EXPERIENTIAL ENGINEERING EDUCATION (EXEED) – PROTOTYPE / DESIGN BUILDING

III Semester: Common for all branches

Course Code	Category	Hours / Week			Credits	Maximum Marks		
		L	**T**	**P**	**C**	**CIA**	**SEE**	**Total**
ACSC09	**Foundation**	2	0	0	1	30	70	100

Contact Classes: 28	Tutorial Classes: Nil	Practical Classes: Nil	Total Classes: 28

Prerequisite: There are no prerequisites to take this course

I. COURSE OVERVIEW:

This course provides an overall exposure to the various methods and tools of prototyping. This course discusses Low-Fidelity, paper, wireframing and tool based prototyping techniques along with design principles and patterns.

II. COURSE OBJECTIVES:

The students will try to learn:

I.   The basic principles and design aspect of prototyping.
II.   The various techniques, design guidelines and patterns.
III. The applications of prototyping using various tools and platforms.

WEEK NO	TOPIC
WEEK – I	An introduction to Prototyping
WEEK – II	Low - Fidelity Prototyping and Paper Prototyping
WEEK – III	Wireframing and Tool based Prototyping
WEEK – IV	Physical Low- Fidelity Prototyping
WEEK – V	Tool based prototyping
WEEK – VI	Design Principles and Patterns- Graphic Design
WEEK – VII	Design Principles and Patterns- Interaction Design
WEEK –VIII	Commercial design guidelines and standards.
WEEK - IX	Universal design: Sensory and cognitive impairments
WEEK - X	Universal design: Tools, Limitations and standards
WEEK - XI	Introduction platforms and context : Mobile UI design, Wearable
WEEK - XII	Introduction platforms and context : Automotive user interface
WEEK - XIII	Introduction platforms and context : IoT and Physical Computing
WEEK - XIV	Assessment