

**EXPERIENTIAL ENGINEERING EDUCATION (EXEED) –
PROTOTYPE / DESIGN BUILDING**

III Semester: Common for all branches								
Course Code	Category	Hours / Week			Credits	Maximum Marks		
ACSC09	Foundation	L	T	P	C	CIA	SEE	Total
		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							