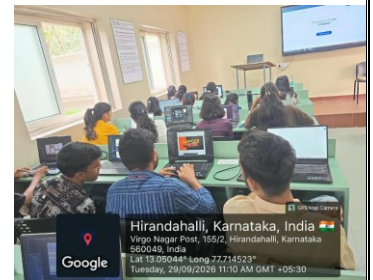


Event Report

Institution	East Point College of Engineering and Technology				
Department	Computer Science & Engineering				
Event Type / Theme Please Tick (✓) appropriate one	Handson– Workshop				
Event Title	Pixel to Prototype – Workshop on UI/UX Design and Figma				
Date	29-09-2026		Time	9.00am to 3.00pm	
Venue	R&D Room				
Duration	2hrs	From:	09.00 AM	To:	03.00 PM
Program Objective	The session aimed to introduce students to UI/UX fundamentals, user-centered design, and the design process, while providing practical training in Figma, including layouts, typography, visual hierarchy, and user flows. Students gained hands-on experience through real-world design activities such as creating a Starbucks homepage and were introduced to advanced UI/UX tools and practices applicable to academic projects and real-world challenges.				
The session began at 9:00 AM with an introduction to UI/UX fundamentals, user-centered design, and the overall design process. Students were then given hands-on training in Figma, covering layout, typography, spacing, visual hierarchy, and user flows. They applied these concepts through questionnaire-based activities and a practical task to design a Starbucks website homepage. The session also introduced advanced Figma concepts, design communities, and emerging tools such as Gravity, encouraging students to explore modern design practices and collaborative learning.					
1.Namesof the Resource Persons/Chief Guests /Guests of Honors/Other’s Mention			Mr.Pragadeesh Gurumoorthy		
2.Designation/s			CTO		
3.Company’sName/Associations			Zetpeak		
Total Number of Participants			43		
Total number of Participants in <i>Google</i> Meet			NA		
Total number of feedbacks received through Google forms from both Google meet and YouTube			43		
Total Number of Views (First Day) in YouTube					

Photos



Video Recording Link/YouTube Link

NA