Report

(with Learning Outcomes/Assessment/Snaphots of Projects)

on

30-hour Online Short Term Course

on

"Graphics Designing & Front-End Web Development"

Date: 21/01/2022 to 01/02/2022

Duration: 30 Hours

Date of Commencement: 21st January 2022

Date of Valedictory: 5th February 2022

Department of Computer Science and IQAC, Mata Sundri College for Women, University of Delhi, initiated the 30-hours online short term course on "Graphics Designing & Web Development" in collaboration with GirlScript Foundation, on 21st January 2022. The department supports, engages and assists students in active learning for technical and creative capabilities of each student. Besides regular courses, the department regularly organizes various courses and events periodically for the benefit of students. These courses are able to offer students better chances of PG admissions, internships as well as numerous job opportunities.

The course was inaugurated by Prof. (Dr.) Harpreet Kaur, Principal, Mata Sundri College for Women, University of Delhi. The inaugural ceremony commenced at 5.30 pm with the welcome address by Ms Ashema Hasti, Programme Convener. She also shared course details and elaborated about Mata Sundri College for Women and GirlScript Foundation. Dr. Harpreet Kaur in her inaugural address motivated the participants to make full utilization of the technical skill-set of the Expert Trainers. Dr Kiranjeet Sethi, TIC Coordinator, Department of Computer Science, introduced the two Guest Speakers from GirlScript Foundation, namely, Mr. Mohit Varu Co-Founder, GirlScript Foundation and Ms. Neha Gupta, Mentor. Dr Lokesh Kumar Gupta, IQAC Coordinator told about the various initiatives and collaborations taken up by IQAC. He requested participants to utilize their valuable time by sincerely attending all the sessions during the course and providing daily feedback.

The aim of this 30 hours course was to provide students an opportunity to learn high-demand skills of designing attractive web pages and using Graphics tools in creating and enhancing visualization effects. Inclusion of Rigorous, authentic assignments and live project in the course added value to their skill set. The highlight of the course was hands-on training to participants by Subject Matter Experts from the industry in the area. The workshop was divided into twelve technical sessions of two to four hours each, followed by online assessment of the students. The

course was conducted entirely in online mode, after college hours and on weekends, using the Online Platform of Google Meet. Participants were provided with Session Recordings.

The Resource persons for the course were Ms. Neha Gupta, Graphics Designer and Mr. Chinmay Mokhare, Graphics & Web Designer. Students learnt how to use Graphics designing tools such as Figma, Adobe Illustrator and Photopia tools. During the Graphics Designing Sessions, the learning was multifaceted including theoretical, conceptual and project-based learning with options to explore the functional, technical, and planning aspects, along with the stylistic, aesthetic, and thematic elements of Design. Exposure to practical websites and live project work was also given to the students along during the sessions and students were taught about portfolios, illustrations, logos, motion designing and creating gif images and how to create their own ecommerce websites. Students created projects on creating websites using wordpress and hosting on Github. During the Sessions on Web Development, students learnt about HTML. The instructor taught the basics of web development and helped the students to create websites using wordpress. He described and differentiated the meaning of two important concepts "Git" and "GitHub". Further, the students learnt to make a repository in GitHub and then worked upon its various commands such as git push, git clone, git status, git remove rm origin, git remote add origin, git log, etc. Students worked on various Web development projects such as Online Consultation, Fashion Designing, Cosmetics Products, University Websites and Food Ordering.

Students had the opportunity to put together their skills in the projects designed and created by them which provided an opportunity to them to ideate the concepts, implement the same and carry it to completion. **The course saw an enrolment of 58 participants** from various colleges of University of Delhi, including Shaheed Rajguru College, Deshbandhu College, IP College for Women, SPM College for Women, ARSD College, KMC and Mata Sundri College for Women. The mentors interacted with the students on one-to-one basis and provided them with valuable tips. The students found the sessions beneficial and interesting as the Instructors shared their immense knowledge and expertise on the topic in an elaborate yet simple manner. Students were provided E-Certificates at the end of the course, based on their completed projects and online assessment, conducted on 1st February, 2022.

