RAMCO INSTITUTE OF TECHNOLOGY

Approved by AICTE, New Delhi & Affiliated to Anna University
Accredited by NAAC & An ISO 9001:2015 Certified Institution
NBA Accredited UG Programs: CSE, EEE, ECE and MECH

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 AP/CSE

Unit / Topic: Unit III / Foundations of UX Design

Course Outcome: CO3 / Defining the UX Design Process and its Methodology
Topic Learning Outcome: 3a

Activity Chosen: Five Minutes Paper

- **Justification:**
  o The Five-minutes paper is an instructional strategy that uses a short writing task to assess learner understanding of course material. It is usually assigned with an open-ended question(s) in the last 5 – 10 minutes of class
  o A successful UX design process typically consists of several key components that work together to achieve specific user-centred goals.
  o In order to have a recap of the UX design process and its methodology, this activity is chosen.

- **Time Allotted for the Activity:** 10 Minutes

- **Details of the Implementation:**
  o The faculty explained the concept of UX design process.
  o The faculty asks the questions to the students as,
    - What was the most important thing you learned in class, today?
    - What was the most confusing point in class, today?
    - How can you apply the concepts learned today, in your daily life?
    - What examples did I use today that helped you the most?
    - What is the main application of the content we discussed today?
  o Students were answered from the topic of reading and writing files on paper within a minute.
  o The faculty collected the sheets, and any inaccuracies in content were addressed in the subsequent session.
  o This activity serves as an effective gauge of students' understanding of concepts, their engagement, and participation in the lesson.
  o In the next class, faculty discussed about the questions asked from the topic file handling.
  o What was the most important thing you learned in class, today?
- **What was the most important thing you learned in class today?**

  a. The most important takeaway was understanding the stages of the UX design process, such as research, design, prototyping, and testing. 85% of the students replied this answer.

  b. Learning about the importance of user personas and how they guide design decisions was crucial. 15% of the students replied this answer.

- **What was the most confusing point in class today?**

  a. The most confusing point was how to effectively conduct user testing and interpret the feedback. 80% of the students replied this answer.

  b. Understanding the differences between low-fidelity and high-fidelity prototypes was also unclear. 20% of the students replied this answer.

- **How can you apply the concepts learned today in your daily life?**

  a. I can apply these concepts by evaluating the usability of apps I use daily and thinking critically about their design choices. 90% of the students replied this answer.

  b. Using the design process to improve my personal projects, such as creating a more user-friendly website, is another way to apply what I learned. 10% of the students replied this answer.

- **What examples did I use today that helped you the most?**

  a. The example of redesigning a common website based on user feedback was particularly helpful and illustrated the design process effectively. All students replied this answer.

- **What is the main application of the content we discussed today?**

  a. The main application is enhancing user experiences by creating intuitive and user-friendly designs through a structured process. 90% of the students replied this answer.

  b. Understanding user needs and iterating on designs based on feedback is crucial for product success. 10% of the students replied this answer.

- **CO – PO / PSO mapping (specific to this activity):**

CO	PO1	PO2	PO3	PO5	PO10	PSO1
CO5	3	2	2	1	1	3

(1 – Low   2 – Moderate   3 – High)

- **PO / PSO mapped:**

| Innovative practice	PO1	PO2	PO3	PO5	PO10	PSO1
Justification for correlation	Students will understand and remember the key components of the UX design process and its methodologies.	Students will be able to apply the UX design process to effectively address design problems	Students will be able to develop solutions for design challenges	Students will be able to use any design tools to define and apply the UX design process and its methodology	Students written/documentation skills will be improved as they are writing the correct definitions of the UX design process.	The problem-solving skills earned through this activity help the students in understanding and applying various UX design processes and methodologies to address diverse design challenges.

