(4/3/2025)

Time	Sessions
9:55 am to 11:30 am (Session I)	UI Design and fundamentals
11:30 am to 11:45 am	Break
11:45 am to 01:00 pm (Session II)	Current UI Trends and Creating Style Guide
01:00 pm to 01:45 pm	Lunch
1:45 pm to 3:00 pm (Session III)	Design System. and prototyping for vi. Adobe XD tool.
3:00 pm to 3:15 pm	Break
3:15 pm to 4:50 pm (Session IV)	Refining UI Designs & Evaluation
4: 50 pm to 4:55 pm	Vote of Thanks Ms V Abirami, Faculty UI UX, Scopik Edutech Pvt Ltd
4 :55 pm to 5 :00 pm	Feedback Collection

Objective

The objective of this workshop was to provide hands-on training and practical demonstrations on essential UI/UX design principles and best practices, equipping participants with the skills to create intuitive user interfaces and user experiences. This workshop was facilitated by Scopik Edutech Pvt Ltd, Chennai, and supported by the Centre for Machine Learning and Intelligence (CMLI) to empower participants to design intuitive, user-focused, and engaging digital experiences.

Prayer

The workshop commenced with a prayer song by Ms Sudandiranachini S.P I BSc AR & VR student.



Figure 1: Prayer song by Ms Sudandiranachini S.P

Welcome address

The welcome address was given by Ms Vasundra R.S, Faculty Cum Coordinator, Scopik Edutech Pvt Ltd, Chennai. She welcomed R.S. Subashini, Associate UI/UX Designer, Bangalore. She welcomed the Faculty Member and all the participants.



Figure 2: Welcome address by Ms Vasundra R.S

Day 1 - 3/3/2025

Session I: Introduction to UX & Fundamentals

This session introduced participants to the core principles of User Experience (UX) Design and its significance in digital products. It covered the essential aspects of UX, such as usability, accessibility, functionality, and responsiveness. Attendees gained an understanding of how user experience shapes product design and influences user satisfaction. The session also highlighted key concepts that ensure seamless interaction between users and digital interfaces.



Figure 3 : Session 1 - Interaction with students

Session II: UX Research and User Insights

User research was a crucial step in UX design, as it helped designers create products that truly met user needs. This session explored various UX research methodologies, such as interviews, surveys, and usability studies, to gather insights into user behavior. Participants learned how to develop user personas and map user journeys, helping them design more intuitive and user-centered products.



Figure 4 : Session 2 - UX Methodology

Session III: UX Design & Prototyping

This session delved into the practical aspects of UX design by introducing wireframing and information architecture. Participants learned how to create structured layouts that enhanced navigation and usability. The session also covered prototyping, a crucial step in the design process that allowed designers to visualize and test their ideas before development. Hands-on exercises provided participants with experience in creating low-fidelity prototypes.



Figure 5 : Session 3 - Information Architecture

Session IV: Usability Testing and Practice

Usability testing was vital for refining and improving designs based on real user feedback. This session introduced different usability testing methods, including moderated and unmoderated tests, A/B testing, and heuristic evaluations. Participants engaged in group activities, peer reviews, and Q&A sessions to apply usability testing concepts in practice. The session provided hands-on experience in evaluating and enhancing user interfaces, and the resource person discussed UI/UX job opportunities.



Figure 6 : Session 4 - Practical Activity

Day 2: UI Design Principles & Industry Practices

Session I: UI Design and Fundamentals

This session focused on User Interface (UI) Design principles, ensuring that digital products were visually appealing, consistent, and easy to navigate. Participants explored concepts such as visual hierarchy, color theory, typography, and layout design to create aesthetically pleasing and user-friendly interfaces. The session emphasized how clarity and consistency contributed to an engaging user experience.



Figure 7 : Session 1 - UI Design

Session II: Current UI Trends & Creating Style Guides

Understanding current UI design trends was essential for staying relevant in the fast-evolving tech industry. This session covered the latest UI trends, including neomorphism, dark mode, minimalism, and micro-interactions. Participants also learned the importance of creating style guides to maintain design consistency across products. The session included hands-on exercises in component creation, auto-layout, and evaluating competitor interfaces to ensure UI designs aligned with brand identity.



