

Event Report

" Figma Fundamentals"

- Workshop

1. Introduction to Figma

The Figma Fundamentals Workshop, an interactive session on designing smart, modern user interfaces, was conducted as part of TACS MEA's ongoing skill development initiatives. The event's purpose was to equip students with practical knowledge and hands-on experience with Figma, a leading tool in the UI/UX design industry. In today's digital landscape, proficiency in design and prototyping tools is essential for aspiring developers and designers alike. This workshop was specifically designed to bridge the gap between theoretical concepts and real-world application, allowing students to learn to design, prototype, and collaborate in one comprehensive platform. This report provides a detailed overview of the workshop, its key outcomes, and a summary of the event.

2. About the Event

The "Figma Fundamentals Workshop", an interactive session focused on designing smart, modern user interfaces with Figma, was held on 29th July 2025 from 1:50 PM to 4:20 PM at the Programming Lab in the CSE Block. The event was organized by TACS MEA and was exclusively open to enthusiastic 3rd and 4th year students.

The workshop was led by **Nihal K**, the Technical Lead of TACS MEA, and **Shadan PK**, the Design Lead of TACS MEA. The session provided a hands-on experience, allowing students to learn the fundamentals of design, prototyping, and collaboration in a single, powerful tool. The leads shared their knowledge and insights, guiding students through the process of creating user-friendly and aesthetically pleasing designs.

The session was hosted by **Riya Fathima**, Secretary of TACS, who ensured a smooth and engaging flow throughout the event.

3. Program Outcomes

1. Modern Tool Usage and Technical Skills

The workshop provided a hands-on introduction to Figma, a leading industry-standard tool for collaborative design. Students not only learned the technical mechanics of the software but also understood its significance in modern product development.

2. Design and Prototyping

Students developed a foundational understanding of the UI/UX design process. They learned how to translate ideas into visual designs, create layouts, and build interactive prototypes. This outcome helps them grasp the importance of user-centric design principles, enabling them to create intuitive and effective user interfaces for various applications and websites.

3. Lifelong Learning

The interactive session served as a catalyst for continuous professional development. By exploring a new and in-demand skill like UI/UX design, students were encouraged to see learning as a continuous journey.

4. Teamwork and Collaboration

Figma's real-time collaboration features were a key part of the workshop experience. Students were exposed to the value of working together on a single project, managing design versions, and providing constructive feedback. This outcome highlights the importance of teamwork and prepares them for collaborative professional environments where shared projects are the norm.

5. Professional Ethics and Responsibility in Design

Through the guidance of the workshop leads, students were introduced to the professional responsibilities of a designer. This includes making conscious design choices that consider accessibility, user experience, and visual clarity.

4. Financial Summary

SI No	ltem	Estimate Amount (INR)
1	Guest	0
2	Travel	0
3	Sweets or Food	0
4	Certificates, Awards or Gifts	0
5	Games Items	0
6	Printing	0
7	Miscellaneous	0
Total Expenditure		0

5. Photographs