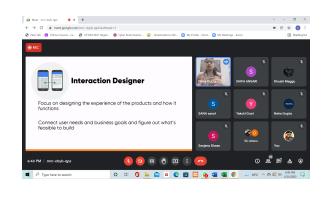
The Valedictory session was held on 5th Feb 2022 from 5pm onwards and was graced by the presence of Prof. (Dr.) Harpreet Kaur, Principal, Mata Sundri College for Women, Dr. Kiranjeet Sethi, TIC Coordinator and Dr Lokesh Kumar Gupta, IQAC Coordinator, who appreciated the efforts of the organizing team and enthusiasm of participants. The Co-Founder and Managing Director of GirlScript Foundation Mr Mohit Varu expressed their gladness in collaborating with our college. A power-point presentation showing the work and practical assignments done by the students was shown by the Student Coordinators. Participants shared their live feedback and experience. The valedictory function concluded with a formal vote of thanks by the coordinators.

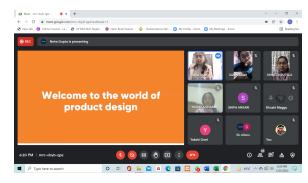
The session dedicated was introduction of UX; students learned why anyone needs a website or app, the basic concept of UX, the characteristics of good User Experience, and the characteristics that every good UX designer possesses. The Mentor talked about different UX jobs, different types of UX, what is an end user, design thinking framework, wireframing and framework basic structure, what we need to keep in mind while designing across platforms, 4C's concept, inclusive and equity focused design, and Design Sprint. Mentor was interacting with the students. The session was very interactive and interesting, and after today's discussion, the mentor

asked questions with participants related to the topic they taught, as well as the student's doubts were cleared very well. Feedback revealed that there was a high level of participation.

Technical Session- 1: Learning Outcomes

- Introduction of UX
- Concept of wireframes, frameworks
- What is need of Inclusive and equity focused design
- Discussion about 4C's concept ,Design Sprint



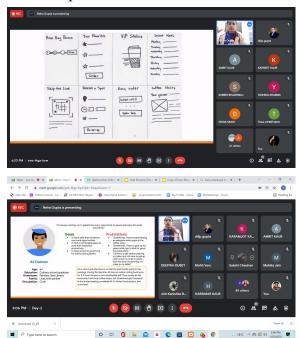






Day-2: 22-01-2022

The session started with the discussion of the previous class' topic "What is framework and its types". Then the mentor taught about types of research. Then she explained how to create a user persona. She gave students a scenario of a coffee house for which students were required to make a user persona, user story and user journey map. The mentor asked students to choose a topic to make a landing page. Then she elaborated on competitive audits and components of a landing page. She presented some examples of websites. In the end, she taught about the user flow wireframing creation. Students were asked to make a landing page structure for the topic chosen.



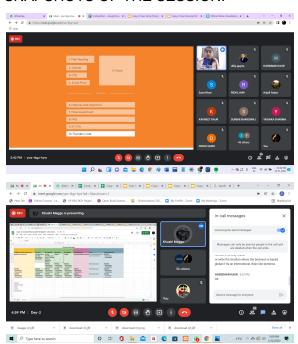
Day-3: 23-01-2022

The session was very interactive. Mentor communicated with students throughout. All the doubts of students were handled very well. The session ended with a group photograph and filling up of feedback form.

Technical session 2: Learning outcomes

- Learn about framework.
- Learned how to make a user persona.
- Learned about how to write competitive audits.
- Learned about making a landing page.

