



## **MAD CLUB**

**—MOBILE APPLICATION DEVELOPMENT—**

# **UI/UX DESIGN COMPETE REPORT**

*Organized by: Department of CSE - MAD Club*

*Date: 20th March 2025*

# Principal

**Dr. ASHOK MARAM, B. Tech, M. Tech, Ph.D**



We would like to extend our heartfelt thanks to our respected Principal, **Dr. Ashok Maram, Principal of Malla Reddy College of Engineering (MRCE)**, for his constant encouragement and support in organizing the **UI/UX DESIGN COMPETE** event under the **MAD Club**, Department of **Computer Science and Engineering**.

His guidance and motivation have always inspired us to plan and execute various student-centered activities effectively. We are grateful for providing us with the opportunity, necessary resources, and platform to successfully conduct this event and enhance the technical skills of our students.

## Head of the Department

**Dr. MANJUNATH GADIPARTHI**, *B. Tech, M. Tech, Ph.D*



We express our sincere gratitude to our **Head of the Department**,

**Dr. Manjunath Gadiparthi**, **Department of Computer Science and Engineering**, for his continuous support and valuable guidance in organizing the **UI/UX DESIGN COMPETE** event under **MAD Club**.

His encouragement and suggestions throughout the planning and execution of the event have been instrumental in making this event a grand success. We are thankful for his constant motivation, which enabled us to conduct this event smoothly and provide a platform for students to showcase their creativity and technical skills.

## Techie Hub

**Mrs. PUSHPA JOSHI**, Techie Hub Coordinator



We are thankful to **Mrs. Pushpa Joshi, Techie Hub Coordinator, Department of Computer Science and Engineering**, for her valuable guidance, coordination, and continuous support throughout the *UI/UX DESIGN COMPETE* event.

Her encouragement, timely suggestions, and valuable insights have played a vital role in the successful planning and smooth execution of the event. Her involvement and mentorship provided us with a clear direction and motivation to organize the event effectively.

## Faculty Coordinators

**Mr. A. RAMAKRISHNA**

Assistant professor



**Mrs. L. SUNITHA**

Assistant professor



We would like to express our heartfelt gratitude to our Faculty Coordinators,

**Mr. A. Ramakrishna and Mrs. L. Sunitha**, Department of **Computer Science and Engineering** for their valuable guidance, constant encouragement, and unwavering support throughout the *UI/UX DESIGN COMPETE* event.

Their continuous involvement, valuable suggestions, and support have greatly contributed to the smooth organization and successful completion of the event.

## Executive Team



We take this opportunity to sincerely thank the **President and Vice President of MAD Club** for their exceptional leadership, guidance, and continuous support in the successful organization of the *UI/UX DESIGN COMPETE* event. Their dedicated efforts in planning, coordinating, and managing the event were instrumental in ensuring its smooth execution. Their ability to lead the student team with responsibility, enthusiasm, and commitment contributed significantly to the overall success.

We would also like to extend our heartfelt appreciation to all the **MAD Club Student Coordinators** for their active involvement, dedication, and outstanding teamwork. Their collective efforts in managing event logistics, coordinating with participants, handling registrations, and ensuring the flawless execution of every round were truly commendable.

Together, the leadership and the student coordinators exemplified the true spirit of collaboration and commitment, setting a high standard for future events.

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# REPORT

## MAD CLUB EVENT-1: UI/UX DESIGN COMPETE

### Event Overview:

The MAD Club organized a **UI/UX-based coding competition**, where participants developed Android applications focusing on **UI/UX design and Firebase Authentication** using Android Studio. The competition consisted of three levels designed to test participants' skills in UI/UX development and backend integration.

