



## Syllabus

Unit No	Contents	Mapped CO
I	<p><b>Overview of Web and Mobile Design Process:</b> Challenges of Designing, designing for screens, Designing for Interaction. Introduction to Adobe (XD) Experience Design – Design and Prototype workspace in Adobe XD, Using Keyboard.</p> <p><b>Practical Exercises:</b></p> <ol style="list-style-type: none"> <li>1. Identify and explore Adobe XD interface, Workspaces, various panels, menus.</li> </ol>	CO1
II	<p><b>Using Adobe XD's Drawing tools:</b> Adding Shapes, Shapes and Properties, stacking order, Working with Layers, Combining Objects into symbols, Drawing objects with Pen tool</p> <p><b>Practical Exercises:</b></p> <ol style="list-style-type: none"> <li>1. Practice different shapes available in Adobe XD and explore their properties.</li> <li>2. Exercise on stacking various shapes and working with layers. Exercise on combining objects to form symbols/components like Textboxes, Buttons,</li> <li>3. Dropdown lists, Checkboxes, Radio boxes.</li> <li>4. Exercise on drawing different shapes using Pen tool.</li> </ol>	CO2
III	<p><b>Working with Text and Images:</b> Understanding fonts, Formatting Text, Text bestpractices. Image File Types, Scaling and rotation, working with SVG</p> <p><b>Practical Exercises:</b></p> <ol style="list-style-type: none"> <li>1. Exercise on formatting text with best practices and fonts.</li> <li>2. Exercise on working with images: scaling rotation, working with SVG.</li> </ol>	CO3
IV	<p><b>Artboard and Content Grids:</b> Artboard basics, creating place holders, Repeat Grid, Formatting placeholders. Designing for Mobile - Responsive web design, Creating App designs, Mobile Web designs.</p> <p><b>Practical Exercises:</b></p> <ol style="list-style-type: none"> <li>1. Exercise on using Artboards, grids and placeholders.</li> <li>2. Exercise on Mobile and Responsive design.</li> </ol>	CO4
V	<p><b>Creating Interactive Prototypes:</b> Prototype workspace, creating links – Interacting limitations, Previewing Prototypes – Desktop &amp; Mobile, Using prototypes for Usability Tests.</p> <p><b>Practical Exercises:</b></p> <ol style="list-style-type: none"> <li>1. Create a wireframe for any sample application (Web and Mobile).</li> <li>2. Create a prototype for the above designed wireframes with interactions.</li> </ol>	CO5
<b>Learning Recourses</b>		
<b>Text Books</b>		
<ol style="list-style-type: none"> <li>1. Beginning Adobe Experience Design: Quickly Design and Prototype Websites and Mobile Apps, by Rob Huddleston, Apress.</li> </ol>		
<b>References</b>		
<ol style="list-style-type: none"> <li>1. Jump Start Adobe XD, by Daniel Schwarz, Sitepoint.</li> </ol>		
<b>E-Recourses and other Digital Material</b>		
<ol style="list-style-type: none"> <li>1. The Basics of User Experience Design - Ebook, by Interaction Design Foundation. <a href="https://www.interaction-design.org/ebook">https://www.interaction-design.org/ebook</a></li> <li>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></li> <li>3. UX Prototyping – edX - <a href="https://www.edx.org/course/ux-prototyping">https://www.edx.org/course/ux-prototyping</a></li> </ol>		