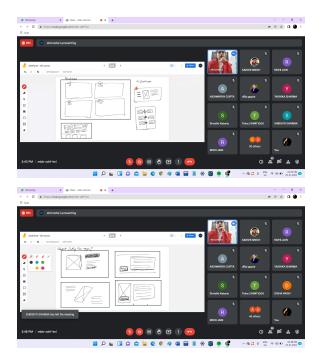
SNAPSHOTS OF THE SESSION:-

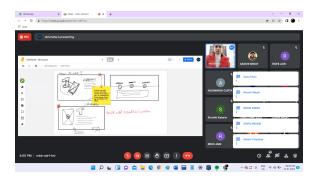


The mentor started the session by showing some examples of existing websites. Then she asked students to make a list of the application for which they want to make a landing page for. She taught students about the different sections of a landing page. Then she asked the participants to make a list of sections they want to use in their landing page for the app. In between she also handled some queries participants. Then she gave us a basic idea of creating wireframes of the landing page using a jamboard. Then the mentor started the handson session in which all the students learned how to use the designing tool figma. Then they implemented the basic layout of their landing page using some features of figma. At last, The resource person helped the students by improvising their designs students filled up the feedback and forms. The session concluded successfully with taking up a beautiful group photograph.

Technical session 3: Learning outcomes

- Studied about the different sections of a landing page.
- Created a wireframe roughly by using a paper or jamboard.
- Learned how to use figma.







Day-4: 24-01-2022

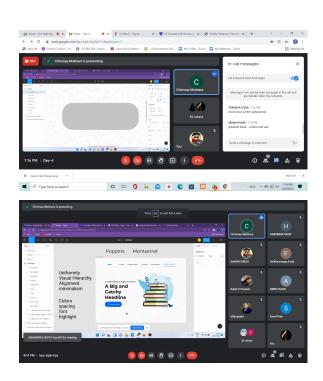
The session started with the basic intro of designing tool figma. The mentor explained about uniformity, visual hierarchy, alignment and minimalism. The whole session was dedicated to making a website using figma. It starts with the designing of a navigation bar. Then the students learned how to add title, subtitle and image on the homepage of a website. Students were asked to share their work on the whatsapp group. It was a very interactive and interesting

session. All the doubts were aptly cleared by the mentor. At last, The resource person helped the students by improvising their designs and students filled up the feedback forms. The session concluded successfully with taking up a beautiful group photograph.

Technical session 4: Learning outcomes

Learned some more features of figma.

SNAPSHOTS OF THE SESSION:





In this session, the students learned about making a hero section. They also learned how to do the prototyping of any website. A new feature plugin was used. Mentor also taught the participants how to make an avatar using unsplash students were also taught how to add smart animate. It was a very interactive and interesting session. All the doubts were aptly cleared by the mentor. Students were asked to share their work on the whatsapp group. At last, The resource person helped the students by improvising their designs and students filled up the feedback forms. The session concluded

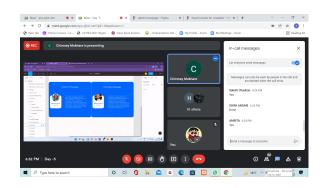
Day-5: 25-01-2022

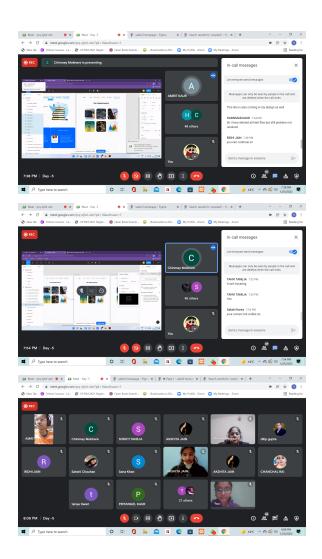
successfully with taking up a beautiful group photograph.

Technical session 5: Learning outcomes

- Learned about how to add plugins
- How to create an avatar

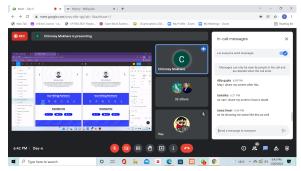
SNAPSHOTS OF THE SESSION:

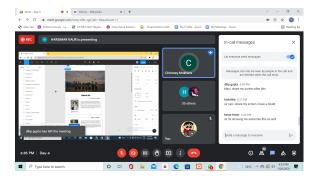




Day-6: 26-01-2022

The session was dedicated to the making of the second website, students learned how to create a brand kit before creating any website. Students were also taught about components and how to add icons in websites using plugins. They were free to add a color, images of their choice. Mentor also taught the participants how to make an avatar using unsplash. It was a very interactive and interesting session. All the doubts were aptly cleared by the mentor. Students were asked to share their work on the whatsapp group. At last, The resource person helped the students by improvising their designs and students filled up the feedback forms. The session concluded successfully with taking up a beautiful group photograph.