### Event Details:

- **Date:** 20/03/2025 (Thursday)
- **Time:** 9:30 AM - 4:00 PM
- **Venue:** Room.No-116, Block-3, MRCE
- **Mode of Participation:** Individual
- **Total Registrations:** 90
- **Total Participants:** 71
- **Duration:** 1 hour 30 minutes (Each level: 30 minutes)
- **Batches:** 2

### Core Committee:

**President:** P.Shiva Priya

**Vice-president:** M.Manikanta sree

**Coordinator's:** MAD club coordinators (III year)



## Competition Structure:

The event was conducted in two batches, each following a structured competition format.

### Batch-1:

#### Level 1 – UI Design Challenge (30 minutes)

Participants were required to design a **user-friendly UI** using **Android Studio and XML**. They could choose apps from problem statements.

- Rules:
  - Use XML for UI development.
  - Utilize proper layouts (Constraint Layout, Linear Layout, etc.).
  - Ensure responsiveness and a visually appealing design.
  - Avoid hardcoded values; use string resources and styles.
  - No external UI libraries allowed.

#### Level 2 – UI/UX Quiz (30 minutes – 25Q)

After Level 1, participants were competed in a **Quiz Challenge** on **Android Studio, UI/UX principles, and Firebase Authentication**.

- Topics included:
  - UI Components in Android Studio.
  - Layout types and best practices.
  - Color psychology in UI design.
  - Firebase authentication workflow.
  - Debugging UI/UX issues.

*9 participants were selected for Level 3 based on their performance in Levels 1 & 2.*

### Similarly, Batch 2:

- **Level 1** – UI Design Challenge (30 minutes) (*same as Batch 1*)
- **Level 2** – UI/UX Quiz (10 minutes) (*Modified format*)
  - 10 questions, each with a 30-second timer.

*10 participants were selected for Level 3 based on their performance in Levels 1 & 2.*

#### Level 3 – Backend Integration & Debugging (30 minutes)

The **Top 10 participants from both batches** were required to integrate **Firebase Authentication** into their applications and ensure a bug-free experience.

- Task Requirements:
  - Implement user authentication (Sign-in, Sign-up, Logout) using Firebase.
  - Debug and test the app to ensure error-free execution.
  - The final app must be functional without crashes or bugs.

## Problem Statements

### 1. *Weather App*

Design and develop a weather application where users can check real-time weather updates for their location. The app should have a visually appealing UI, and users must authenticate via Firebase to personalize their weather preferences.

### 2. *Expense tracker app*

Create a simple expense tracker app that allows users to add, update, and delete their daily expenses. The app should provide a well-structured UI with proper input fields and buttons. Firebase authentication must be implemented to store user-specific expense data.

### 3. *Quiz app*

Develop a quiz application with multiple-choice questions on different topics. The UI should include interactive elements like progress indicators and answer validation. Firebase authentication should be used to store users' quiz scores.

### 4. *Student attendance app*

Create an attendance management system where teachers can mark student attendance. The UI should allow selecting students from a list and marking their status. Firebase authentication should be used for teacher login, and attendance records must be stored securely.

### 5. *Calculator app*

Design and implement a basic calculator with a clean and user-friendly UI. The app should allow basic arithmetic operations. Additionally, Firebase authentication should be implemented to store and retrieve the last few calculations for each user.

### 6. *Habit tracker app*

Develop a habit tracker application where users can add, monitor, and complete their daily habits. The UI should have progress indicators to visualize habit completion. Firebase authentication must be used to store user-specific habit data.

### 7. *Task reminder app*

Create a reminder application where users can set daily task reminders with time and date inputs. The UI should include a list of pending and completed reminders. Implement Firebase authentication to store user-specific reminder data.

### 8. *Music Playlist app*

Develop a simple music playlist app where users can create and manage playlists. The UI should include options to add and remove songs. Implement Firebase authentication to save and retrieve user playlists.

### 9. *E-Book reader app*

Design an e-book reader application where users can upload and read PDFs. The UI should include options like page navigation and bookmarking. Firebase authentication should be used to save user preferences and recent reads.

### 10. *Daily journal app*

Create a daily journal application where users can write and save their personal notes. The UI should be minimalistic and Firebase authentication should be implemented.

