# PVP SIDDHARTHA INSTITUTE OF TEHNOLOGY, KANURU, VIJAYAWADA (AUTONOMOUS) INFORMATION TECHNOLOGY

## **USER EXPERIENCE (UX) DESIGN**

Course Code	20SO8356	Year	II	Semester	I
<b>Course Category</b>	SO	Branch	IT	<b>Course Type</b>	Lab
Credits	2	L-T-P	1-0-2	Prerequisites	-
Continuous Internal Evaluation	-	Semester End Evaluation	50	Total Marks	50

Course Outcomes						
Upon Successful completion of course, the student will be able to						
CO1	Identify the significance of user experience and interaction design and recognize various aspects of Adobe XD workspace.	L2				
CO2	Use various drawing tools used in UX design.	L3				
CO3	Demonstrate various operations on Text and Images in UX design.	L3				
CO4	Discover the process of UX design for Mobile	L3				
CO5	Demonstration of designing wireframes and prototypes for Mobile and Web applications.	L3				

	Contribution of Course Outcomes towards achievement of Program Outcomes &													
	Strength of correlations (3:Strongly, 2: Moderately, 1:Slightly)													
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	1													1
CO2					3									3
CO3					2									2
CO4				2										3
CO5			3	3										3

Unit No Contents  Overview of Web and Mobile Design Process: Challenges of Designing, designing for screens, Designing for Interaction. Introduction to Adobe (XD) Experience Design — Design and Prototype workspace in Adobe XD, Using Keyboard.  Practical Exercises:  1. Identify and explore Adobe XD interface, Workspaces, various panels, menus.  Using Adobe XD's Drawing tools: Adding Shapes, Shapes and Properties, stacking order, Working with Layers, Combining Objects into symbols, Drawing objects with Pen tool  Practical Exercises:  1. Practice different shapes available in Adobe XD and explore their properties. 2. Exercise on stacking various shapes and working with layers. Exercise on combining objects to form symbols/components like Textboxes, Buttons, 3. Dropdown lists, Checkboxes, Radio boxes. 4. Exercise on drawing different shapes using Pen tool.  Working with Text and Images: Understanding fonts, Formatting Text, Text bestpractices. Image File Types, Scaling and rotation, working with SVG  Practical Exercises:  1. Exercise on working with images: scaling rotation, working with SVG.  Artboard and Content Grids: Artboard basics, creating place holders, Repeat Grid, Formatting placeholders. Designing for Mobile - Responsive web design, Creating App designs, Mobile Web designs.  Practical Exercises:  1. Exercise on using Artboards, grids and placeholders. 2. Exercise on Mobile and Responsive design.  Creating Interactive Prototypes: Prototype workspace, creating links — Interacting limitations, Previewing Prototypes — Desktop & Mobile, Using prototypes for Leshility Texts.	
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Artboard and Content Grids: Artboard basics, creating place holders, Repeat Grid, Formatting placeholders. Designing for Mobile - Responsive web design, Creating App designs, Mobile Web designs.  Practical Exercises:  1. Exercise on using Artboards, grids and placeholders. 2. Exercise on Mobile and Responsive design.  Creating Interactive Prototypes: Prototype workspace, creating links – Interacting limitations, Previewing Prototypes – Desktop & Mobile, Using prototypes for Usability Tests.	CO3
Creating Interactive Prototypes: Prototype workspace, creating links – Interacting limitations, Previewing Prototypes – Desktop & Mobile, Using prototypes for Usability Tests.	CO4
Create a wireframe for any sample application (Web and Mobile).     Create a prototype for the above designed wireframes with interactions.  Learning Recourses	CO5

#### **Text Books**

1. Beginning Adobe Experience Design: Quickly Design and Prototype Websites and Mobile Apps, by Rob Huddleston, Apress.

#### References

1. Jump Start Adobe XD, by Daniel Schwarz, Sitepoint.

### **E-Recourses and other Digital Material**

- 1. The Basics of User Experience Design Ebook, by Interaction Design Foundation.https://www.interaction-design.org/ebook
- 2. UI/UX Design Specialization Coursera: <a href="https://www.coursera.org/specializations/ui-ux-design">https://www.coursera.org/specializations/ui-ux-design</a>
- 3. UX Prototyping edX <a href="https://www.edx.org/course/ux-prototyping">https://www.edx.org/course/ux-prototyping</a>