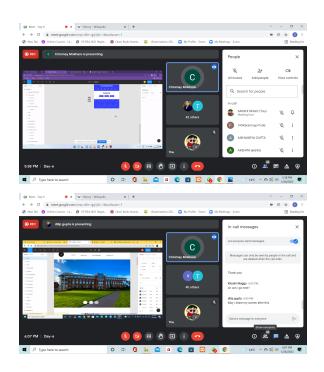
Day-7: 27-01-2022

The session was dedicated to the introduction of graphic designing. Firstly the mentor told the students to install Adobe illustrator by providing them step by step instructions. Then the mentor solved the errors and queries of the students which they were facing in installing Adobe

Technical session 6: Learning outcomes

- Learned how to create brand kit
- Learned how to used iconify feature

SNAPSHOTS OF THE SESSION:

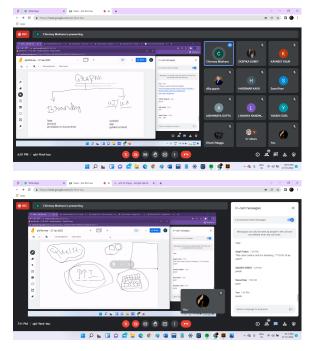


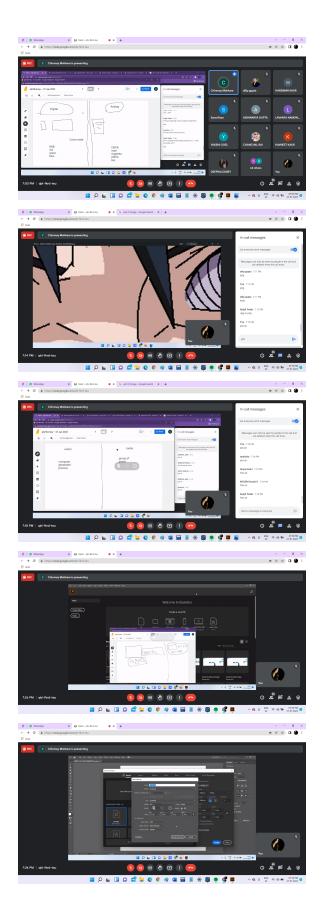
illustrator. Then the mentor talked about what is graphics. He explained some terms i.e branding and UI/UX, digital and analog, picture quality, raster and vector. After that he taught the students how to use Adobe illustrator. He taught some features of AI, like how to draw Rectangle, circle, ellipse, perfect square and how to change the colors and stroke.

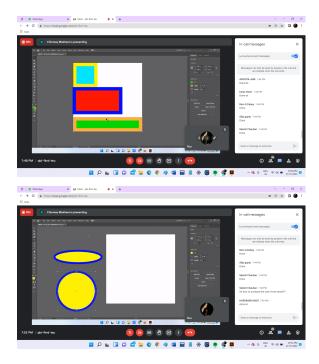
Mentor was interacting with the students. The session was very interactive and interesting, and after today's discussion, the mentor asked questions with participants related to the topic they taught, as well as the student's doubts were cleared very well. Feedback revealed that there was a high level of participation.

Technical session 7: Learning outcomes

- Introduction to graphic designing.
- Some terms branding and UI/UX, digital and analog, picture quality, raster and vector.
- Learned some basic features of Adobe illustrator.







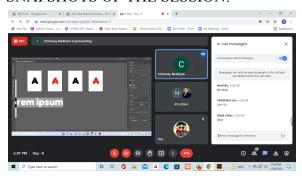
Day-8: 28-01-2022

The session was dedicated on different tools of adobe illustrator. We got to know about how to write text in different forms.Also taught about how to use direct selection tool by anchor points to get required shape like from ellipse to egg shape. Students enjoyed the session and all the doubts were cleared very well. Also we got to know how to group things together. Then we used scissors tool to cut the different shapes as per requirement .It was very interesting and with amazing session great hands-on-experience. Then mentor taught how to save file. Lastly mentor gave us the assignment based on the features we studied.