## Rewards & Prizes:

- **Winner:** Certificate, Special Prize & 100 MAD Coins
- **Runner-Up:** Certificate, Special Prize & 50 MAD Coins
- **All Participants:** E-Certificate & 20 MAD Coins

(**Special Rewards:** Internship referrals, Exclusive 1:1 Mentorship Sessions, Free Entry to Hackathon, Gift voucher)

Students **earn MAD Coins** by participating in club activities. They can **redeem MAD Coins** for rewards (certificates, Play Store publishing, etc.).

## Challenges Faced During the Event:

Despite a successful turnout, some challenges were encountered:

1. **Time Management** – Managing the transition between levels and handling participant queries took longer than expected.
2. **Resource Limitations** – Some participants did not bring their own laptops, causing delays in setting up.
3. **Judging Criteria Clarifications** – Some participants required additional guidance on UI design evaluation criteria.

## Event Achievers:

**Winner - K. BHARATH (22Q91A0530)**



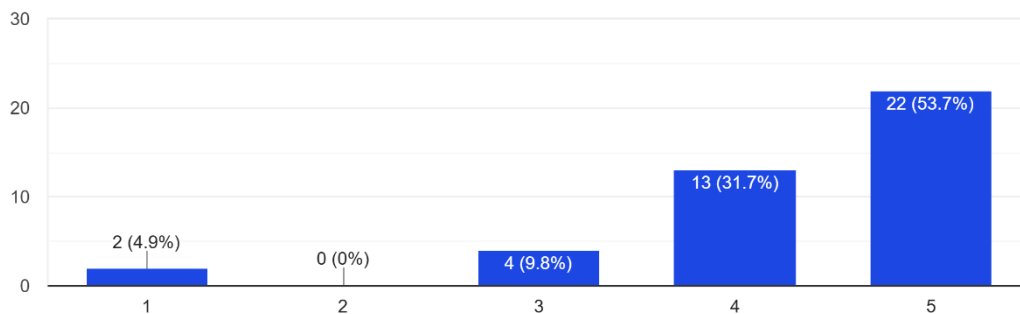
**Runner - J. SAIKUMAR (23Q95A0502)**



## Participant Feedback:

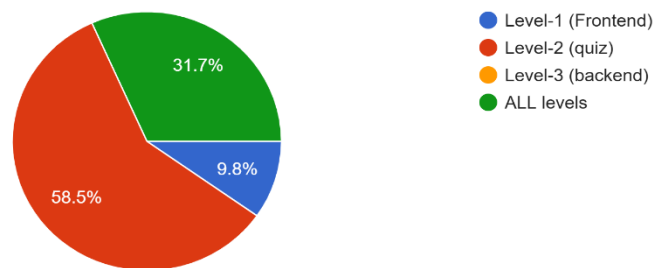
1.How satisfied were you with the event?

41 responses



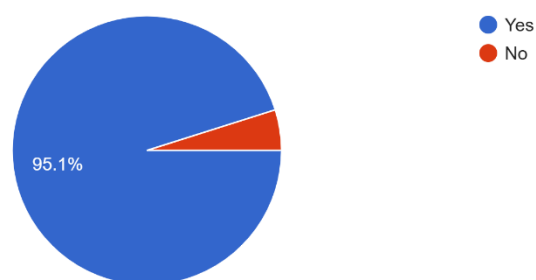
2.Which part of the event did you enjoy the most?

