

Report on UI/UX Hackathon

- **Event Name:** UI/UX Hackathon (Online)
- **Date:** 27th - 29th January
- **Time:** Submissions open on 27th Jan and deadline was 29th Jan
- **Registration Fee:** ₹200
- **Prize Money:** ₹7500
- **Mode:** Online

Introduction:

The UI/UX Hackathon was an exciting online event designed to challenge participants' creativity and problem-solving skills in user experience and interface design. It aimed to enhance the understanding of UI/UX principles and provide a hands-on experience in crafting user-friendly designs. Event Overview: The hackathon provided a platform for individuals to showcase their talent in designing innovative user interfaces for various applications. Participants were given real-world problem statements to develop intuitive and visually appealing UI designs. They had the flexibility to choose tools of their preference, ensuring a diverse range of design solutions.

Event Overview:

The hackathon provided a unique platform for designers to showcase their creativity while applying modern UI/UX principles to practical challenges. It helped participants enhance their design thinking abilities, understand user experience concepts, and build visually appealing interfaces. Participants were allowed to choose their preferred design tools (such as Figma, Adobe XD, or Sketch) and submit their projects online before the given deadline. Submissions were evaluated by a panel of judges based on usability, innovation, design consistency, and creativity.

Event Structure & Timing:

1. 27th January: Hackathon officially began, and participants were provided with problem statements.
2. 27th - 29th January: Participants worked on their projects and submitted their UI/UX designs.

- 3. 29th January: Submission deadline.
- 4. 30th January: Evaluation and judging process.
- 5. 1st February: Announcement of winners.

Highlights and Achievements:

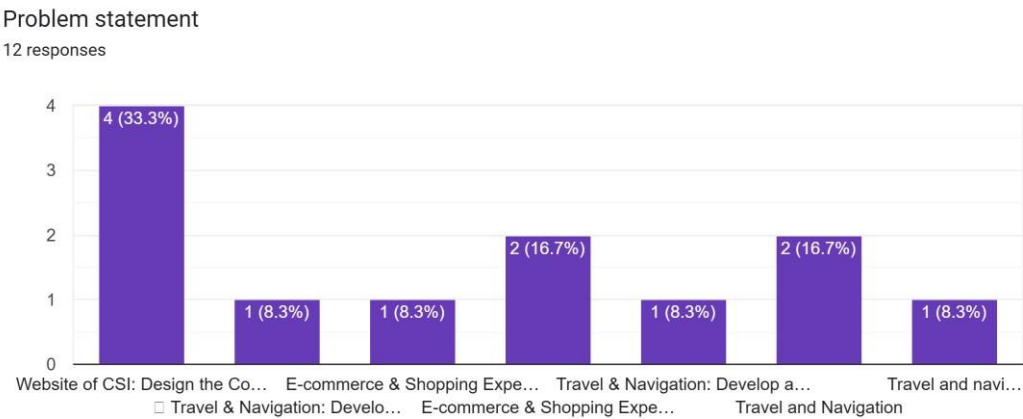
- Overwhelming participation from students across different colleges.
- Encouraged innovative and user-centric design thinking.
- Participants developed practical solutions for real-world problems.
- Provided a platform to showcase creativity and technical skills.

Impact and Feedback:

The UI/UX Hackathon provided participants with practical exposure to real-world design challenges, enhancing their understanding of usability, accessibility, and interface aesthetics. By working on realistic problem statements, students gained hands-on experience with UI/UX tools, wireframing, and prototyping. The event received positive feedback from participants, who appreciated the opportunity to enhance their design skills and receive constructive feedback. Many expressed their eagerness to participate in future design-related competitions. The winning projects demonstrated exceptional creativity, practicality, and user-friendliness.

Judging Criteria:

- The UI/UX designs were evaluated based on the following:
- Creativity: Innovative approach to the design problem.
- Usability: How intuitive and user-friendly the design was.
- Aesthetics: Visual appeal, color harmony, and typography.
- Consistency: Uniformity in design elements across different screens.



Winners:

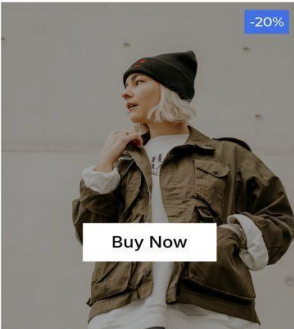
1. Sanket Madhav Athawale (E-commerce & Shopping Experience)