Figure 8 : Session 2 - UI Trends

Session III: Design Systems & Prototyping with Adobe XD

A design system was a collection of reusable UI components that ensured uniformity across a product. This session introduced participants to design system creation, wireframing, and high-fidelity prototyping using Adobe XD. Attendees gained hands-on experience in designing structured and scalable UI components, leading to more efficient product development workflows.



Figure 9 : Session 3 - Wireframing

Session IV: Refining UI Designs & Evaluation

The final session focused on evaluating and refining UI designs through usability and accessibility testing. Participants learned how to test interfaces for compliance with accessibility standards and conduct heuristic evaluations. The session also covered polishing visual designs, gathering feedback, and conducting a final review. A concluding Q&A and group discussion allowed participants to share their learning experiences and receive feedback on their designs.

This workshop ensured that participants gained a comprehensive understanding of UI/UX design, combining theoretical knowledge with hands-on practice to create user-friendly digital products.



Figure 10 : Students Feedback

Vote of thanks

The vote of thanks was given by Ms V Abirami , Faculty UI UX, Scopik Edutech Pvt Ltd, who expressed heartfelt gratitude to the resource person, Ms Subashini R.S for her insightful contributions throughout the workshop. She extended her thanks to Dr. P. Subashini, Coordinator of Centre for Machine Learning and Intelligence and Dr. Krishnaveni. M, Co-Coordinator of Centre for Machine Learning and Intelligence , for their support and leadership. Appreciation was also given to Scopik Edutech Pvt Ltd, whose collaboration made the workshop possible. Special thanks were offered to the organizing team for their dedication, and to the participants for their active engagement.

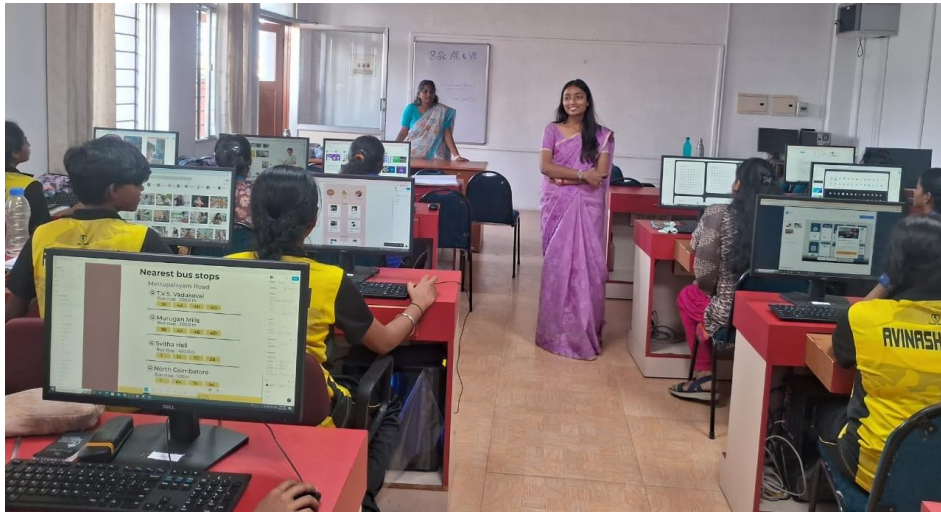
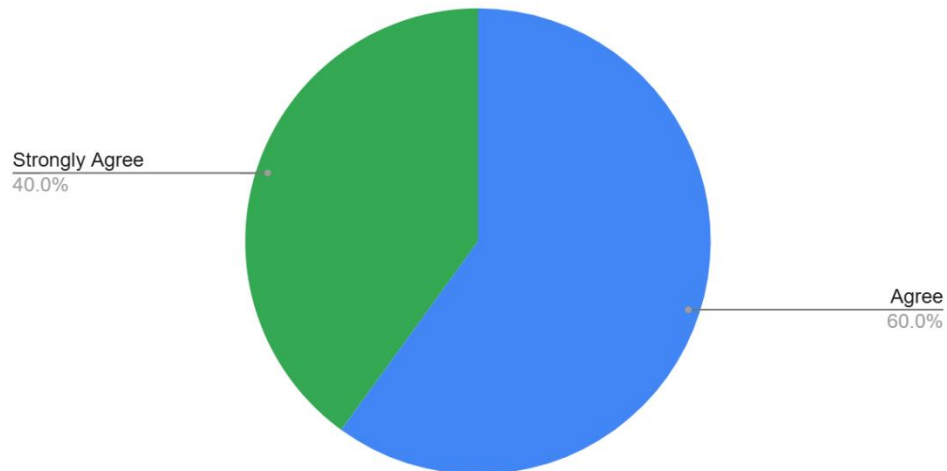


Figure 11 : Vote of thanks by Ms. Abirami V

Feedback for the workshop

Was the lecture delivered by the Resource person fulfilled your expectation level on the topic?