41 responses



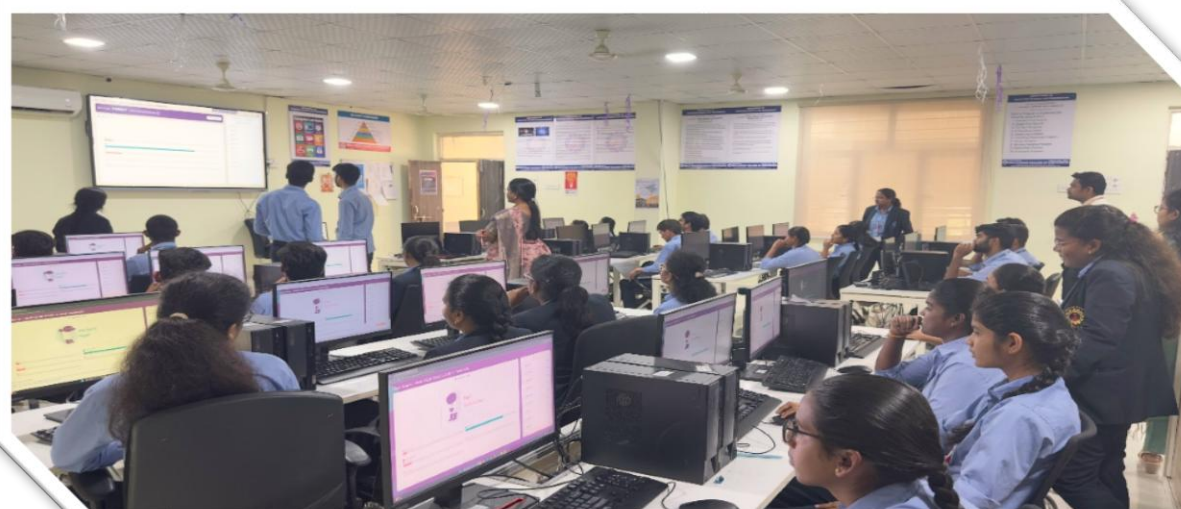
3.Was the event content relevant and useful to you?

