



Event Name	Familiarization with Designing
Date	23/09/2024 – 25/09/2024
Time	9:00AM – 4:30PM
Venue	A206
Number of Students Attended	400
Number of Faculty Members Attended	1
Faculty Coordinator	Dr. Jagruthi H
Event Organize	Nishit R Kirani Vyshak T M D S Harshith Parikshit M Rao Rohan M R Abhigna Shetty Rachana Mysore Ashwin Mysore Ritwik Radesh Sripada Srija Rani

FAMILIARIZATION WITH DESIGNING

EVENT REPORT



ORGANIZERS: Nexus & Siggraph
VENUE: BNMIT - A206

DATE: 23-25th September 2024
TIME: 9:00 AM - 4:30 PM

INTRODUCTION

The Nexus Club, in collaboration with the Siggraph BNMIT Club, hosted a three-day event titled "Introduction to Designing," aimed at providing students with fundamental skills in design and app development. Attended by approximately 270 enthusiastic students, the event delved into user-centered design, wireframing, prototyping, color theory, typography, responsive design, and app development. It offered a holistic learning opportunity that blended creativity with technical expertise.

SESSION SUMMARY

Over the course of three days, Nexus and Siggraph BNMIT collaboratively delivered a comprehensive program, addressing critical design and development topics. Students were first introduced to a user-centric design approach, emphasizing the significance of designing with the end user's needs in mind. This was followed by wireframing exercises, enabling participants to organize and structure their app layouts effectively. The sessions progressed into prototyping, where students learned to develop interactive mockups, giving them a practical understanding of app functionality. Lessons on color theory and typography explored how strategic use of color and font choices can enhance an app's visual appeal and emotional resonance. Attendees experimented with these elements to create visually engaging designs. Additionally, the workshops covered responsive design techniques, ensuring that participants' apps could function smoothly across multiple devices. The latest trends and patterns in UI design were also introduced, offering students valuable insights into current best practices in the industry.

HANDS ON EXPERIENCE

A significant aspect of the event was the hands-on experience provided through Flutterflow, a low-code platform that enabled students to create working applications. Participants developed apps such as note-taking tools, recipe organizers, and photo albums, applying design concepts like navigation, transitions, and layout structuring. This blend of theoretical design principles and practical app-building allowed students to strengthen their skills in both areas.

CONCLUSION

The "Introduction to Designing" event proved to be a great success, thanks to the collaborative efforts of Nexus and Siggraph BNMIT. Participants gained an in-depth understanding of design and app development, enhancing their readiness for ideathons and hackathons, where quick thinking and app creation are key. Equipped with the skills and knowledge from these sessions, students are now better prepared to conceptualize, design, and bring innovative projects to life, positioning themselves to succeed in future challenges.

PHOTO GALLERY



Workshop by Nexus Team



Application Workflow



Workshop by Siggraph Team



Team Photo