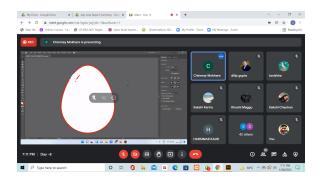
Technical Session 8 - learning outcomes

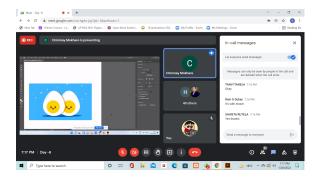
 Learned text writing in different forms and by different methods

- Direct selection tool to make shape according to us
- Scissors tool usage for cutting strokes and shapes both.









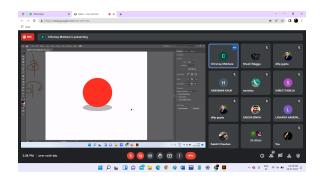
Day-9: 29-01-2022

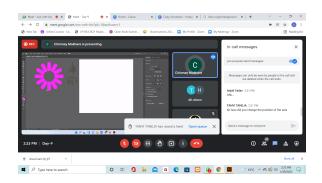
The session started with discussion of a assignment of adobe illustrator given .Participants learned the concept of shadow creating with opacity feature. Also they learned the rotation tool to make duplicates of objects in the same order. The mentor showed how to use the pen tool and shape builder tool to create our own shapes. The batch learned to create key hole in the door and to give hollow space between objects using a shape builder tool. They got to know about the most interesting tool - gradient tool to create customized shade colors with that. Then students did logo making using the tools - logo of SBI, facebook, twitter, linkedin and instagram. After learning all these things in adobe illustrator, usage of photoshop tool photopea - online software was depicted. It was taught to add images for photoshop and how to add color, contrast and tone to that. Also the main feature of hue and saturation was explored with different field images. Then they used the most interesting spot healing brush tool to

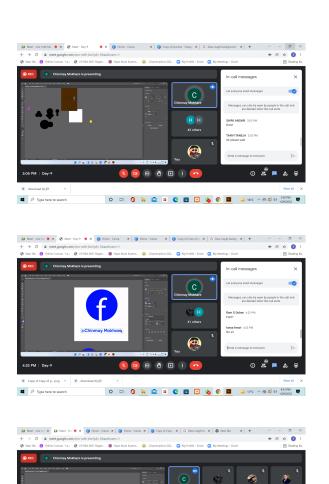
cover pimples in photographs. It was an amazing session that covered so many things with interaction. Students loved it.

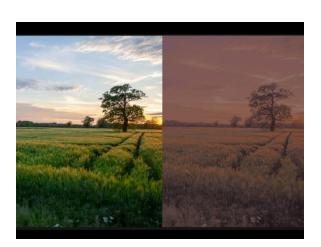
Technical session 9 - learning outcomes

- Adobe Illustrator- shadow creation , rotation tool , shape builder tool , gradient tool
- Logo creation in adobe illustrator
- Exporting and importing image in adobe illustrator
- Photoshop tools adding image, adding colour ,contrast ,brightness, exposure, and vibrance to image
- Hue and saturation feature for colour changing as per requirement
- Spot healing brush tool









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Day-10: 30-01-2022

The session started with the introduction of some more Photoshop's tools. Firstly the mentor taught the students how to change the colour of an object in an image, how to place an image in the new project, then he taught how to add text on an image and how to edit it. Then the mentor told us to download WordPress and then he solved the errors of students which are coming in the installation of WordPress.

Then the mentor talked about what is "HTML". He explained some tags of html and showed the output. Then he explained about hosting in which he discuss about Ip addresses and dns. Mentor was interacting with the students. The session was very interactive and interesting, and after today's discussion, the mentor asked questions with participants related to the topic they taught, as well as the student's doubts were cleared very well. Feedback revealed that there was a high level of participation.

