

DEPARTMENT OF COMPUTER SCIENCE & DESIGN

Faculty Name/s: Mrs.Divya N				Academic Year: 2025-26				
Department: Computer Science & Design								
Course Code	Course Title	Core/Elective	Prerequisite	Teaching Hours/Week				Total Hrs/ Sessions
				L	T	P	S	
BCGL606	UI/UX LAB	Core	Basic knowledge of computers , Basic design concepts	-	-	2	-	28
<p>Course objectives: This course (BCGL606) will enable students to:</p> <p>CLO1: To explore and understand the nuances of User Experience and User Interface.</p> <p>CLO2: To gain mastery over the usage of Figma for designing and prototyping UI/UX .</p> <p>CLO3: To understand user requirement and translate it into UI/UX prototype.</p> <p>CLO4: To analyse apps and websites and understand how they can be continually improved .</p> <p>CLO5To understand the UI components and interactions being used in different apps and websites.</p>								
Topics Covered as per Syllabus								
Experiments								
<ol style="list-style-type: none"> 1 . Chat App Redesign: Create a Wireframe and redesign any popular chat app. 2 . Food App: Create a wireframe, Design and Prototype the UI Pages for the food application. 3 . Social Media App: Create a wireframe, Design and Prototype social media photo sharing app. 4 .Product Website: Design and prototype a product website page. Create web pages and rollovers for the web pages. 5 Travel Agency Website: Create a wireframe, Design and prototype the UI for the website including design for Home Page with search bar, Activities page, Client Testimonial Page, Image Gallery. 6 UI/UX Designer Portfolio Design: Create a wireframe, Design and prototype a UI for a portfolio including design for About page, Work showcase page, Blog page, contact page. 7 Dashboard Design: Create a wireframe, Design and Prototype Dashboard UI page, add some Dashboard details, statistics and graphs, Add dropdown options for some dashboard details 8 E-Commerce Website: Create a wireframe, Design and prototype Web pages including product category pages (example: mobiles, gaming consoles, Speakers), product pages in each category, buynow page, add to cart page 9 Educational Website: Create a wireframe, Design and Prototype the UI for an educational website - Include a Homepage with footer, About Us Page, Programs page, Instructors page, Pricing page, Payments page with radial buttons. Design dropdowns for programs button. 10. Music Player App: Create a wireframe, Design and prototype the pages with a background and a Rollover button, and Song selection Page with a Home Rollover button. The third page may include animated play and pause button, play music animation. 								

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Web links and Video Lectures (e-Resources):

- <https://www.figma.com/>
- <https://www.udemy.com/course/learn-figma-web-design>
- <https://www.udemy.com/course/figma-2023-master>

Course Outcomes: Students will be able to

CO1: Apply the basics of wireframing in designing apps and Websites.	L3
CO2: Make use of Figma for designing and prototyping UI/UX for different types of apps and Websites.	L3
CO3: Analyse user requirements and translate the requirements to design prototypes.	L3
CO4: Demonstrate the UI/UX concepts applied when designing the prototype of apps and Websites.	L3
CO5: Develop (redesign) the existing apps & Websites with customized design.	L3

Internal Assessment Marks (50): The sum of two tests – conduct for 100 marks and then scale down to 20 marks, LCR Component (30 marks). Total CIE marks will be of **50 marks**.

The Correlation of Course Outcomes (CO's) and Program Outcomes (PO's)

Subject Code:	BCGL606			UI/UX Lab			Faculty Name:			Mrs.Divya N			
List of Course Outcomes	Program Outcomes												Total
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	
CO-1	3	3	2	-	3	-	-	-	-	-	-	-	11
CO-2	3	3	2	-	3	-	-	-	-	-	-	-	11
CO-3	3	3	2	-	3	-	-	-	-	-	-	-	11
CO-4	3	3	2	-	3	-	-	-	-	-	-	-	11
CO-5	3	3	2	-	3	-	-	-	-	-	-	-	11
Total	15	15	10	-	15	-	-	-	-	-	-	-	55

Note: 3 = Strong Contribution 2 = Average Contribution 1 = Weak Contribution - = No Contribution

The Correlation of Course Outcomes (CO's) and Program Specific Outcomes (PSO's)

Subject Code:	BCGL606		UI/UX Lab		Faculty name: Mrs.Divya N	
List of Course Outcomes	Program Specific Outcomes					
	PSO1		PSO2		Total	
CO-1	3		-		3	
CO-2	3		-		3	
CO-3	3		-		3	
CO-4	3		-		3	
CO-5	3		-		3	
Total	15		-		15	