



Department of Computer Science and Engineering

Academic Year 2024– 2025(Odd Semester)

Degree, Semester & Branch: B.E – V Semester CSE

Code & Title: CCS370 & UI and UX Design

Name of the Faculty member (s): Mrs. P. Devisri, AP/CSE

• Unit / Topic: Unit IV / Wireframing, Prototyping and Testing

• Course Outcome: CO4 / Wireframing- Creating Wireflows

• Topic Learning Outcome: 4b

• Activity Chosen: Crossword puzzle

• Justification:

- Wireframing is a crucial step in the design process, serving as a blueprint for the layout and functionality of a user interface before any visual design is applied.
- Creative wireflows illustrate the sequence of user interactions within a design, helping to visualize how users navigate through a product and achieve their goals.
- A crossword puzzle activity can enhance understanding of wireframing and creative wireflows by challenging participants to identify key terms and concepts related to user experience design.

• Time Allotted for the Activity: 15 Minutes

• Details of the Implementation:

- Faculty provided an overview of wireframing and creative wireflows, highlighting their significance in the UX design process and how they help visualize user interactions and layouts.
- Students were given time to individually reflect on their understanding of wireframing concepts and how they can effectively represent user journeys in their designs.
- Entire class was divided as 25 team. Each team contained 2 to 3 members.
- Crossword puzzle of 10 questions were given to the students.
- The students were discussed with the team members and completed the puzzle as shown in Fig 1
- After completion of the puzzle activity, the faculty member discussed the answer to make the students aware of the correct answer as shown in Fig 2



- CO – PO / PSO mapping:

CO	PO1	PO2	PO3	PO10	PSO1
CO2	2	1	1	1	1

(1 – Low 2 – Moderate 3 – High)

- PO / PSO mapped:

Innovative practice	PO1	PO2	PO3	PO10	PSO1
Justification for correlation	Students will be able to understand the concept of Wireframing	Students will be able to select the appropriate wireframing techniques while developing wireflows for a project	Students will be able to visually represent user interactions and workflows by applying the principles of wireframing and creating wireflows	Students communication skill will be improved as they are discussing the answers with peers	Wireframing and creating wireflows can be used to visualize user interfaces and enhance user experience.

- Images / Screenshot of the practice:



Fig 1: Students solving crossword puzzle

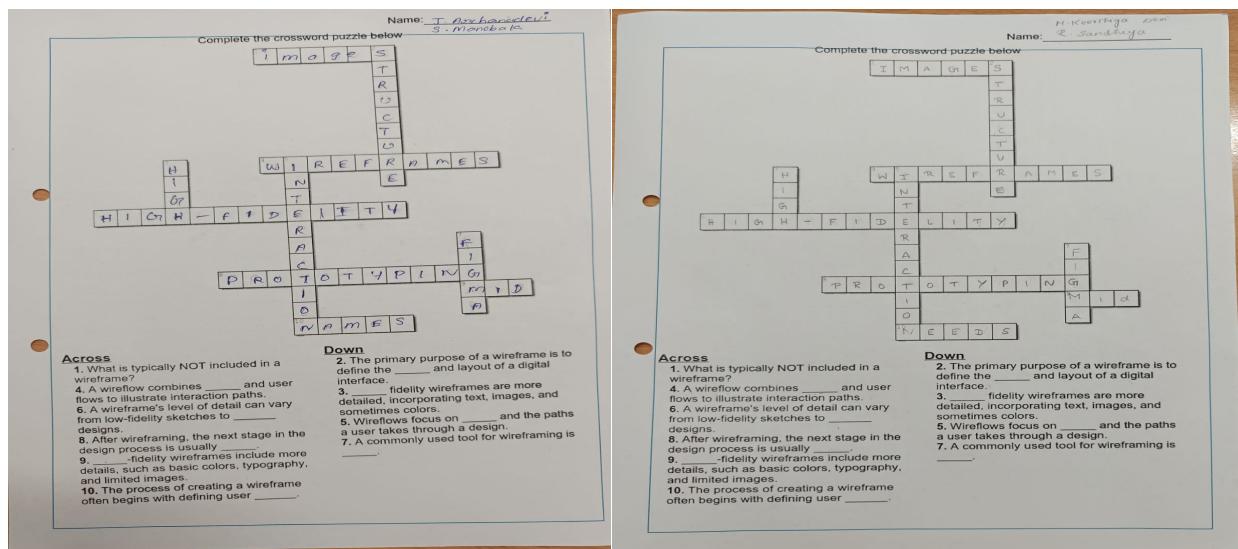


Fig 2: Sample sheets of solved crossword puzzle

- **Reflective Critique:**

❖ **Feedback of practice from students and other stakeholders:**

- The crossword puzzle activity was very interesting and able to identify the appropriate name of the event handler.
- It will be helpful while preparing for examination

❖ **Benefit of the practice:**

- Students' understanding of wireframing and creating wireflows is improved.
- Vocabulary related to wireframing and wireflows is enhanced.
- This activity helps assess the students' level of understanding of wireframing concepts.

❖ **Challenges faced in implementation:**

- Few students found it difficult to complete the puzzle
- Students just might not have the necessary knowledge to complete crossword puzzles

References:

- <https://www.ritrjpm.ac.in/images/computer-science/Crosswords-MCAP-GM.pdf>
- <http://www.classtools.net/crossword/>
- <https://www.activityvillage.co.uk/crosswords>