



Integral University, Lucknow

Effective from Session: 2026-27

Course Code	DS181	Title of the Course	Fundamentals of Design	L	1	T	1	P	3	C	5
Year	1 st	Semester	1 st								
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To develop visual, tactile and sensory experience and enable the ability understand form, texture ,color										

Course Outcomes

CO1	Be able to understand elements and principles of design
CO2	Able to grasp stage model of action cycle
CO3	Be able to understand design laws and their importance in design field
CO4	To comprehend various rules of composition of design
CO5	To gain hands-on experience of fundamentals of design

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Elements of Design	Introduction to design, Colour and its attributes, line, shape including categories texture, space, form	12	1
2	Design Action Model and Principles of Design	7 Stage model of action cycle for design tools, Unity, harmony and methods, balance and its types, hierarchy, Scale/proportion, dominance/emphasis, rhythm, similarity and contrast	12	2
3	Laws of Design	Gestalt's principle – 1, Hick's law, The Pareto principle - 80/20 rule, The rule of thirds, Proximity, Feedback, Fitts' law, The golden ratio, Occam's razor, Fibonacci sequence, Mental models, emotional design, Composition of Design	16	3
4	Designing for people	Understanding people's psychology and Behaviour, Famous Case studies on people centric, design, Things to remember when designing for people	14	4
5	Project Work	Project work on Fundamentals of Design	24	5

Reference Books:

Universal principles of Design - William Lidwell, Kritina Holden, Jill Butler
 Design of Everyday life – Don Norman
 Universal methods of design – Brus hanignton
 Hundred things every designer needs to know about people – Susan Weins Chenk

e-Learning Source:

<https://design.tutsplus.com/articles/the-basic-elements-of-design--cms-33922>
<https://xd.adobe.com/ideas/process/ui-design/6-elements-design/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	2	1	3	1								1	1	1	2		
CO2	1	3	2	2	1								3	2	3	3		
CO3	2	1	3	3	2								2	3	3	1		
CO4	3	3	2	2	2								2	2	2	3		
CO5	2	1	2	1	1								3	2	2	2		

1- Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation

Ar. M. Fahad Aslam
 Name & Sign of Program Coordinator

Sign & Seal of HoD



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Course Code	DS182	Title of the Course	Sketching and Drawing	L	T	P	C
Year	1 st	Semester	1 st	1	0	2	3
Pre-Requisite	None	Co-requisite	None				
Course Objectives	Developing new ways of thinking, seeing, and creating via Sketching and Drawing						

Course Outcomes

CO1	To become familiar with the basic methods, techniques & tools of sketching and drawing
CO2	Developing a working concept of what it means to draw
CO3	Reinforcing the principles of traditional drawing skills
CO4	Developing new ways of thinking, seeing, and creating.
CO5	Building confidence through exercises that help you explore different types of mark making

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Basics of Sketching and Drawing	History of sketching & drawing, Sketching & its types, Drawing & its types, Difference between sketching and drawing, Common drawing media, Basics of drawing - Line, points, squares, circles, triangles, 2d sketching & drawing	8	1
2	Shapes and Forms	Creating layout, shape, line & shadows, shine, Overlap, Texture detail, 3D sketching & drawing. Perspective using forms, cuboid, prisms, cones, sphere	10	2
3	Still- and real-life sketching	Application learning with still life, real life sketching	10	3
4	Drawing Techniques	Blind contour drawing, Negative space drawing, One point perspective, Two-point perspective, Three-point perspective linear perspective, planar analysis and line variations, contours, freehand perspective, line into value., Gesture Drawing, Drawing from a photo, Double image drawing	10	4
5	Drawing human figure	Human Anatomy- Proportion drawing using shapes and drawing human figure composition. John Muir Laws	10	5

Reference Books:

Keys to drawing - Bert Dodson

Sketching the basics - Koos Eissen and Roselien Steur

Artist's Drawing Techniques - Dorling Kindersley

e-Learning Source:

<https://www.computertechreviews.com/the-art-of-drawing-vs-rendering-understanding-the-differences/>

<https://behindthedraft.com/mastering-rendering-techniques-in-drawing/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	1	3	-	-	1	1						1	2	1	1	1	
CO2	2	1	3	-	-	1	1						1	2	1	1	1	
CO3	2	1	3	-	-	1	1						1	3	1	1	2	
CO4	2	1	3	-	-	1	1						1	3	2	1	3	
CO5	2	1	3	-	-	1	1						1	3	2	1	1	