- **Images / Screenshot of the practice:**
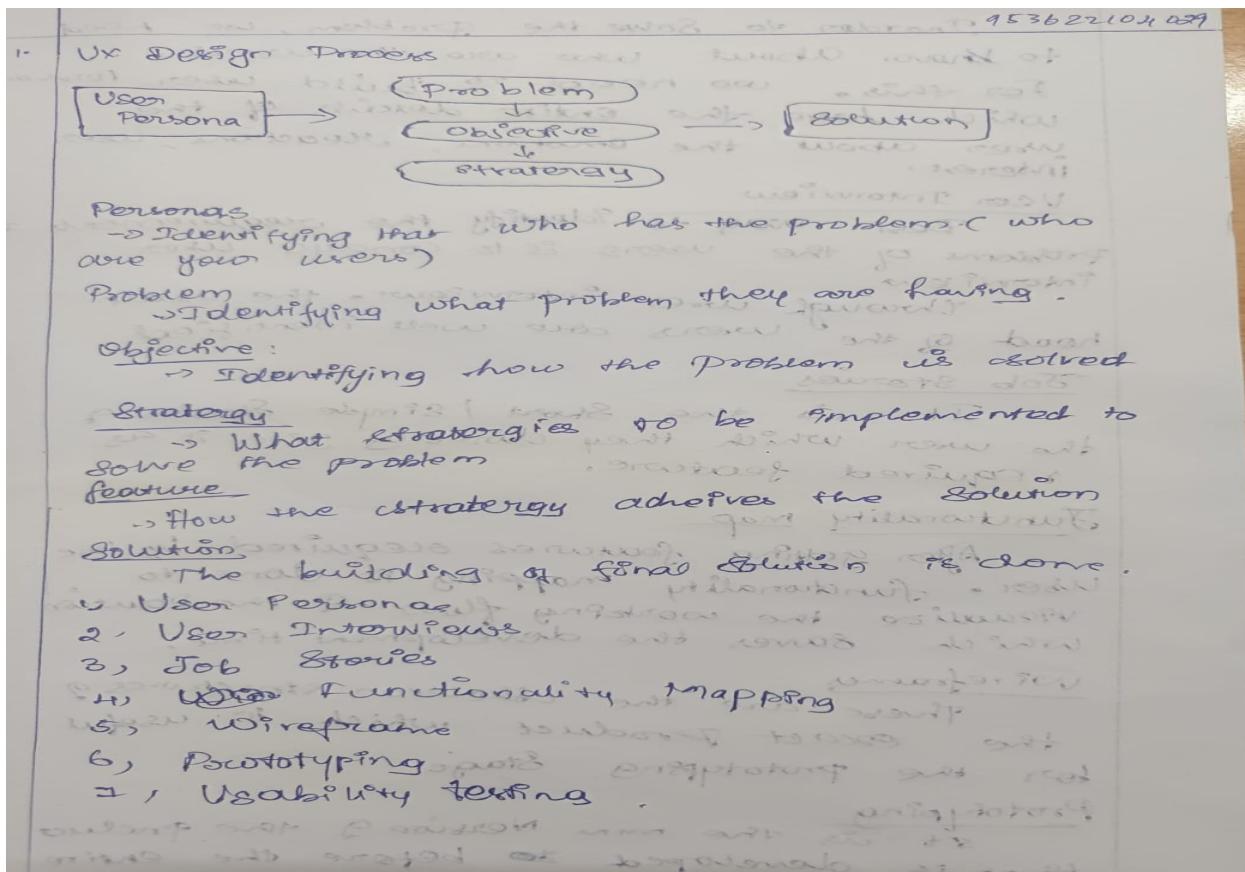
Fig 1: Sample One-minute paper activity
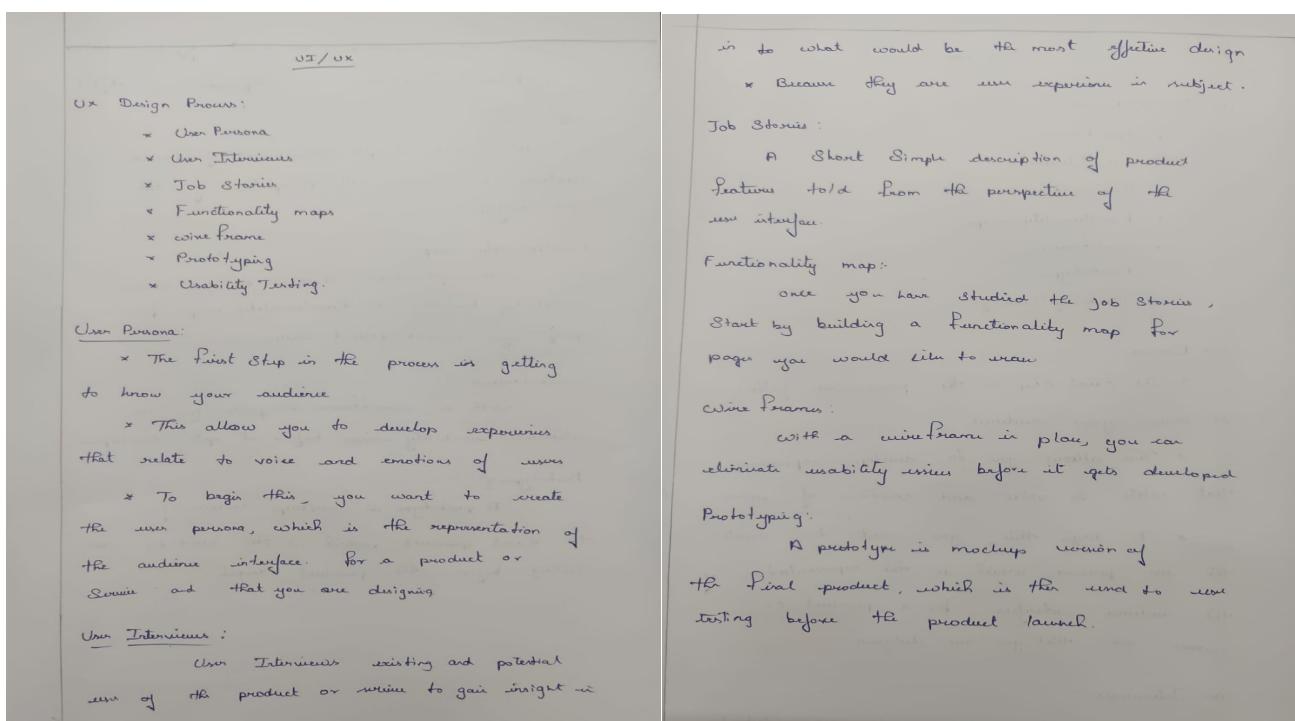
Fig 2: Sample One-minute paper activity

Reflective Critique:

❖ *Feedback of practice from students and other stakeholders:*
   o Students said that they were able to recall and understand the UX design process and its methodology after the activity.

   o Students felt it will be helpful while preparing for exam

❖ *Benefit of the practice:*
   o Students remembrance of the concept is improved
   o Get a sense of what the students have learned, where there might be gaps in their knowledge

❖ *Challenges faced in implementation:*
   o Few students made a mistake in writing the concept.
   o It took much time for some students to complete the activity.

References

- https://www.ritrjpm.ac.in/images/computer-science/2022-2023/OMP-RV-IIIYR-CSE-CS8601-MC-UII.pdf
- https://www.ritrjpm.ac.in/images/computer-science/2022-2023/2_VA_CS3362_One_Minute_Paper.pdf
- https://www.ritrjpm.ac.in/images/computer-science/2022-2023/IG_OneMinutePaper.pdf
- https://www.ritrjpm.ac.in/images/computer-science/CS8251-SE-MinutePaper.pdf