Technical session 10: Learning outcomes

- Some important Photoshop tools.
- Introduction to Html.
- Introduction to CSS.
- Hosting of a website

Day-11: 31-01-2022

The session started with the launching if WordPress. We came to know how to add themes and installing them for our website. Then sir taught us how to access WordPress and then we started to explore the features in WordPress to make different modules and sections for a website. Also we learned amazing features of text adding image adding. We studied about designing things. Also we learned how to save changes and to see them side by side. Sir taught us very well. We got to know how to use our illustrator in creating icons and using it in our own website. It was an amazing session.

Technical session 11: Learning outcomes

- Accessing and launching WordPress
- Different features and adding themes for our website
- Created college website

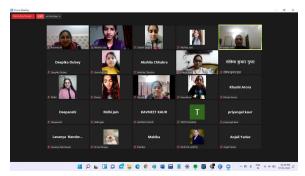
Day-12: 01-02-2022

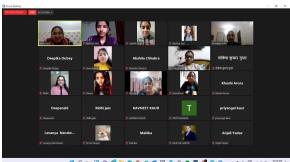
The session started with the commands to use github. The instructor taught the basics of web development and helped the students to install VS Code and GitHub. He described and differentiated the meaning of two important concepts "Git" and "GitHub". Further, the students learnt to make a repository in GitHub and then worked upon its various commands such as git push, git clone, git status, git remove rm origin, git remote add origin, git log, etc

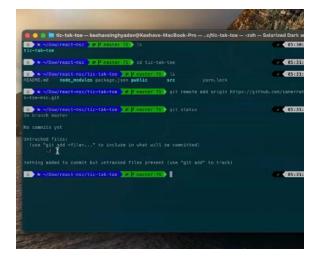
Technical session 12: Learning outcomes

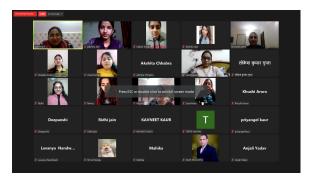
 Learn how to install VS Code and GitHub

- Learn how to make a repository in GitHub
- Learn to work upon various GitHub commands such as git push, git clone, git status, git remove rm origin, git remote add origin, git log