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Course Code	DS183	Title of the Course	History of Design	L		T		P		C	
Year	1 st	Semester	1 st	2		1		0		3	
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To learn about development of design in response to social, cultural, aesthetic and environmental factors										

Course Outcomes

CO1	To learn about art forms in history
CO2	To learn about historical interpretation of art
CO3	To learn about Evolution of design in everyday things
CO4	To learn about Paradigm Shift in Design from 19th century to modern time
CO5	To learn about history of UI-UX Design

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Art Forms in history	Understanding history of different art forms – modern art, contemporary art, classical art, renaissance art	8	1
2	Historical interpretation of art	Art appreciation and historical interpretation of art in its cultural contexts	8	2
3	Evolution of design in everyday things	Understanding the evolution in design through forms and everyday things	8	3
4	Paradigm Shift in Design from 19th century to modern time	Journey of design across in the 19th century to modern times. Contribution of Prominent Pioneers - Frederick Winslow Taylor, Henry Ford, Henry Dreyfuss, Don Norman	12	4
5	History of UI-UX Design	Birth of Graphical User Interfaces (GUIs) in the 1970s, Early Interface Designs, Impact of World Wide Web & Mobile Revolution, Role of Xerox, Apple Inc. & Microsoft Corporation in shaping modern UI-UX design, Modern User Experience Design	12	5

Reference Books:

Design by Evolution: Advances in Evolutionary Design - Luigi C. Barone

Gardner's Art Through the Ages - Helen Gardner

Artist's Drawing Techniques - Dorling Kindersley

e-Learning Source:

<https://www.knut.com/resources/the-history-of-ui-ux-design-a-look-through-time-at-the-art-of-interface-design/>

<https://www.uxdesigninstitute.com/blog/history-of-ux/>

<https://www.forbes.com/councils/forbestechcouncil/2026/03/05/the-evolution-of-uiux-design-and-the-ai-impact/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	1	3	-	-	1	1						1	2	1	1	1	
CO2	2	1	3	-	-	1	1						1	2	1	1	1	
CO3	2	1	3	-	-	1	1						1	3	1	1	2	
CO4	2	1	3	-	-	1	1						1	3	2	1	3	
CO5	2	1	3	-	-	1	1						1	3	2	1	1	

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Effective from Session: 2026-27							
Course Code	DS184	Title of the Course	Introduction to Visual Design	L	T	P	C
Year	1 st	Semester	1 st	1	0	3	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To create compelling and detailed visual design of real and imaginary objects						

Course Outcomes	
CO1	To understand the elements of visual design
CO2	To master the creation of page layouts
CO3	To Obtain and working knowledge of visual design tools
CO4	To comprehend the application of elements and tools of visual design
CO5	To implement the knowledge gained in a project

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Basic elements of visual design	Introduction to basic elements of visual design – detailed study of colour, colour wheel, visual hierarchy, legibility and readability, grid, layout	12	1
2	Typography	What is typography, Typeface's history and study, Types of fonts - serif and non-serif, Font anatomy, Importance of Typography in modern age UI design, Usage of type for print vs digital, Latest Trends in Typography	12	2
3	Iconography	What is iconography, visualization of icons, industry standards and specifications for iconography, designing for various form factors, trends in iconography, User perception about iconography	12	3
4	Introduction to Visual Tools	Introduction to visual design tools including lab session on elements of visual design and tools	14	4
5	Project work	Project work in tools & elements of visual design	16	5

Reference Books:	
Graphic Design The New Basics - Ellen Lupton and Jennifer Cole Phillips	
The Visual Miscellaneum - David McCandless	
Thinking with Type - Ellen Lupton	
e-Learning Source:	
https://www.researchgate.net/publication/376995757_EXPLORING_THE_DEPTH_OF_ELEMENTS_AND_PRINCIPLES_OF_VISUAL_DESIGN	
https://learnvisual.design/	

Course Articulation Matrix: (Mapping of COs with POs and PSOs)																		
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CO2	2	1	3	3	2	1	2	2					2	3	3	1	3	
CO3	2	2	3	3	3	1	3	2					1	2	3	2	2	
CO4	3	1	2	1	2	1	2	1					3	2	2	2	2	
CO5	2	1	3	3	2	2	2	1					3	2	1	1	2	

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Course Code	DS185	Title of the Course	Design Storytelling & Communication	L		T		P		C	
Year	1 st	Semester	1 st	1		1		1		3	
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To create understanding of communicating design ideas										