BEST SELLER



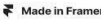
OVERSIZED FIT COTTON T-SHIRT
₹699



BUTTON-DETAIL JACKET
₹1,199

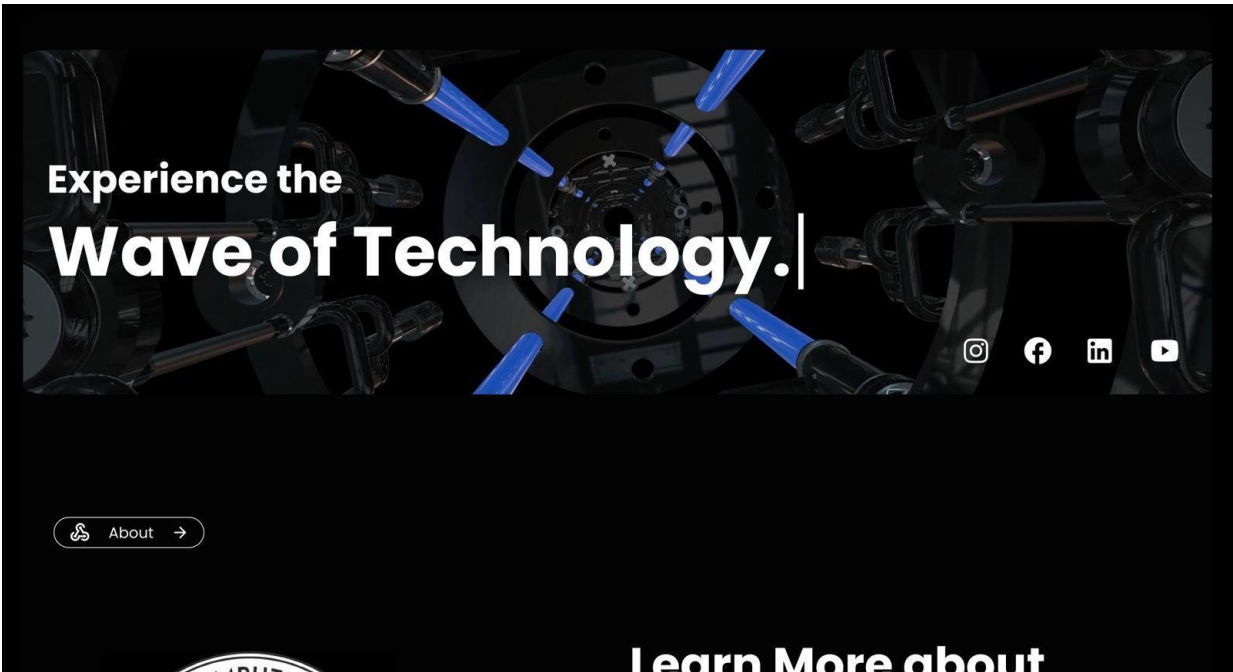
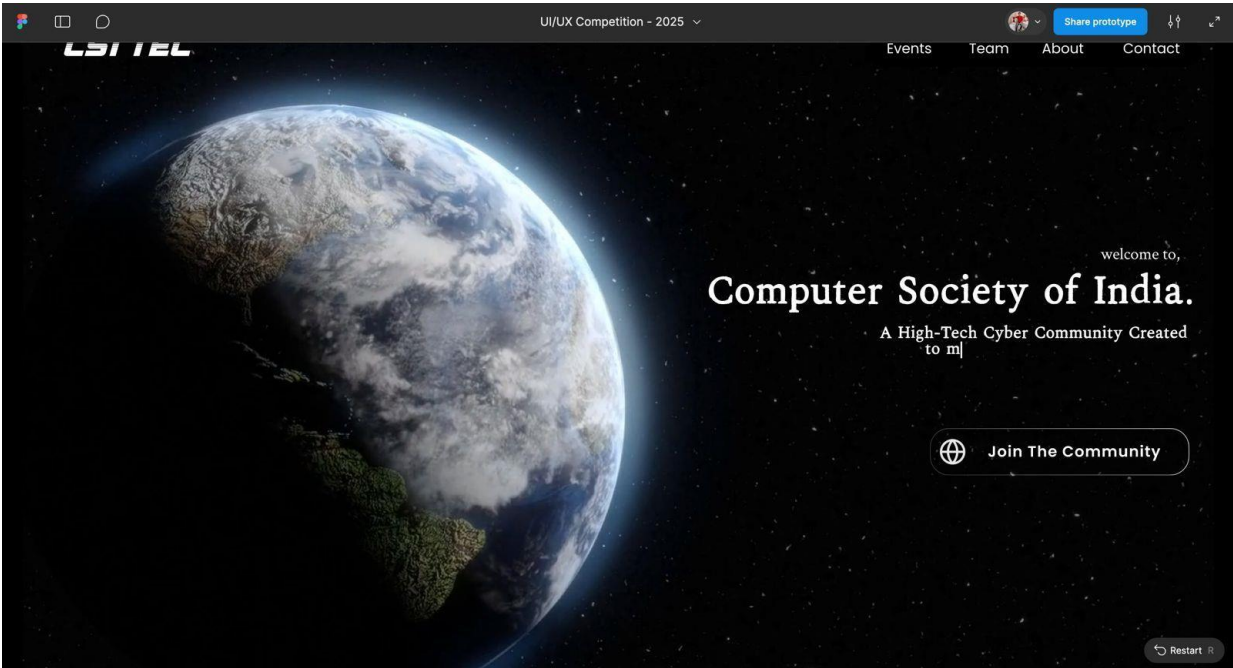


