



# Sardar Patel Institute of Technology

Bhavan's Campus, Munshi Nagar, Andheri (West), Mumbai-400058-India  
(Autonomous Institute Affiliated to University of Mumbai)

Course Code	Course Name	Teaching Scheme (Hrs/week)			Credits Assigned			
		L	T	P	L	T	P	Total
CEL923	PG Laboratory V: UXD lab	--	--	2	--	--	1	1
		Examination Scheme						
		ISE		ESE			Total	
				Practical	Oral			
40	-		20		60			

Pre-requisite Course Codes	Mobile and web technologies, software Engineering	
Course Outcomes	CO1	Demonstrate the use of UX tools.
	CO2	Create real life application with end-to-end understanding of User experience practices.
	CO3	Develop map based UI for social and technical task.
	CO4	Evaluate the design of the application using User Experience principles.

Exp. No.	Experiment Details	Ref.	Marks
1	To Study of open source UX tools (Justinmind Prototype, Pidoco, Marvel Prototype) and create UX design for a given problem definition.	1,2	5
2	Design a Map based UI(Mobile User) forTransport applications like Ola,Uber etc.	1,2	5
3	Design a Map based UI(Web User) for Mumbai Dabbawalas with localization feature.	1,2	5
4	Pick a website/app that you use on a daily basis (eg. facebook, gmail, whatsapp, zomato, etc). Evaluate the product based on user experience principles and give suggestions for improvement. Explain usability testing process for the same.	1,2	5
5	Museum of London: Visit the application on <a href="http://www.webcredible.com/case-studies/non-profit/museum-london/">http://www.webcredible.com/case-studies/non-profit/museum-london/</a> Study and identify the challenges in design and evaluate UX principles applied for helping visitors to engage with the past, present and future. Suggest any such App design in Indian scenario for any one Museum in India. Explain usability testing for the same. Localization framework for designing the localizable UI.	1,2	5
6	Design UI for kinder garden student to teach mathematics.	1,2	5
7	Design UI for any differently abled users..	1,2	5
8	Design UI for analysis of number of children suffering from juvenile diabetic children in India. The design aims at providing solutions for improving quality treatment and making the treatment affordable.	1,2	5
<b>Total</b>			<b>40</b>



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Note: Students should study and review the literature for the above mentioned case studies. They should prepare and submit the report including the conceptual design, site map, screen design layout, wireframes, gray scale design of the interface, final sketch of the design, ordering screen before implementing the design for the assigned task. They should study the UX principles, draw the information architecture if necessary and finally test it usability. The Final design should be deliverable to the user.

## Reference:

- [1] Rex Hartson and PardhaPyla, The UX Book, MK publications.
- [2] Russ Unger and Carolyn Chandler ,A Project Guide to UX Design, Peachpit Press