Course Outcomes

CO1	Get to know different visualization techniques
CO2	To learn to generate new ideas
CO3	To grasp the methods of presenting complex information visually
CO4	To comprehend and effectively communicate the design ideas
CO5	To apprehend the application of design communication and visualization

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Visualization techniques	Learning visualization techniques through - visual identity design, metamorphism visualization techniques	8	1
2	Ideation Methods	Brainstorming and mind mapping	8	2
3	Information Visualization	Information visualization through storytelling, infographics and designing brand communication	8	3
4	Communicating Design Ideas	Documenting and communicating design ideas through presentations, role play and group activities	8	4
5	Project	Project in design storytelling and visualization	16	5

Reference Books:

Cool Infographics: Effective Communication with Data Visualization and Design – Randy Krum

Information Visualization: Perception for Design - Colin Ware

e-Learning Source:

https://www.researchgate.net/publication/376995757_EXPLORING_THE_DEPTH_OF_ELEMENTS_AND_PRINCIPLES_OF_VISUAL_DESIGN

<https://learnvisual.design/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	1	3	3	2	2	2	1					2	2	3	1	2	
CO2	2	1	3	3	2	1	2	2					2	3	3	1	3	
CO3	2	2	3	3	3	1	3	2					1	2	3	2	2	
CO4	3	1	2	1	2	1	2	1					3	2	2	2	2	
CO5	2	1	3	3	2	2	2	1					3	2	1	1	2	

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Course Code	DS186	Title of the Course	Empathy and Understanding Problems	L	T	P	C
Year	1 st	Semester	1 st	1	1	1	3
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To create understanding of gaining insights and using tools for interaction with users						

Course Outcomes

CO1	To understand the concept of empathy and empathizing with users effectively
CO2	Discern the facts after dully analyzing the information received from the user
CO3	To learn how to define the problem on the basis of facts
CO4	To grasp various empathy techniques and tools
CO5	To practice various tools to comprehend root cause of the problem leading to correct definition

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to Empathy	What is Empathy, learn how to understand users & their problems, techniques to empathize with users and identify key user problems	8	1
2	Analyzing facts from Empathy to Dig Deeper	Learn how to gain insights from empathy and define problems statements	8	2
3	Empathy Tools and Techniques	Empathy tools – techniques for getting empathy insights through interviews	8	3
4	Application of Empathy in design	Empathy maps, emotional mapping, observation, field study with actual users	8	4
5	Project	Project submissions empathy mapping	16	5

Reference Books:

Empathy: Why it matters, how to get it - Roman Kizanie

The Art of Empathy: A complete Guide to life's most essential skill - Karla McLaren

e-Learning Source:

https://link.springer.com/chapter/10.1007/978-3-031-76293-2_10

<https://elearningindustry.com/empathy-based-techniques-that-transform-elearning-design>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	1	3	3	2	2	2	1					2	2	3	1	2	
CO2	2	1	3	3	2	1	2	2					2	3	3	1	3	
CO3	2	2	3	3	3	1	3	2					1	2	3	2	2	
CO4	3	1	2	1	2	1	2	1					3	2	2	2	2	
CO5	2	1	3	3	2	2	2	1					3	2	1	1	2	

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Effective from Session: 2026-27

Course Code	DS191	Title of the Course	Introduction To UX Design Studio With 6D	L	T	P	C
Year	1 st	Semester	2 nd	1	1	4	6
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To understand the concept of UX design & its methodologies						

Course Outcomes	
CO1	To understand the concept of UX design and how it has evolved
CO2	Able to understand UX design process and methodology
CO3	Able to understand how UX industry work
CO4	To know the job, roles and responsibilities in UX industry
CO5	To understand the importance of UX in digitalization and different types of industries

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Evolution of UX Design	Understand the evolution of UX design as an industry practice and learning about UX industry experts, Design around us, Job roles and responsibilities in the UX industry	6	1
2	Processes and Methodologies	Understanding UX design processes and methodologies – user centred design, 5-S model	12	2
3	6D & User-centered methodology	Understanding 6D in product UX lifecycle: Discover, Define, Design, Develop, Deliver, and Debrief	14	3
4	Tools, Trends and Technology in UX Design	Tools, prototype, Industry standards, Technology, NFC, Chatbot, Siri, UX industry trends in various sectors	10	4
5	Project	Project on UX design process and industry trends	48	5