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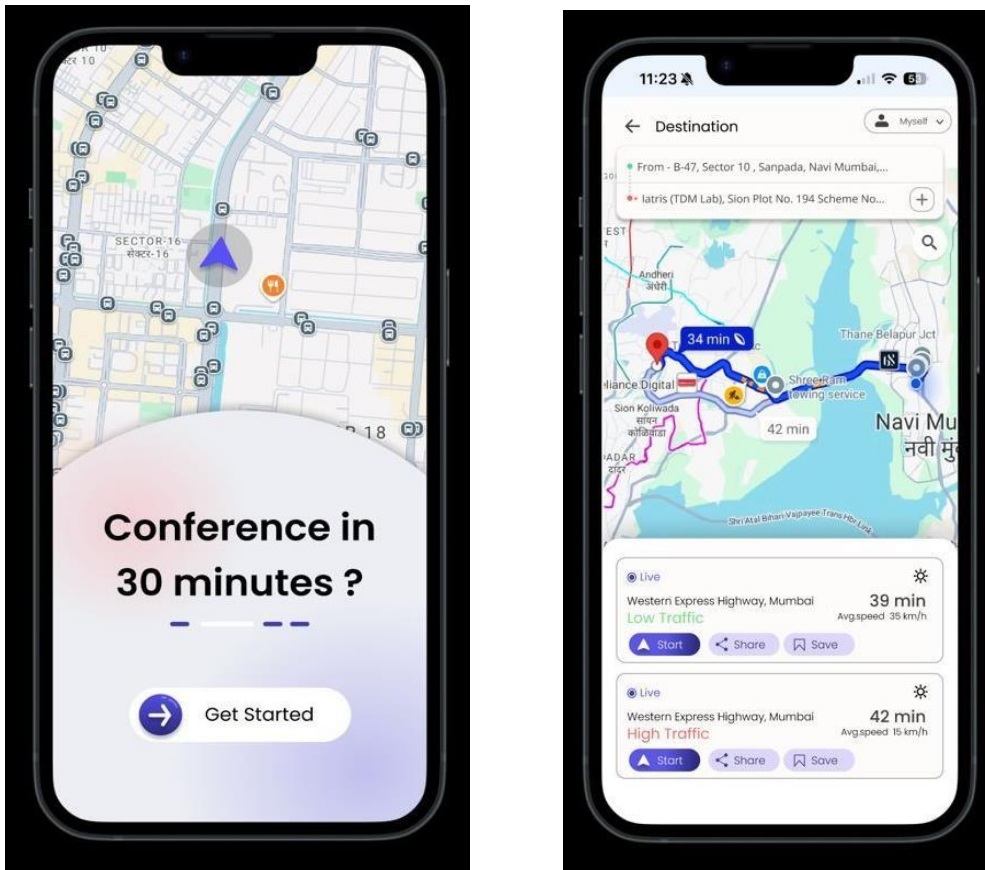
Website pages

2. Manasvi M Tripathi (Website of CSI)



Website pages

3. Urmi Pramod Sawant (Travel & Navigation)



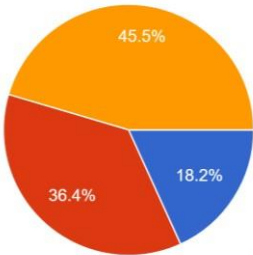
Opening page of Application

Conclusion:

The UI/UX Hackathon was a successful event that encouraged participants to apply design thinking and problem-solving skills to real-world challenges. It provided a hands-on experience in UI/UX design, allowing students to create user-friendly and visually appealing interfaces while learning the importance of usability, accessibility, and structured design processes. The diverse and innovative submissions showcased participants' creativity and technical skills, with winning designs excelling in functionality, aesthetics, and user experience. The valuable feedback from judges helped participants refine their approach and gain insights into industry best practices. The enthusiastic participation and positive response highlight the growing interest in UI/UX design as a crucial field in technology. This event has set the foundation for future competitions, workshops, and mentorship sessions to further enhance students' skills and industry readiness.

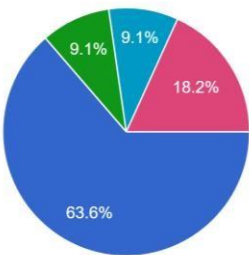
Attendance

Year
11 responses



- FE
- SE
- TE
- BE

Branch
11 responses



- Computer
- AIDS
- EXTC
- ELX
- Civil
- MTRX
- IT
- Mech