Additional Feedback/Suggestions:

20 responses

They clearly explained a lott , I am very happy about learning new things.. the class was very clear and in understandable form..

Mam your teaching was good, you thought me good mam.

The two days class was so wonderful and joyful i learning many fools and website and creating own design for overall work thank you for the workshop

I am understant mam teaching I learn two softwarefor UI and UX

It's more interesting .
We learn more thing in UI-UX

It's was very useful and we have learnt lots of things in this work shop

Good

The session was intractive and useful.

Outcome of the workshop

Team A

Team Members

Avanthika. K(24UAV002)
Dhanya kumari. P (24UAV004)
Nithyashree S(24UAV010)
Supriya M(24UAV018)

Problem Statement

Many people are unfamiliar with Augmented Reality (AR) and Virtual Reality (VR), their applications, and how they work. Traditional learning resources, such as articles and videos, often lack interactivity and fail to provide an engaging, hands-on experience. There is a need for an application that educates users about AR and VR concepts, technologies, and real-world applications. This application will make it easier for users to explore about AR and VR.

Team B

Team Members

Aasika D(24UAV001)
Kaniska Lakshmi R.S. (24UAV008)
Nithiya C.T. (24UAV009)
Puvithaa M.K (24UAV012)

Problem Statement

Many beginners find Adobe Illustrator difficult to learn because of its complex interface and numerous tools. Traditional methods, like long tutorials and text-heavy guides, can be overwhelming and lack interactive, hands-on practice. A learning application is needed to make Adobe Illustrator easier to understand. This application helps users build confidence in their design skills by offering a practical and engaging way to learn Illustrator.

Team C

Team Members

R. Priyadharshini(24UAV011)
P. Sountharya(24UAV016)
Fathima Khurshidhuren Sadikat (24UAV005)
Roshini. N(24UAV014)

Problem Statement

Learning to code can be challenging for beginners, especially with traditional methods that rely on text-heavy lessons and complex syntax explanations. Many learners struggle with engagement, motivation, and applying coding concepts in a practical way. There is a need for a game-based coding education application that makes learning interactive and fun. By transforming coding into an enjoyable and interactive experience, this application will help learners grasp programming concepts more effectively, stay motivated, and develop problem-solving skills in a gamified environment.

Team D

Team Members

Gopika P(24UAV019)

Gopika J(24UAV006)

Dhanu Shree R(24UAV020)

Bhuvana Shree K(24UAV003)

Problem Statement

Customer often face difficulties in finding specific products in large malls, leading to wasted time and frustration. Traditional mall directories and store maps can be confusing, and asking for directions may not always be convenient. There is a need for a smart shopping application that provides a searchable list of products along with their exact locations within the mall. The app should allow users to quickly find stores, view product availability, and navigate efficiently to their desired items.

Team E

Team Members

Janaha .B(24UAV007)

Reena .C(24UAV013)

Salinidevi .N(24UAV015)

Sudandiranachini S.P(24UAV017)

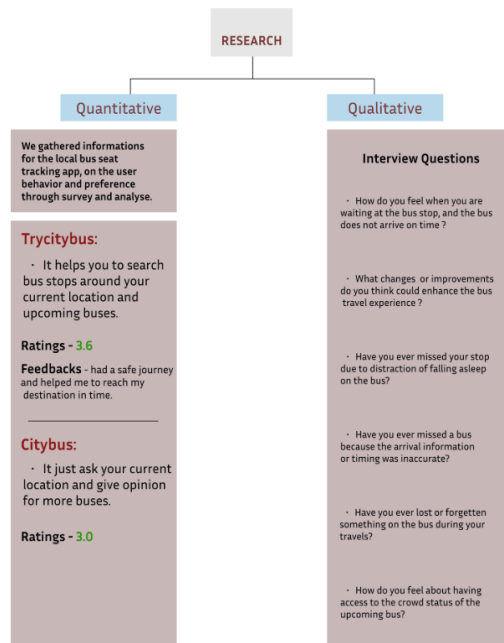
Problem Statement

Public buses are the primary mode of transportation for many people who travel every day, including professionals and students. It is challenging to effectively regulate daily habits, though, because erratic bus schedules frequently cause delays and annoyance. To guarantee on-time arrivals, available seating, and a hassle-free, safe trip, a reliable and effective public transportation system is required.

