

Academic Year: 2025-2026

Date: 23-10-2025

Activity: Five-Day Student Enrichment Program (Workshop) on UI/UX Design

Consolidated Report

A Five-Day Student Enrichment Program (Workshop) on “**UI/UX Design**” was organized by the Department of Computer Science and Engineering from 14th October 2025 to 18th October 2025 at MBA Seminar Hall. A total of 254 students from **III Year CSE and IT** actively participated in the sessions, divided into two batches – Batch: 1 (9:15 AM to 12:50 PM) and Batch: 2 (1:30 PM to 4:00 PM). The sessions were conducted by **Mr. Uppula Abhishek**, Founder & CEO, AI Medi Coder, who served as the resource person for the workshop.



The poster features a light blue background with a faint silhouette of a person's head. At the top, it includes the NNRG logo and accreditation details. The main text is centered and reads: 'NALLA NARASIMHA REDDY Education Society's Group of Institutions-Integrated Campus (Approved by AICTE & PCI, New Delhi & Affiliated to JNTUH, Accredited by NAAC with A+ Grade) Chowdhariguda (V), Korremula 'X' Road, Ghatkesar (M), Medchal-Malkajgiri (D), Hyderabad - 500088, Telangana. (UGC AUTONOMOUS INSTITUTION) www.nnrg.edu.in School of Engineering Department of Computer Science & Engineering Organizing Five-Day Student Enrichment Program (Workshop) on "UI/UX DESIGN" Date: 14th - 18th October 2025 Venue: MBA Seminar Hall, III Floor'.

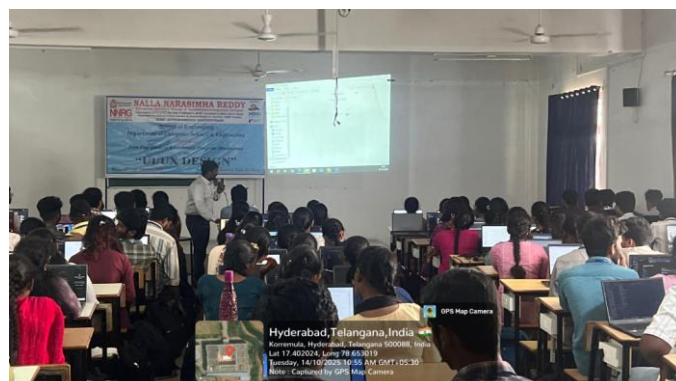
Day 1 : The workshop began with an inaugural session at 9:15 AM. **Dr. K. Rameshwaraiah**, Head of the Department of CSE, inaugurated the event and highlighted the importance of UI/UX Design in modern mobile and web applications. After a brief introduction, **Mr. Uppula Abhishek** initiated the first session, covering Flutter and Dart setup, installation procedures, and the Flutter project structure. Students successfully verified their setup and executed their first Dart programs.

Topics covered:

- Introduction to Flutter & Dart
- SDK installation and environment configuration
- Flutter framework and architecture
- Basic Dart program execution

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Day 2 : The second day introduced Flutter Widgets and Layout Structures. Students explored the Widget Tree, learned the difference between Stateless and Stateful widgets, and implemented UI elements such as Text, Image, Container, and Button widgets. Hands-on activities guided students to design layouts using Row, Column, and Stack widgets.

Topics covered:

- Widget concepts and hierarchy
- Core UI components
- Layout design using Row, Column, and Stack
- Building interactive screens



Day 3 : The trainer focused on Responsive UI Design and Navigation in Flutter. Students learned adaptive design techniques using MediaQuery, Flexible, Expanded, and LayoutBuilder. They also implemented multi-screen navigation through Navigator.push(), Navigator.pop() and named routes.

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Topics covered:

- Responsive UI principles and breakpoints
- MediaQuery and adaptive layouts
- Navigation between screens
- Drawer and bottom navigation bar



Day 4 : The focus was on State Management and Custom Widgets. Students learned about Stateful widgets, widget lifecycle methods, and state management using `setState()` and `Provider`. They designed custom widgets, configured themes, and experimented with dark and light modes for enhanced usability.

Topics covered:

- Stateful widget lifecycle
- Provider-based state management
- Custom widget creation and styling
- Theme configuration and color schemes



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Day 5 : The final day focused on Forms, Animations, and API Integration. Students created interactive forms with validation, added animations using AnimatedContainer and Hero Animation, and integrated REST APIs using the HTTP package. Later, students were divided into 17 teams, each developing application based on UI/UX Design concepts covered during the workshop. The day concluded with project presentations and Q&A session with the trainer. Certificates were distributed to all participants, and appreciation certificates were awarded to teams demonstrating outstanding creativity and performance.

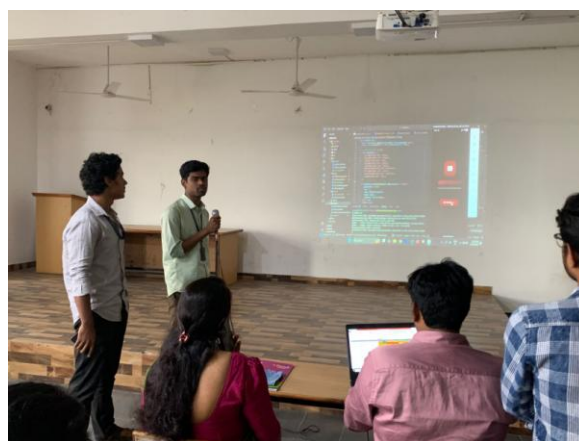
Topics covered:

- Form validation and error handling
- Animations and transitions
- REST API integration
- Project presentation and Q&A session
- Certificate and appreciation distribution

