S.A. ENGINEERING COLLEGE

(An Autonomous Institution, Affiliated to Anna University)

DEPARTMENT OF INFORMATION TECHNOLOGY

APP CLUB REPORT-III

Date: 12.02.2025

Attendees: 10 Students (I & II Year)

Time: 01.30 pm to 04.05 pm

First Year: Figma for UI Design

In the first year, members of the App Club focused on learning the fundamentals of UI design.

They began by exploring Figma, a versatile tool that enabled them to design interfaces and

experiment with layout, color schemes, typography, and component structures. The goal was to

help students understand the core principles of design and create functional, aesthetically pleasing

user interfaces.

Second Year: UI with UX Focus

Building on their first-year experiences, second-year members of the App Club shifted focus to

include UX (User Experience) in their design process. While UI design continued to play a critical

role, the second-year students began to delve deeper into the user's journey, ensuring that their

designs were not only visually appealing but also user-friendly and functional. This year also

introduced the importance of wireframing and prototyping in the context of UX design, as students

created interactive prototypes that incorporated feedback from real users. The goal was to merge

form with function, ensuring that their designs offered seamless and engaging user experiences,

rather than simply looking good.

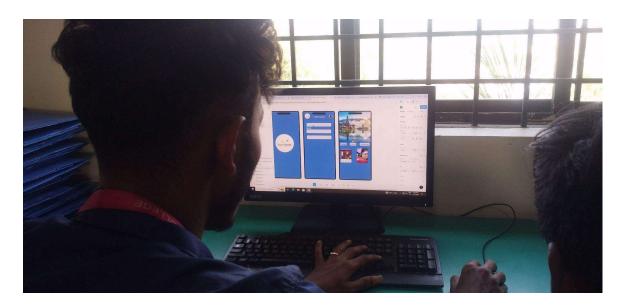
Conclusion

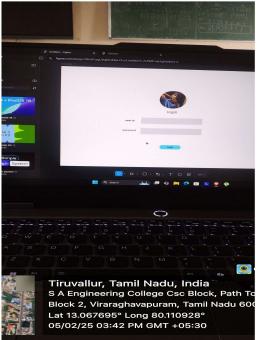
The progression from UI design in the first year to a deeper integration of both UI and UX in the

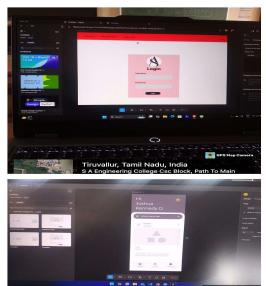
second year reflects a natural evolution in understanding the full scope of the design process. As

the students move forward, they are now better equipped to tackle real-world design challenges,

ensuring both visual appeal and usability in their projects.







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