



Ganpat University

॥ विद्यया समाजोत्कर्षः ॥

Faculty of Computer Applications



FACULTY OF COMPUTER APPLICATIONS

Programme	BCA Honors					Branch	Bachelor of Computer Applications		
Semester	VI					Version	1.0.0.0		
Effective from Academic Year				2026-2027		Effective for the batch Admitted in		June 2024	
Subject Code	U36A3ITU		Subject Name			INTRODUCTION TO UI/UX DESIGN			
Teaching scheme						Examination scheme (Marks)			
(Per week)	Lecture (DT)		Practical (Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2		2	-	2	Theory	50	50	100
Hours	2		4	-	6	Practical	-	-	-

Objective:

To understand the fundamental concepts of UI (User Interface) and UX (User Experience).

Pre-requisites:

Students should have the ability to observe and analyze visual content (shapes, colors, alignment, etc.).

Course Outcomes :

Name of CO	Description
CO1	Understand the fundamentals of UI/UX, human-centered design, and interface types.
CO2	Apply design thinking methodology and user research tools such as personas and empathy maps.
CO3	Utilize visual design principles and UI elements to create aesthetically effective interfaces.
CO4	Use UI design tools (Figma) to develop wireframes, mockups, and responsive prototypes.
CO5	Create UX flows, conduct usability testing, and perform developer handoffs using tools like Figma Inspect.

Mapping of CO and PO

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	1	1	0	0	2	1	1	1	0	1	2
CO2	2	3	3	0	1	3	1	1	2	2	1	2
CO3	2	0	3	0	3	1	1	1	2	1	1	1
CO4	1	1	3	0	3	1	1	1	3	2	1	2
CO5	0	3	2	0	3	2	1	1	3	3	1	2

Content:

Unit		Hrs
1	Introduction to UI/UX & Human-Centered Design Introduction to UI & UX with real app visuals, UI vs UX – Key differences with examples, Importance of Human-Centered Design, Types of Interfaces: CLI, GUI, VUI, NUI, Role of UI/UX in software and mobile development, Introduction to Design Thinking Process	6
2	Design Thinking & Research Detailed Design Thinking Process: Empathize → Define → Ideate → Prototype → Test, Creating User Personas & Empathy Maps, Basics of Accessibility in UX, Introduction to UX Writing, Discussion on Real User Needs & Pain Points	6
3	UI Design Essentials Visual Design Principles: Alignment, Contrast, Hierarchy, White Space, Color Theory and Psychology, Typography and Font Pairing, Use of Icons, Images, and Layout Components, Working with Grids and Spacing, Introduction to UI Kits	6
4	Tools and Prototyping Introduction to Figma, Creating Wireframes vs Mockups vs Prototypes, Designing Basic Screens: Login, Signup, Dashboard, Interactive Elements: Buttons, Cards, Modals, Forms, Responsive Design: Desktop & Mobile Layouts	6
5	UX Flows, Testing & Developer Handoff Information Architecture & Sitemaps, User Journey Mapping & Flow Diagrams, Interactive Prototyping in Figma (Click, Hover, Tap), Usability Testing Basics & Feedback Loops, Handoff to Developers using Figma Inspect	6

Practical Content:

List of programs specified by the subject teacher based on above mentioned topics

Text Books:

1	Don't Make Me Think - Author: Steve Krug
2	The Design of Everyday Things - Author: Don Norman

Reference Books:	
1	The Elements of User Experience, Author: Jesse James Garrett, Publisher: New Riders
2	About Face: The Essentials of Interaction Design, Author: Alan Cooper et al., Publisher: Wiley
3	The UX Book: Agile UX Design for a Quality User Experience, Author: Rex Hartson, Pardha Pyla, Publisher: Morgan Kaufmann
4	User Interface Design and Evaluation, Author: Debbie Stone, Caroline Jarrett, Mark Woodroffe, Shailey Minocha, Publisher: Morgan Kaufmann
Web References / MOOC / Certification Course	
1	https://onlinecourses.nptel.ac.in/noc21_ar05/preview
2	https://www.coursera.org/professional-certificates/google-ux-design
3	https://www.coursera.org/specializations/ui-ux-design
4	https://www.futurelearn.com/
Question Paper Scheme:	
	<p>End Semester Examination Duration: (2 Hours Theory Examination)</p> <p>Note for Examiner: -</p> <p>Q-1 Any Five out of Seven (25 Marks)</p> <p>Q-2 Any Two out of Three (06 Marks)</p> <p>Q-3 Mandatory question (05 Marks)</p> <p>Q-4 Any Two out of Three (08 Marks)</p> <p>Q-5 Any Two out of Three (06 Marks)</p> <p><i>The question paper must comprehensively address all Course Outcomes (COs), align Taxonomy levels, and ensure complete syllabus coverage.</i></p>