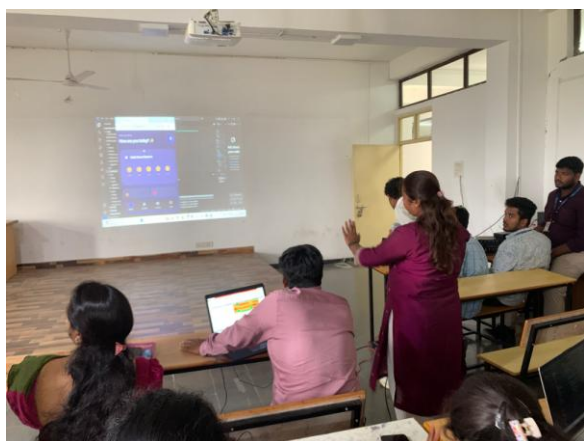


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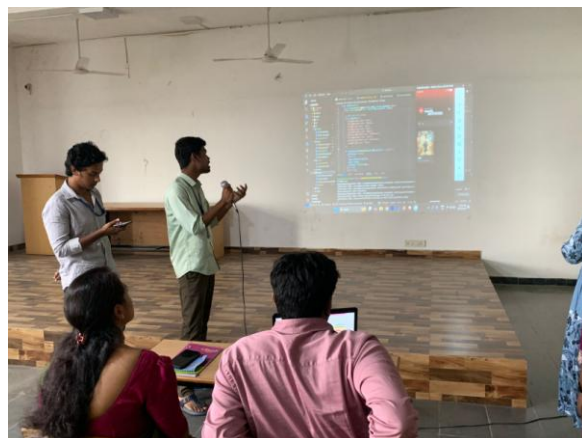
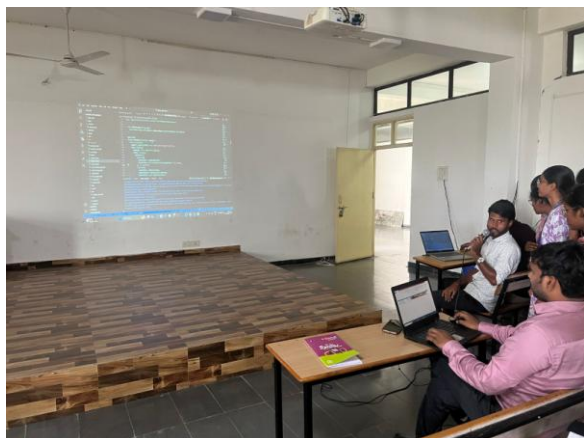
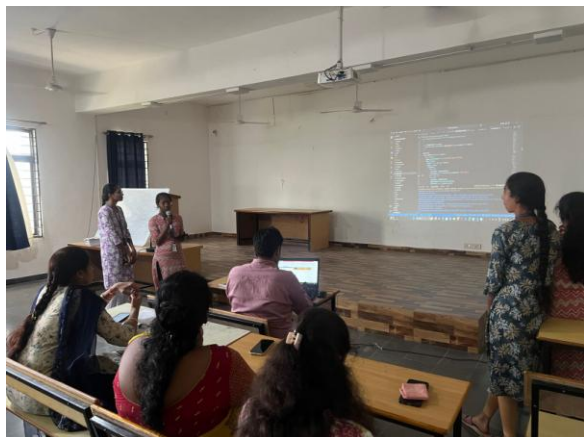
| Project Details - UI/UX Workshop | | |
|----------------------------------|------------------------------------|-----------------|
| Team No. | Project Title | No. of Students |
| 1 | Indian Tourism | 8 |
| 2 | Medi Connect | 8 |
| 3 | Smart Home Controller | 8 |
| 4 | Online Voting System | 8 |
| 5 | Style Hub E-Commerce Platform | 8 |
| 6 | Diwali Crackers Online Shopping | 8 |
| 7 | Online Sports Cart | 8 |
| 8 | Care Health Smart Health | 6 |
| 9 | Dog Shop | 7 |
| 10 | Travel App | 8 |
| 11 | Mind Mate | 8 |
| 12 | Pay Drop | 3 |
| 13 | Daily Expense Tracker | 6 |
| 14 | Fitness Dashboard | 7 |
| 15 | Movie Mix | 10 |
| 16 | Smart Attendance Management System | 8 |
| 17 | NNRG Sports Community | 9 |



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17 Team Members Presenting Their Applications

Outcome : The five-day workshop on UI/UX Design using Flutter and Dart enabled students to develop hands-on expertise in mobile app interface design. Participants gained insights into responsive layouts, interactive widgets, animations, and API integration. The final-day project presentations and interactive Q&A fostered innovation, teamwork, and practical understanding of design thinking in real-time application development.

The workshop not only enhanced students' technical proficiency but also improved their problem-solving and creativity skills, encouraging them to design user-centric and visually appealing mobile interfaces. Through active participation and project-based learning, students gained confidence in using Flutter as a development framework and understood how UI/UX principles contribute to overall product success.

The event concluded successfully with positive feedback from both participants and faculty, reflecting the effectiveness of experiential learning and the importance of integrating design thinking in engineering education.

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Certificate Of Completion

This is to certify that

Dandugula Akshaya

has successfully participated in the
Student Enrichment Program (Workshop) on **UI/UX Design**
conducted at **Nalla Narasimha Reddy Education Society's
Group of Institutions - Integrated Campus** from
14th October 2025 to 18th October 2025.



Dr.A.Prashanthi
Associate Professor
Faculty coordinator

Dr.K.Rameshwaraiah
CSE HOD

U Abhishek
Founder & CEO
Ai Medi Coder Pvt Ltd



Certificate Of Completion

This is to certify that

Reguri Tharun

has successfully participated in the
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Group Photo of Students and Faculty with the Trainer

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HEAD-CSE