

**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.