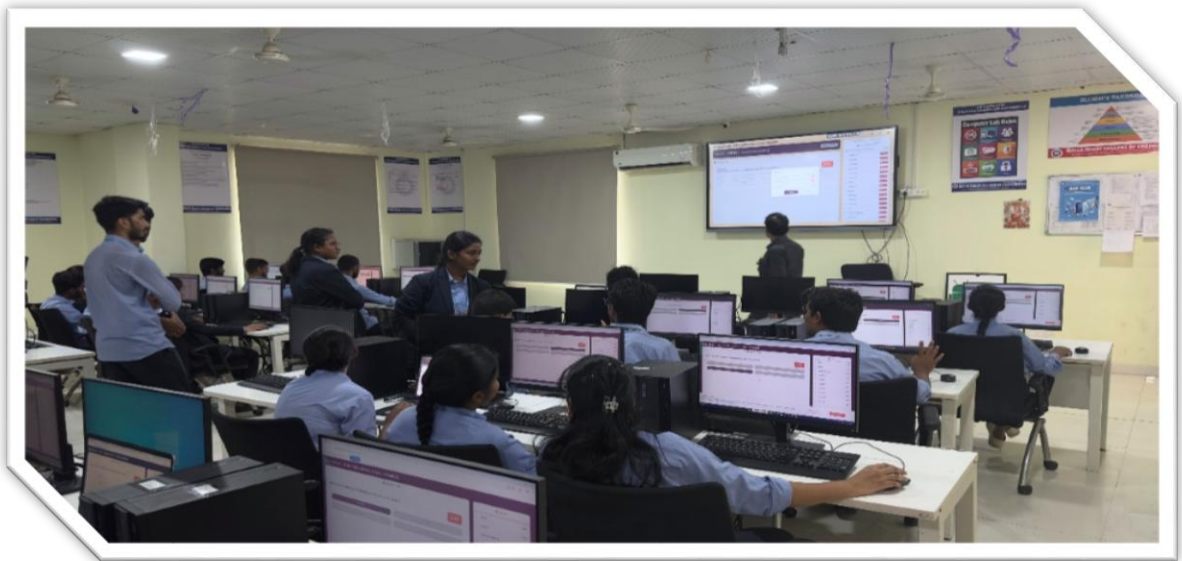
41 responses



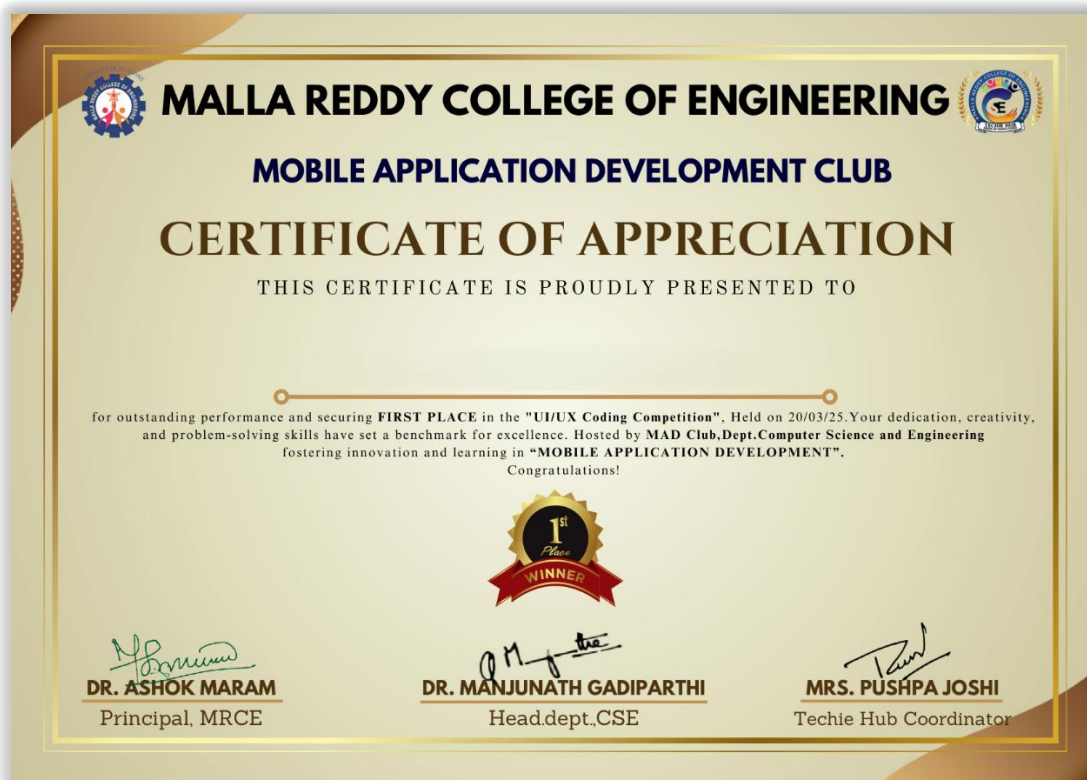
- *Truly I had learnt many things about mobile application development today it was very interesting and knowledge gaining event. Waiting for the next event eagerly 😊😊😊.- Mohammed Afroze.*
- *The event was well-organized and thank you for organizing such a fantastic event. – J sai Kumar.*
- *Overall, it was a good experience, could have expected for the 1st round to had atleast 1 hr.... that's it (Enjoyed it). - Asha.Srilaxmi.*

## Vibrant Captures:





## Glimpse of Certificate: (Winner & Participant)



## Conclusion:

The MAD Club successfully organized its first event **UI/UX Design Competition on 20th March 2025** under the Department of **Computer Science and Engineering** was a **great success**, with **67 participants actively competing**. The participation was overwhelming, and students actively engaged in the event activities. It provided an excellent opportunity for students to **enhance their UI/UX skills, learn Firebase Authentication, and experience a competitive coding environment**.

Overall, the event was conducted smoothly with the support of faculty coordinators, student volunteers, and active participants. Looking forward to the next event!

## Acknowledgement:

We would like to express our sincere gratitude to the Management, Principal, and Head of the Department of Computer Science and Engineering for their constant support and encouragement in conducting this event.