User Experience and User Interface



User Journey



Research

EMPATHY MAPPING

"I wish I could find a seat on the bus before its too late"

"Will I get a seat in on the bus today"




"To find a seat on the bus in advance"

"Frustrated when unable to find a seat " or "received when abled to find a seat"

Empathy mapping

CREATE PERSONA

User Persona



Name : Jasmin
Age : 35
Occupation : Professor
Education : Phd
Status : Married
Location : T-Nagar ,Chennai

Jasmin is a Professor in Chennai engineering college who depends on public buses for a daily travel. She values reliable and efficient transportation to manage her busy work scedule.

PERSONALITY

Introvert	Extrovert
Feeling	Thinking
Busy	Time rich
Messy	Organised
Independent	Team player

Interest

- Loves to travel with family and friends.
- Interested in exploring new technologies.
- On weekends she tries to cook new recopies for her childrens.

Goals

- To get a seat on bus .
- Experience a safe and secure bus journey.



Needs and Expectation

- Simple and quick ticket purchase process.




Pain Points

- Frustrated with unreliable bus schedules.

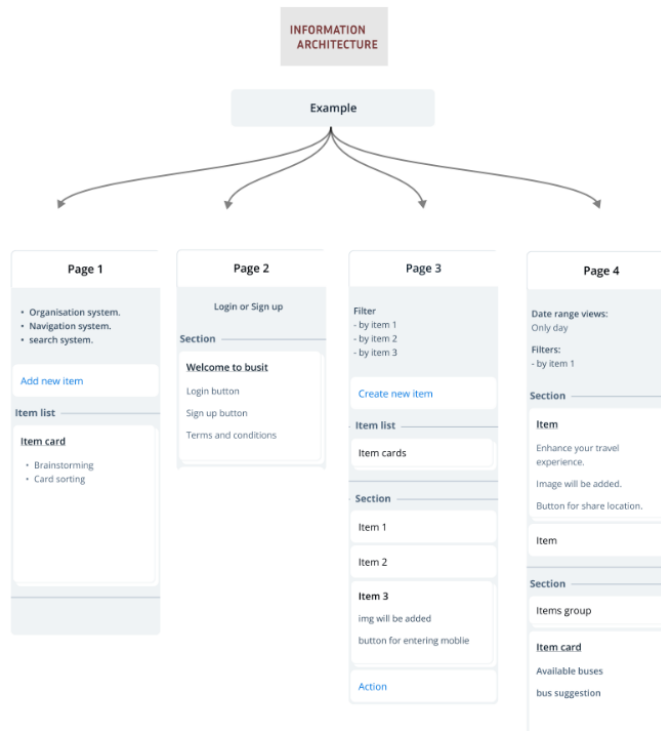
Payment Medium

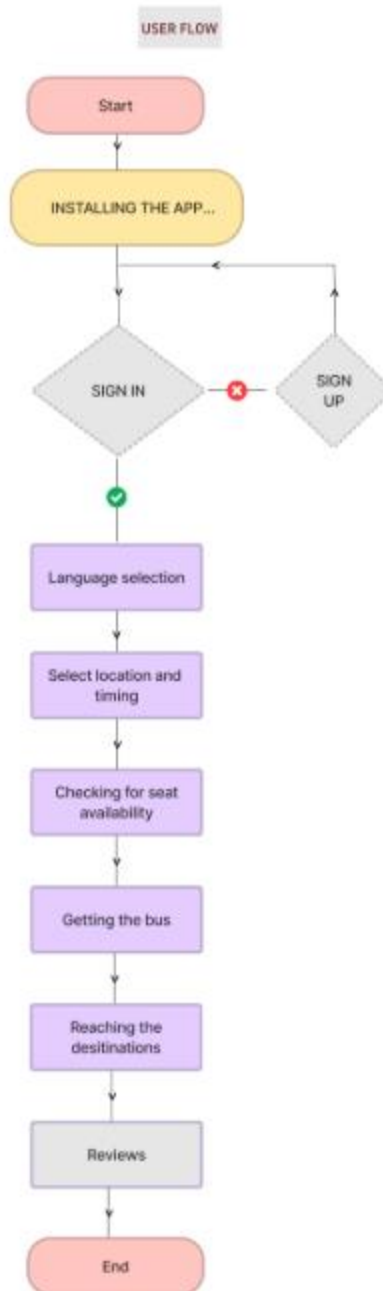
Social media used

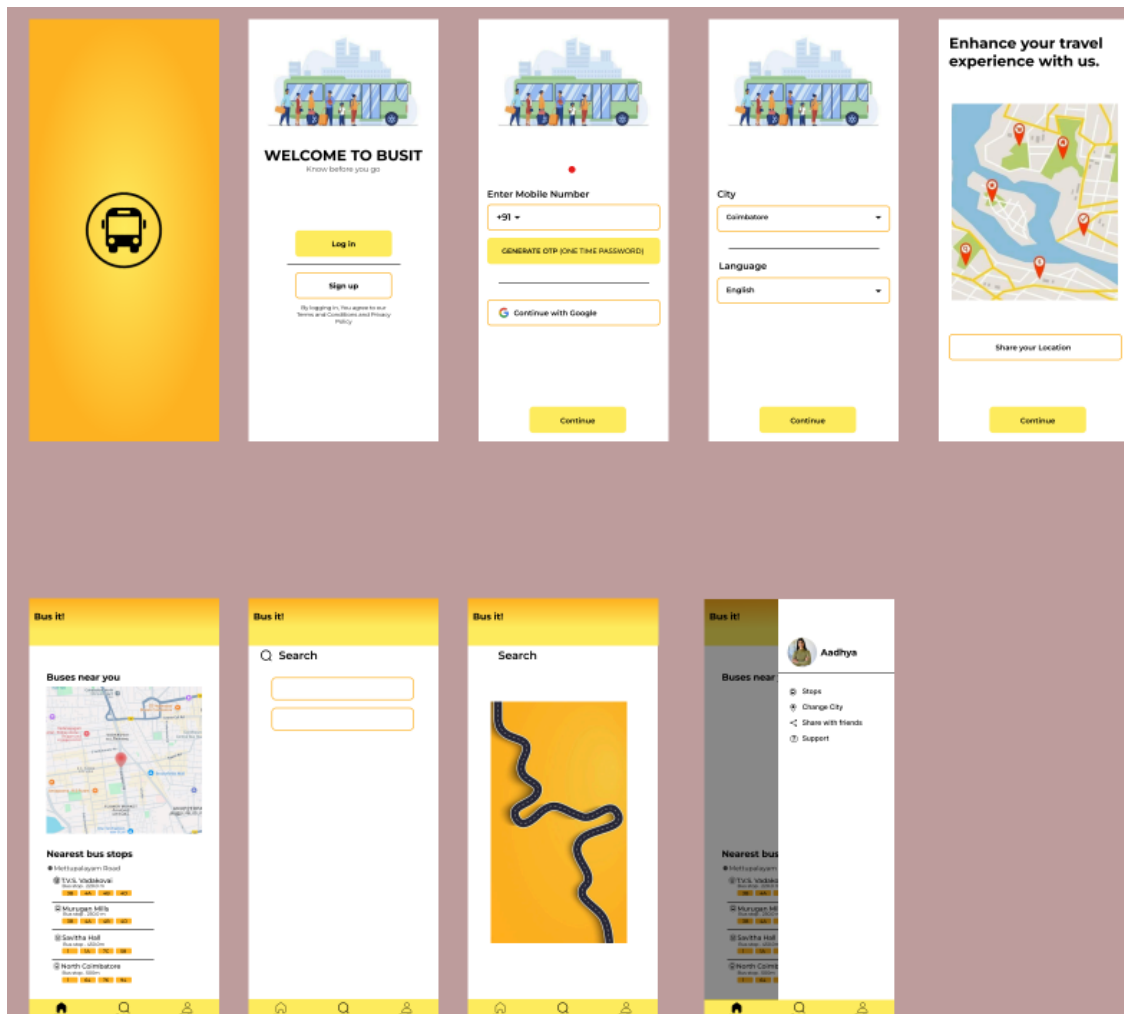
Persona



Information Architecture



User Flow



UI Design