



DESIGN PROBLEM STATEMENT

Not necessarily you need to have awesome design skills, or you need to have the knowledge of some dope software. Use any tool you want, to awe-struck us with your creativity. Compress your submissions and your other works (if you - have any) and incase you have any hand drawn stuffs, scan it and include it with your zip file. The project files must be compressed into a single file in a common format (zip/rar/tar.gz) and strictly named as ENROLLMENT_NUMBER_NAME.zip ; for e.g. 18116020_Ajay Kumar.zip . Only the last entry will be considered incase of multiple submissions per candidate

LAST DATE FOR SUBMISSION : **16th Jan - 11:59 PM**

1st question is compulsory.
You can attempt any one from 2nd and 3rd question.
Plus points if you attempt all three.


1. The Central Library of IIT Roorkee has planned to start providing e-books and soft versions of the books available in the library to the people of campus. For this they need a portal/platform from where the e-books can be accessed by the users. Your assignment is to design this portal for them clearly communicating the typical user flow in 2-3 screen mockups.

Primary tasks

- A typical user will have a way to login or create an account. If you think there is no need for the user to register, you can also get rid of the login/signup and suggest an alternative way for verification, but justify any kind of choice that you make.
- Once logged in, how can he find a book he's interested in. He may browse or search to reach a book.
- Once a book is found, he may read it there or download it.

Points to consider while designing this

- How to we guide a user to complete his goals smoothly.
- Focus on multiple parameters such as holistic approach towards the solution, product simplicity and ease of use.
- Pay attention to design decisions, visual perfection, attention to details, skill-showcase and realistic concepts.



2. Design is essentially about problem solving and making lives easier. One such solution that we think would be useful for the IITR junta is a bicycle sharing application. There are bicycles, students who own them and students who need a bicycle at some point.

Ideate the whole application thoroughly, keep in mind the problem you're solving and the feasibility of its implementation.

List some features for the application and a few working scenarios (for eg. getting a shareable bicycle when you're running late for your class).

Write a complete documentation (not more than 2 pages) which may include:

- Problem definition
- Understanding of your users
- Thought process for the solution.
- User flow
- Scenarios
- UI guidelines (color, icons, font used)

3. Design a poster on something you think really cool or something abstract. You are not bounded by any information to display or the usefulness of the poster, just let your creative juices flow.

Focus on

- Visual appeal
 - Placing elements on the poster,
 - Picking up the right colors to convey the right feeling, etc.
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* Use any software you are comfortable with to create your designs. (You can also use Pen-Paper.)

* For any more doubts contact us at chat.sdslabs.co and we will get in touch with you.