We also extend our heartfelt thanks to all the faculty members, student coordinators, and volunteers of the MAD Club for their dedication and teamwork which made this event a grand success.

Finally, we thank all the participants for their enthusiastic participation and making this event fruitful.

**DATE: 20/3/2025,**  
**Malla Reddy College of Engineering (MRCE).**



## Annexure:

# EVALUATION CRITERIA

### Level 1: UI Design Challenge (30 minutes) – 40 Points

**Task:** Participants must design a UI for an Android app using XML in Android Studio.

#### Evaluation Parameters:

Criteria	Description	Max Points
UI Aesthetics	Visual appeal, proper spacing, color scheme	10
Responsiveness	Layout adjusts well on different screen sizes	10
Proper UI Elements	Correct use of buttons, input fields, icons, etc.	8
Code Quality	Use of XML best practices (no hardcoding, styles)	7
Navigation & Logic	Basic navigation setup	5

#### Qualification:

- Top performers automatically qualify for Level 2.
- Those who score below 20/40 can still qualify based on Level 2 performance.

### Level 2: UI/UX Quiz (30 minutes) – 30 Points

**Task:** Participants will take a multiple-choice quiz based on Android UI components, Firebase authentication, and UI/UX best practices.

#### Evaluation Parameters:

Criteria	Description	Max Points
Correct Answers	Each correct answer gives points	25
Time Efficiency	Faster completion earns bonus points	5

#### Qualification:

- Final score for Level 2 = Correct answers + Time bonus.

- Finalists for Level 3 are picked based on combined Level 1 & Level 2 scores.

### **Level 3: Backend Integration & Debugging (30 minutes) – 50 Points**

**Task:** Participants integrate **Firestore Authentication** into their UI and debug any issues.

#### **Evaluation Parameters:**

Criteria	Description	Max Points
<b>Firestore Authentication</b>	Correctly implementing Sign-in/Sign-up & Logout	15
<b>Error-Free Execution</b>	No crashes, smooth user authentication	15
<b>Navigation &amp; Logic</b>	Seamless movement between login & main screen	10
<b>Debugging Efficiency</b>	Fixing issues within the time limit	10

### **Bonus Points (5 Extra Points)**

- **Creativity Bonus:** If the UI design is exceptionally innovative.
- **Efficient Debugging:** Solving all errors faster than others.

### **Final Scores Calculation:**

- **Total Score** = Level 1 (40) + Level 2 (30) + Level 3 (50) = 120 Points
- Top 2 participants with the highest total scores will be declared Winner & Runner-up.

### **🏆 Winner & Runner-Up Selection:**

- **Winner:** Highest total score (out of 120).
- **Runner-Up:** Second highest total score.
- **Tie-Breaker (if needed):** The participant who performed **better in Level 3** will be given priority.

## Poster



**MALLA REDDY COLLEGE OF ENGINEERING**  
Approved by AICTE (New Delhi), Affiliated to JNTUH. & Accredited by NBA(CSE&ECE) Recognised under  
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An ISO 9001-2015 Certified Institution Maisammaguda, Kompally, Dhulapally, Secundrabad-500100

**TECHIE HUB**  
MAD Club Presents

# UI/UX DESIGN COMPETE

Level-1  
UI Design Challenge

Level-2  
UI/UX Quiz

Level-3  
Backend Integration & Debugging



**DEPARTMENT OF CSE**

Save the date  
**MAR 20th**  
MRCE

REGISTRATION FEE:-  
**₹19**



**PATRON**  
Dr.M.ASHOK  
PRINCIPAL

**CONVENER**  
Dr.G. MANJUNATH  
[HOD (CSE)]  
Mrs. PUSHPA JOSHI

**FACULTY COORDINATORS**  
Mr. A. RAMA KRISHNA  
Mrs. L. SUNITHA

**STUDENT COORDINATORS**  
**PRESIDENT** Ms. P. SHIVA PRIYA  
**VICE PRESIDENT** Mr. M. MANIKANTA SREE  
MAD Club  
Members

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