Reference Books:

Designing for Digital Age: How to create human-centered products and services - Kim Goodwin
 Sketching the User experiences - Bill Buxton
 The design of everyday things - Don Norman
 The elements of user experience - Jesse James Garrett

e-Learning Source:

<https://www.admecindia.co.in/ux-design/the-6d-ux-process-for-new-designers/>
<https://altaygrafik.com/what-is-the-6d-process-in-ux/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)																		
PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	3	1	3	3	2	2	3	2					1	3	3	3	3	
CO2	3	1	3	3	3	2	3	2					3	2	2	2	2	
CO3	3	1	3	3	2	2	3	3					3	2	2	3	2	
CO4	3	1	3	3	3	2	3	2					1	3	1	3	1	
CO5	2	1	3	3	2	2	2	3					1	3	1	2	1	

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Course Code	DS192	Title of the Course	Fundamentals of User Research	L		T		P		C	
Year	1 st	Semester	2 nd	1		1		2		4	
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To create understanding of Types of Research & Research Methodologies										

Course Outcomes	
CO1	Be able to understand the importance of User research, Understanding the different user research methodologies
CO2	Able to grasp hands-on experience of tools for user research
CO3	Understanding cognitive psychology and user behaviour
CO4	To understand the tools available for user research
CO5	Performing user research with users on a chosen problem

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to User Research	Introduction to User Research and its Importance, Understanding User interactions	10	1
2	User Research methodologies	Planning for a User Research User Segment, defining persona for research & recruiting users, Preparing a Questionnaire for user research, Focus group discussion - do and don'ts, Online surveys - tools, do and don'ts, Analysis Interview Tips & Techniques	14	2
3	Field study: Hands on practice of methodologies	Preparing and Conducting Stakeholder workshop, Preparing questionnaire for Interviews, and Online surveys	12	3
4	Tools of Empathy and analysis	Tools of empathy like Persona, Empathy Map and User Journey Map, Documenting Qualitative Research, Documenting Quantitative Research	14	4
5	Project Work	Project work on User research	16	5

Reference Books:

Just Enough Research — Erika Hall

Observing the User Experience: A Practitioner's Guide to User Research — Elizabeth Goodman, Mike Kuniavsky, Andrea Moed

Interviewing Users: How to Uncover Compelling Insights — Steve Portigal

e-Learning Source:

<https://uxplaybook.org/articles/a-to-z-guide-user-research-for-beginners>

<https://versions.com/topics/user-research/>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)																			
PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	
CO1	2	1	3	-	-	1	1						1	2	1	1	1		
CO2	2	1	3	-	-	1	1						1	2	1	1	1		
CO3	2	1	3	-	-	1	1						1	3	1	1	2		
CO4	2	1	3	-	-	1	1						1	3	2	1	3		
CO5	2	1	3	-	-	1	1						1	3	2	1	1		

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Course Code	DS193	Title of the Course	Visual Design Tools	L	T	P	C
Year	1 st	Semester	2 nd	0	1	2	3
Pre-Requisite	DS184	Co-requisite	None				
Course Objectives	To create understanding of software and tools used in Visual Design						

Course Outcomes	
CO1	Be able to Design vector artwork
CO2	Able to prepare graphics for web and print
CO3	To implement useful keyboard shortcuts
CO4	Learn illustrator the way a professional would use it
CO5	Practice everything you learn during the course

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Photoshop – I	Photoshop – Interface & Workspace, Modifying workspace, tools and layers, blending options	8	1
2	Photoshop – II	Photoshop – layer effect filters, Image editing and enhancing, mixing, layer masking, External Plug-ins	8	2
3	Illustrator – I	Illustrator - Interface & Workspace, Modifying workspace, tools and layers, blending options	8	3
4	Illustrator – II	Illustrator – working with vectors, object libraries, layer effect filters, Image editing and enhancing, mixing, layer masking, drawing, External Plug-ins	8	4
5	AI Prompts & Project Work	Prompt Engineering for AI-Based Visual Design, Lab work on visual design tools, Project on visual design tools	16	5

Reference Books:

The Adobe Photoshop CC Book for Digital Photographers - Scott Kelby

Adobe Illustrator CC Classroom in a Book (2017 release) - Brian Wood

e-Learning Source:

<https://www.adobe.com/learn/photoshop>

<https://www.adobe.com/learn/illustrator>

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CO1	3	2	2	2	3	2	3	1					3	2	3	3	3	
CO2	3	3	3	2	3	3	2	2					2	2	2	3	2	
CO3	2	2	2	3	3	3	2	2					3	2	3	3	3	
CO4	3	1	3	2	1	2	2	1					1	2	2	2	2	
CO5	2	3	2	3	2	3	2	2					1	2	3	2	2	

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Course Code	DS194	Title of the Course	Basics of UI Development	L	T	P	C
Year	1 st	Semester	2 nd	1	1	1	3
Pre-Requisite	None	Co-requisite	None				
Course Objectives	To create understanding of Evolution of UI Design, Trends in UI, Visual Design						

Course Outcomes	
CO1	To understand the basic structure of the web page
CO2	To learn the basic concepts of HTML and CSS
CO3	To learn CSS' role in creating user interfaces for mobiles and websites
CO4	A deeper understanding of the DOM (document object model) and how CSS interacts with it.
CO5	Practicing the learning outcomes through project work

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Basic Development	Learning front-end development technologies – HTML, Css, JavaScript, JQuery	8	1
2	HTML Pages	Structure of HTML Page, Mandatory tags in html page (html, head, body)	8	2
3	CSS	What is CSS, Different ways of applying CSS for elements, and priority chain of CSS	8	3
4	Attributes	Heading tags (H1...H6), Tags and attributes (Class, Id, style etc.). Inline and block level elements	10	4
5	Project Work	Project and lab in front-end-development	14	5

Reference Books:

Responsive web design with HTML 5 and CSS 3 - Ben Frain

CSS mastery: Advance web standards Solutions - Andy Budd

HTML and CSS: Design and Build Websites - Jon Duckett

e-Learning Source:

<https://www.uxdesigninstitute.com/blog/guide-to-the-ui-design-process/>

<https://medium.com/@nirdhum/the-complete-basics-of-ui-ux-design-a-comprehensive-guide-for-beginners-c29008ce5fd8>

Course Articulation Matrix: (Mapping of COs with POs and PSOs)																		
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CO3	2	3	2	3	3	3	2	2					3	2	3	3	3	
CO4	3	1	3	2	1	2	2	1					1	2	2	2	2	
CO5	2	3	2	3	2	3	2	2					1	2	3	2	2	

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Course Code	DS195	Title of the Course	Introduction to UI Design	L	1	T	0	P	4	C	5
Year	1 st	Semester	2 nd								
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To create understanding of UI Design Principles, Heuristic Evaluation, Design Tools & Usability Testing										

Course Outcomes	
CO1	Learning UI design guidelines for different platforms and operating systems
CO2	Understanding the principles and fundamentals of UI Design
CO3	To be able to learn and get hands on Iconography & typography for interface design
CO4	To fundamentals of screen design based on design guidelines and Cross platform screen design
CO5	To master with the practical training in UI design for digital screens

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Basic elements of UI design	Introduction to basic elements of visual design – detailed study of colour, colour wheel, visual hierarchy, legibility and readability, grid, layout	12	1
2	Typography	What is typography, Typefaces history and study, Types of fonts - serif and non-serif, Font anatomy, Importance of Typography in modern age UI design, Usage of type for print vs digital, Latest Trends in Typography	12	2
3	Iconography	What is iconography, visualization of icons, industry standards and specifications for iconography, designing for various form factors, trends in iconography, User perception about iconography	12	3
4	Introduction to Visual Tools	Introduction to visual design tools including lab session on elements of visual design and tools	12	4
5	Project Work	Project work in tools & elements of visual design	30	5

Reference Books:

Graphic Design The New Basics - Ellen Lupton and Jennifer Cole Phillips

The Visual Miscellaneous - David Mc Candless

e-Learning Source:

<https://www.acte.in/complete-ui-ux-design-tutorial>

<https://www.geeksforgeeks.org/software-engineering/software-engineering-user-interface-design/>

PO-PSO CO	Course Articulation Matrix: (Mapping of COs with POs and PSOs)																	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
CO1	2	2	1	3	1								1	1	1	2	2	2
CO2	1	3	2	2	1								3	2	3	3	1	3
CO3	2	1	3	3	2								2	3	3	1	2	1
CO4	3	3	2	2	2								2	2	2	3	3	3
CO5	2	1	2	1	1								3	2	2	2	2	1

1- Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation

 Ar. M. Fahad Aslam Name & Sign of Program Coordinator	 Sign & Seal of HoD
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