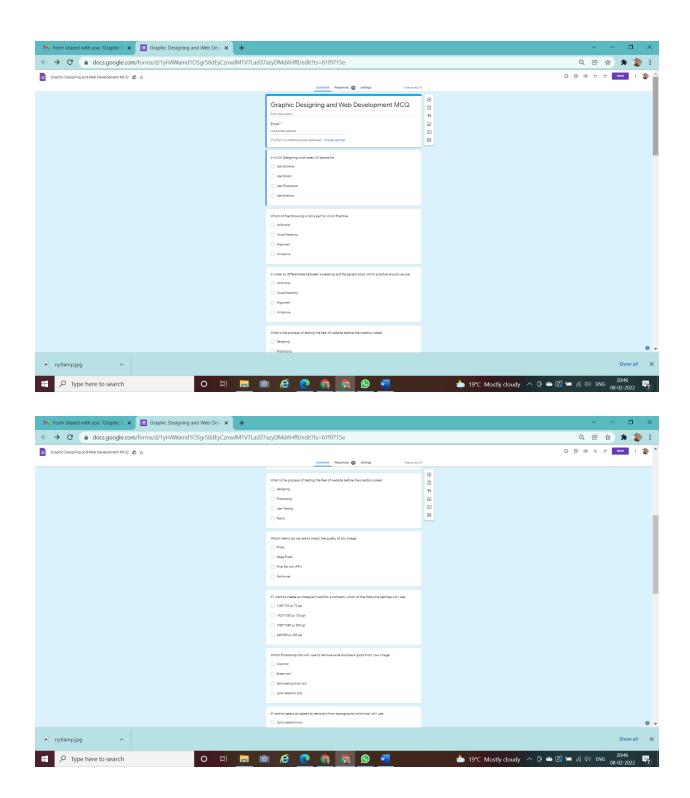


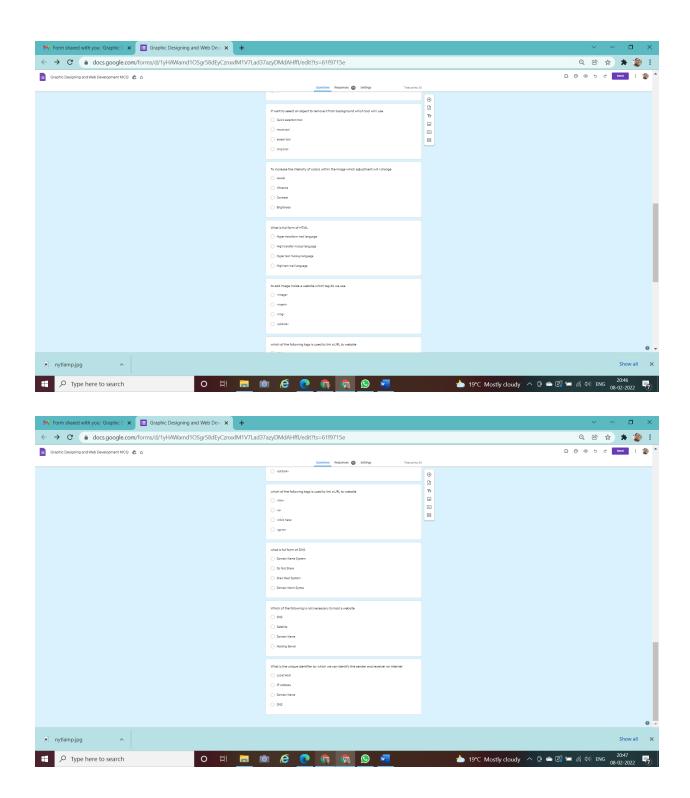
Assessment was done in the form of an MCQ based test conducted on 1st February 2022

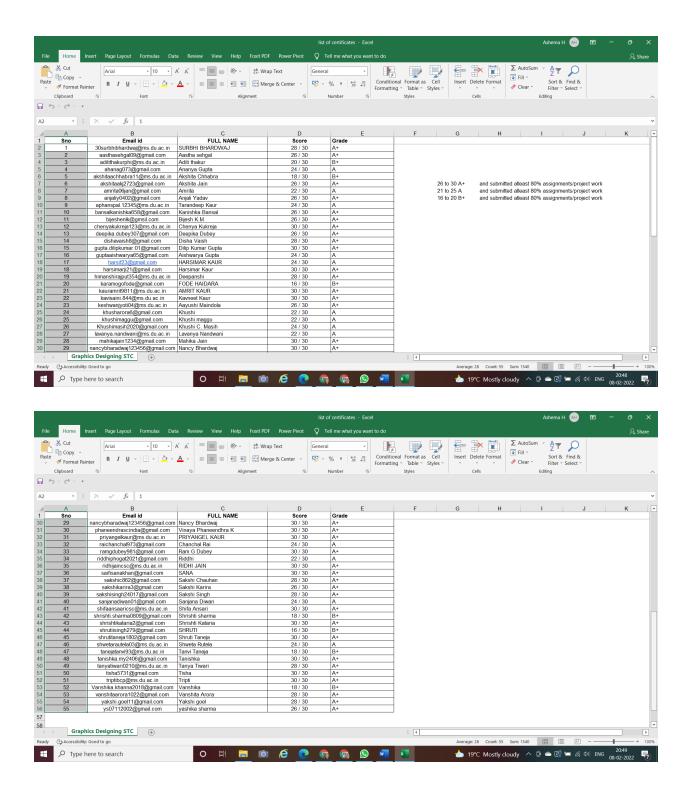


Total points distribution









Also Students submitted the following projects:

- 1. Cosmetics Products Website
- 2. Designing GIFs

- 3. College Website
- 4. Online Doctor Consultation
- 5. Food Ordering Website

Google drive link to access the sample projects:

https://drive.google.com/drive/folders/1rxE6V8M_T-iEnjncxKxAop_PhZMhmWHE?usp=sharing