Department of Computer Science and Engineering
Academic Year 2024 – 2025 (Odd Semester)

Degree, Semester & Branch: V Semester B.E. CSE
Course Code & Title: CCS370 UI and UX Design
Name of the Faculty member (s): Mrs.P.Devisri

Innovative Practice Description

Unit / Topic: Unit I / Course Stages of Design Thinking

Course Outcome: CO 1

Unit Learning Outcome: 1a

Activity Chosen: Mind map

Justification:

Mind Map

- A mind map is a visual representation of thoughts and ideas, serving as a powerful tool for organizing information. It enables quick capture of ideas, aiding students in identifying theoretical concepts within the image. This method enhances memory retention, making it easier for students to recall information during exams.
- **Time Allotted for the Activity:** 20 minutes

Details of the Implementation:

- The instructor explained the Core Stages of Design Thinking in the classroom on 13.08.2024.
- After discussing the topic and addressing students' doubts, the teacher instructed them to create a mind map related to the topic within 20 minutes.
- Each student created a mind map based on their level of understanding, and the instructor collected the sheets.
- This exercise helped students recall the day's lesson, generate new ideas about the topic, and answer questions with ease.

Images / Screenshot of the practice:

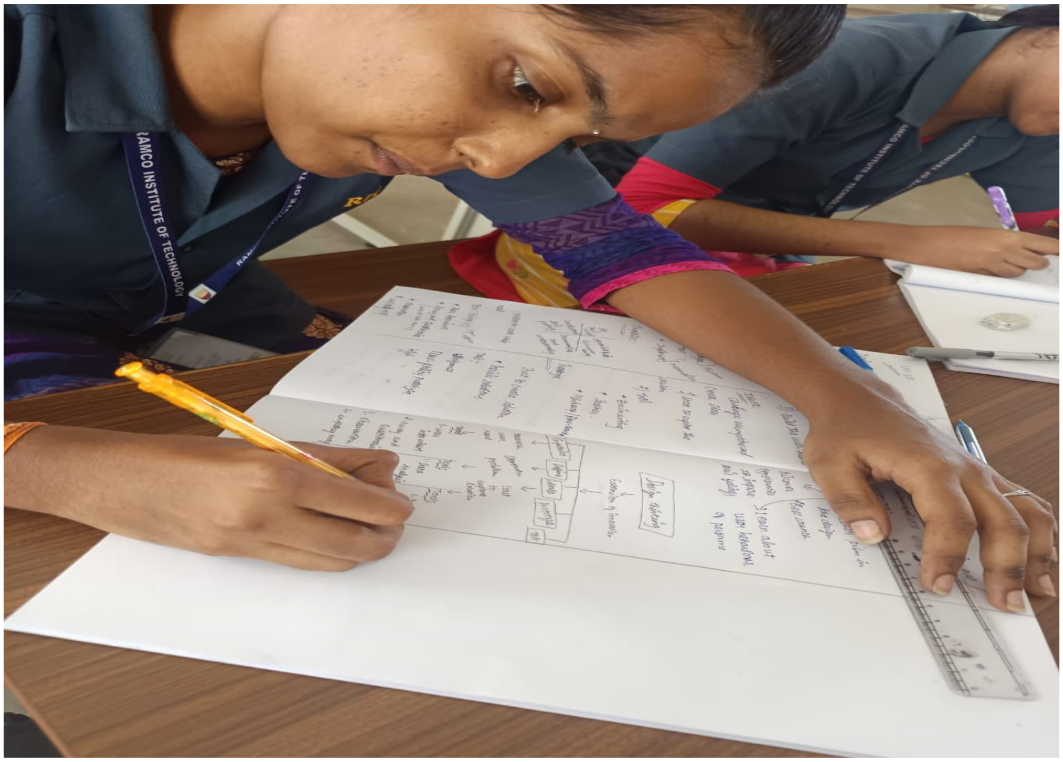

Fig:1. Glimpses of Mind map activity in class room

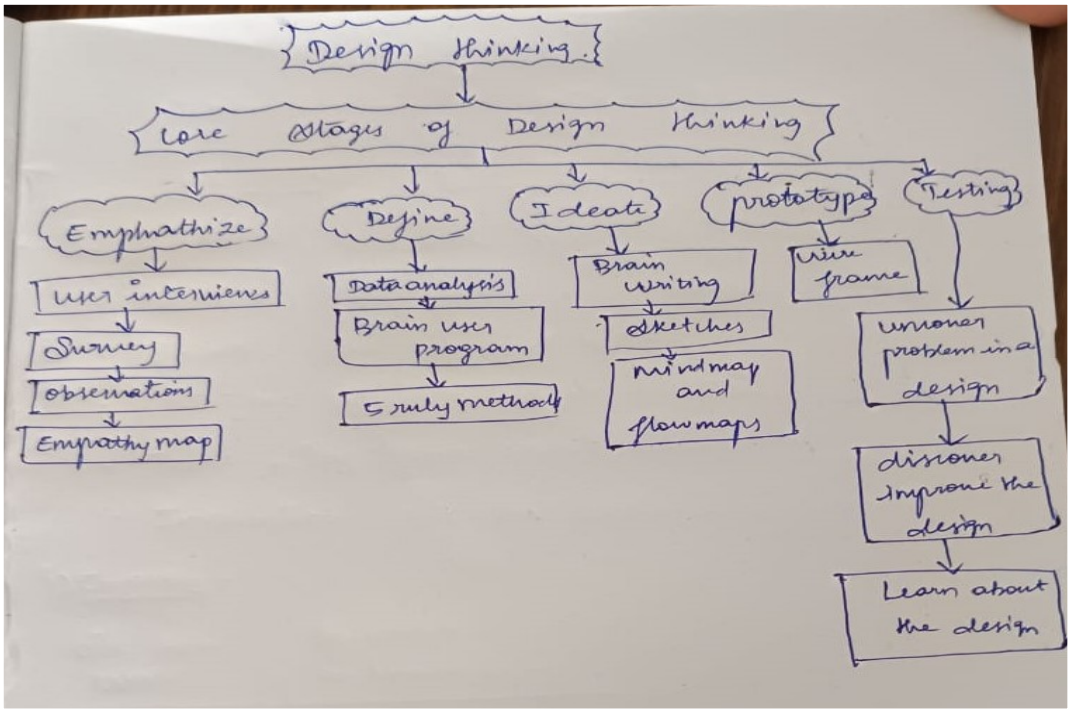

Fig:1. Mind Map Activity by Sri Haritha

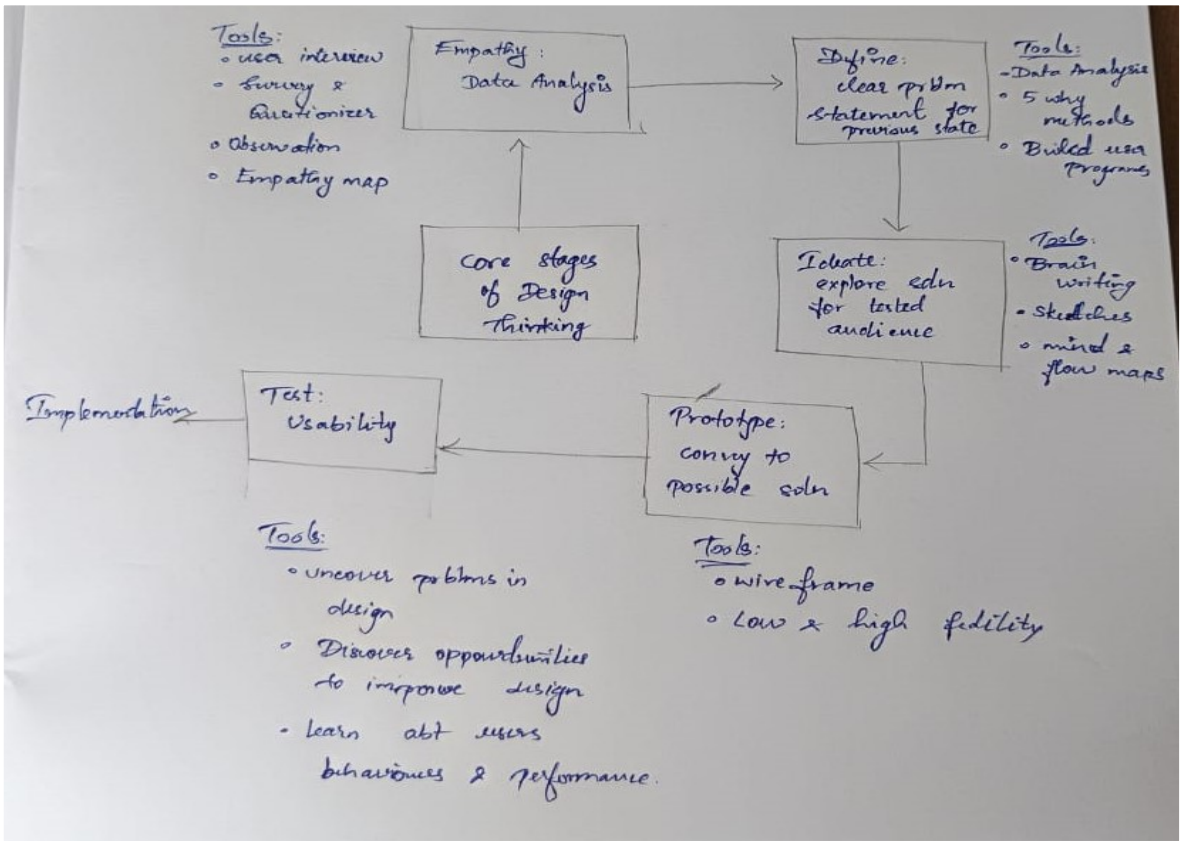

Fig:2. Mind Map Activity by Saranya

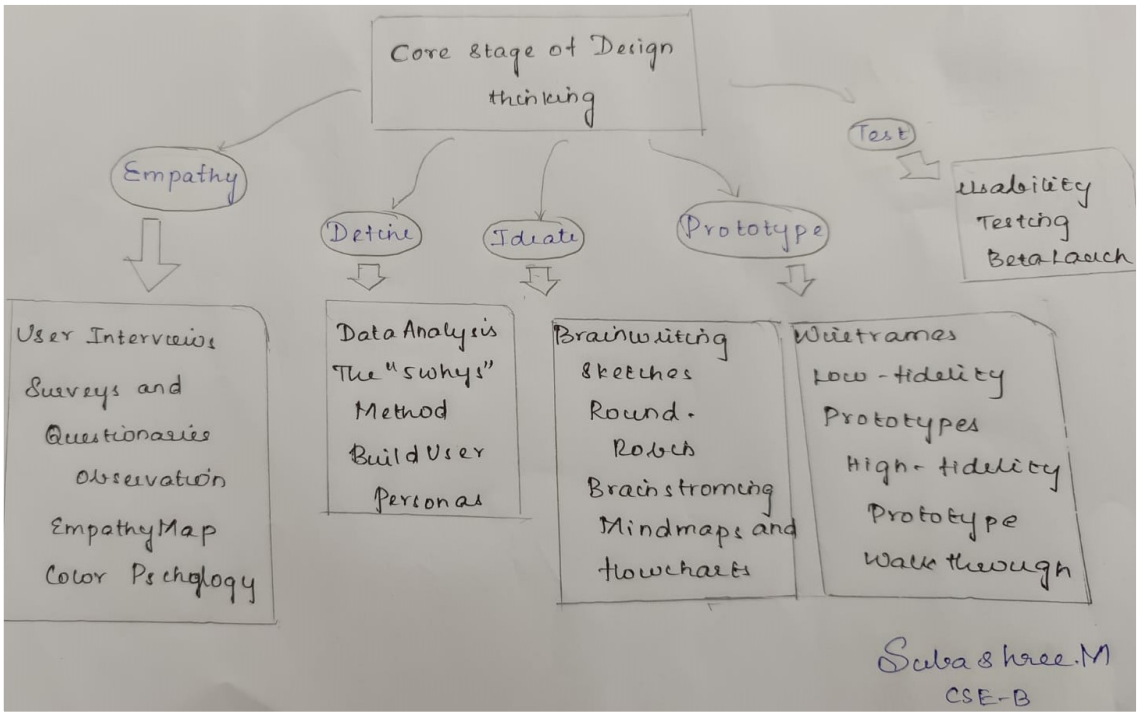

Fig:3. Mind Map Activity by Suba Shree M

CO – PO / PSO mapping:

CO	PO1	PO2	PO3	PO4	PSO1
CO1	2	2	2	1	1

(1 – Low 2 – Moderate 3 – High)

PO / PSO mapped:

Innovative practice	PO1	PO2	PO3	PO4	PSO1
	2	2	2	1	1
Justification for correlation	Students gained a strong understanding of the fundamental principles of Cascading Style Sheets, including the cascade, specificity, and the box mode	Students analyzed real-world use cases and scenarios in UI and UX design..	Students designed and developed user-centered solutions based on design thinking methodologies..	Students explored complex UI and UX design problems, experimenting with innovative solutions.	Students applied their knowledge of design thinking to create effective and engaging user interfaces and experiences..

- **Reflective Critique:**
  - ***Feedback of practice from students and other stakeholders:***
    - Subashree informed the instructor that she could break down complex concepts into simpler, more manageable parts and also the visual representation helped her to recall information quickly.
    - Sri Haritha told that she enjoyed the creative aspect of drawing and organizing her thoughts.

  - ***Benefit of the practice:*** (E.g.: Outcome attainment would have increased due to innovative practice over conventional practice)

    - This activity helps students recall the most important information using keywords, and visually connect facts and ideas.
    - It simplifies note-taking by condensing pages of notes into a single sheet, making it easier for students, including slow learners, to remember information quickly.
    - Through this activity, students gain greater clarity on the topic.

  - ***Challenges faced in implementation:***

    - Maintaining student interest and motivation during mind map creation can be difficult. Some students may view the activity as monotonous or find it hard to engage with the visual and creative aspects.

References:

1. https://www.ritrjpm.ac.in/images/computer-science/2021 2022/Unit_1_Mind%20MAp.pdf
2. https://www.ritrjpm.ac.in/images/computer-science/Mind%20Map.pdf
3. https://www.ritrjpm.ac.in/images/computer-science/43.CS6703_MindMap.pdf
4. https://www.ritrjpm.ac.in/images/computer-science/5_CS8591_Mindmap.pdf
5. https://www.lucidchart.com/pages/how-to-make-a-mind-map