



SDC Education Transformation (SET) series – 01 **FIGMA WORKSHOP (UI/UX)**

Workshop on **UI/UX Design using FIGMA** conducted by Skill Development Cell
Student Body (SDC-SB)

Conducted on	: 21-03-2024
Duration	: 1 day
Mode of training	: Offline
Venue	: CSE Block (Room no. : 1407)
Registration Fees	: 150
Total number of participants	: 114
Resource Person	: Arekanti Dilip kumar (Founder of Areksoft Technologies Private Limited) & Krishna (Co-founder Fly Masters).

The UI/UX design workshop conducted using Figma aimed to provide participants with hands-on experience in creating user interfaces and enhancing user experiences. Figma, a collaborative interface design tool, was chosen for its versatility and ease of use in collaborative environments.

Objectives of the workshop

1. **Understand the principles of UI/UX design:** This objective aimed to provide participants with a foundational understanding of the principles that guide user interface and user experience design. By learning about concepts such as usability, accessibility and visual hierarchy.

- 2. Familiarize participants with the Figma interface and its key features:** Figma is a powerful tool for UI/UX design, but it can be intimidating for beginners. By becoming comfortable with Figma, participants could focus more on the design process itself rather than struggling with the software.
- 3. Learn to create wireframes and prototypes using Figma:** This objective aimed to develop participants' practical skills in using Figma to translate design concepts into tangible artifacts. By learning how to create wireframes, prototypes, and design, participants gained hands-on experience in different stages of the design process.
- 4. Explore best practices for designing intuitive user interfaces and enhancing user experiences:** Designing user interfaces that are intuitive, aesthetically pleasing, and accessible requires a deep understanding of best practices and design principles. This objective aimed to expose participants to a range of best practices related to layout design, typography, color theory, information architecture, and interaction design. By studying examples of good and bad design, participants learned how to apply these principles to their own projects effectively.

The UI/UX design workshop using Figma provided participants with valuable skills and insights into the world of user interface and user experience design. By combining hands-on exercises with theoretical concepts, the workshop empowered participants to create engaging and user-friendly digital products. Going forward, participants are encouraged to continue practicing their skills and exploring new design trends and techniques.

Outcome: Participants gained practical experience in using Figma to create wireframes, prototypes, and design. Participants developed a deeper understanding of UI/UX design principles and best practices.

Event photos are available at : <https://www.grietsdc.in/sdcsb.html>

Dr. G.S.Bapi Raju

M.Tech (CSE), M.Sc (Nuclear.Phy), Ph.D,

MBA (HR & FIN), IDCPA (NCC,UK),

MCSE, CCNA, AWS, PCCET

Accredited instructor for AWS, CISCO etc.

Professor & Dean (Internships)

Department of CSE,

Gokaraju Rangaraju Institute of Engineering and Technology