



**BMS** INSTITUTE OF  
TECHNOLOGY & MANAGEMENT



INSTITUTION'S  
INNOVATION  
COUNCIL  
(Ministry of HRD Initiative)

DEPARTMENT OF CSE

UI / UX DESIGN COMPETITION

# IDEATHON

15/05/25  
LAST DATE TO  
REGISTER

24/05  
2025  
FREE ENTRY

ROUND 1 : 17<sup>TH</sup> MAY  
ROUND 2 : 24<sup>TH</sup> MAY

USE **FIGMA** TO DESIGN  
1) LOGO  
2) MOBILE APPLICATION  
3) WEB APPLICATION

UI/UX\*

1ST PRIZE  
₹ 5,000

2ND PRIZE  
₹ 3,000

3RD PRIZE  
₹ 2,000

REGISTER NOW



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## **UI/UX Design Competition**

The UI/UX Design Competition – Ideathon will be conducted in two stages:

Round 1: Prequalification Round (Online)

Round 2: Final Round – Ideathon (On-Campus)

Registration open: 05-05-2025

Closing Date 15-05-2025

Round-1: 17-05-2025 (Online)

Round-2: 24-05-2025 (Offline)

## **Prequalification Round**

### **Design a Mobile App Prototype**

***Type: Individual Participation Only***

#### **Objective:**

Participants are required to design a mobile application prototype.

**Theme** will be disclosed at the start of the event

#### ***Guidelines & Rules:***

##### ***Eligibility:***

Open to individual participants only (no teams).

Must be registered for the Ideathon before submitting.

##### **Design Tool:**

All prototypes must be created using Figma only.

Deliverables must be shared as a Figma public link.

##### **Mode of Conduct:**

Online

##### **Submission Format:**

Submit the Figma link via the official Google Form

**The submission link will be active on 17th May 2025 between 3:00 PM and 5:00 PM only.**

**Round-1: Results will be announced on or before 22-05-2025.**

**Shortlisting:** Selected participants from this round will qualify for the final **Ideathon which is held on 24-05-2025**

## **Rules & Regulations: Ideathon – UI/UX Design Competition**

**Date:** 24-05-2025

**Time:** 8:30 AM – 4:30 PM

**Tool:** Figma (Mandatory)

**Type:** Individual Participation

**Theme:** Will be disclosed at the start of the event

## General Instructions:

### 1. Participation:

- This is an **individual event**. No teams are allowed.
- All the selected participants must report to the venue/platform by **8:30 AM** sharp.

### 2. Theme Disclosure:

- The competition theme will be **revealed at 8:45 AM** on the day of the event.
- Participants will have the full day (**till 3.15 pm**) to ideate, design, and submit their prototypes based on the theme.

### 3. Design Tool:

- All designs must be created using **Figma only**.
- Participants must have a working Figma account prior to the event.
- Internet access must be used strictly for design purposes.

### 4. Deliverables:

- Participants must submit:
  - A **logo design** relevant to the given theme.
  - A **mobile app prototype** (5–7 key screens).
  - A **web application prototype** (5–7 key screens).
- All designs must be submitted via a **Figma public link**.

### 5. Mode of Conduct:

The competition will be conducted **entirely offline within the campus**.

All participants must be physically present at the designated venue throughout the event duration.

## Note:

- All work must be **original**; plagiarism will lead to disqualification.
- Participants must remain in the venue for the full duration of the event.
- No external help or prior prepared templates/designs are allowed.
- Respectful conduct and academic integrity are expected at all times.
- Judges' decisions are **final and non-negotiable**.