PET ENGINEERING COLLEGE

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Academic Year 2023 – 2024 (EVEN Semester)

Degree, Semester & Branch: VI Semester B.E. CSE

Course Code & Title: CCS370 UI AND UX DESIGN

Name of the Faculty member (s): Athisya Jensi, AP/CSE

Innovative Practice Description

Unit/Topic: Unit V / Wireframing

Course Outcome: CO5

Activity Chosen: Mind map

- **Justification:**

  wireframing is a process where designers draw overviews of interactive products to establish the structure and flow of possible design solutions. In order to recollect how to create a particular component and its methods, mind map is a useful one.

- **Time Allotted for the Activity:** 15 Minutes

- **Details of the Implementation:**

  - Mind map is a way of linking key concepts using images, lines and links to provide visually organized information. Mind mapping uses the concept of "radiant thinking" – that is, thoughts radiate out from a single idea, often expressed as an image. Branches flow backwards and forwards from and to the central idea.
  - The faculty member explained the wireframe concept to develop wireflow diagram for an application
  - At the end of the session, the students were asked summarize the wireframe diagram
  - The students were given time duration of 15 minutes to complete the activity.
  - The students individually draw the mind map based on their level of understanding in the particular concept.
  - The faculty member collected the sheets from all the students and verifiedthe mind map and appreciated the students who depict the concepts clearly.

- **CO – PO / PSO mapping:**

CO	PO1	PO2	PO3	PO4	PO5	PO9	P10	PO11	PO12	PSO1	PSO2
CO 5	3	3	2	2	1	1	1	2	1	1	3

(1 – Low 2 – Moderate 3 – High)

- **Reflective Critique:**

  - Additional examples along with methods to create can be given to makethem to understand the concept easily.

❖ ***Benefit of the practice:***

❖ Through this activity, the students are able to remember and describe the various components and it methods clearly and they can able to construct the user Interface easily.

❖ **Challenges faced in implementation:**

- Some of the students feel difficult to depict the concepts pictorially.
- Some of them feel difficult to remember the methods to create components and the methods to process.