JEPPIAAR
ENGINEERING COLLEGE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Subject Name: CCS370 – UI and UX Design

Year/ Semester: III/ VI

Faculty Name: Ms. M. Arshiya Mobeen

Academic Year: 2024–2025

Title of Activity:

Enhancing UI/UX Design Skills Using Figma

Objective of the Activity:

To introduce students to **Figma**, a modern UI/UX design tool, enabling them to develop industry-relevant skills by designing a real-world mobile application prototype. This aligns with experiential and skill-based learning objectives of CCS370.

CO & PO Mapping

Understand the fundamentals of UI/UX design principles	CO1
Design/Development of Solutions	PO3
Modern Tool Usage	PO5
Lifelong Learning	PO12

Tool Used:

Figma – UI/UX Design & Prototyping Tool

- Cloud-based, allows real-time collaboration

- Free education plans for classroom use

- Includes design systems, auto layout, components, prototyping

Learning Outcomes for Students:

- Developed ability to empathize with user needs

- Understood design thinking principles

- Created industry-style interactive UI/UX prototypes

- Improved teamwork and creative problem-solving

- Familiarized with toolsets used by professional designers

Assessment Method:

- Evaluation based on design process documentation

- Figma prototype submission

- Peer review and reflection report

- Presentation and walkthrough of user flow

Impact & Outcome:

- Increased student engagement and participation

- Bridged academic learning with practical design tools

- Encouraged creativity and design innovation

- Prepared students for UI/UX internships and placements

- Promoted usage of open-source and industry-grade tools