

CMR ENGINEERING COLLEGE

IC201912243

ACTIVITY REPORT		
Promotion in Social Media		
Promotion in any one social media is mandatory		
	Social Media	URL
	YouTube	https://www.youtube.com/channel/UCHzDJolyJfyuSumG3a7qqgw
	Facebook	
	Instagram	https://www.instagram.com/p/CWM6DKit_7L/?utm_medium=copy_link

Academic Year *

2021-2022

Program driven by *

IIC Activity

Quarter *

Quarter-III

Program /Activity Name *

Workshop on Prototype/Process Design and Development – Prototyping

Program Type *

Workshop

Other *

Nil

Program Theme *

Innovative

Other *

Date & Duration (Days) *

24.11.2021 & (1day)

Number of External Participants, If any *

10

Number of Student Participants *

100

Number of Faculty Participants *

20

Expenditure Amount, If any

No

Remark

Overview

Objective *

The main objective is to gain insights in a design thinking process to carry out some form of prototyping. This involves producing an early, inexpensive, and scaled down version of the product in order to reveal any problems with the current design.

Prototyping offers designers the opportunity to bring their ideas to test the practicability of the current design, and to potentially investigate how a sample of users think and feel about a product. After completion of the workshop, participants are able to acquire more knowledge on prototyping.

- Finding your product-market fit
- Adding value for end users
- Ways to attract investors
- How to refine your product designs

Phases*

Benefit in terms of learning/Skill/Knowledge obtained *

As we finished writing the solutions, they asked us to make a prototype as an app in mobile phone or as a web page in PC. Prototyping can be a quick and effective way of bringing you/your client's ideas to life. A sample of your intended users or evaluators can then be observed and tested, and their opinions can be used in order to make improvements during an iterative design process.

Prototyping methods are generally classified under one of two broad categories: low-fi or high-fi. In the former, simple versions are produced, sometimes with whatever materials are available, which can be tested immediately. In contrast, high-fit methods are generally closer to the final product in terms of look, feel, and means of interaction.

Faculty Name*

M S S L Lavanya (Asst. Professor)

M. Parvathi (Asst. Professor)

G.Madhuri(Asst. Professor)

Speaker*

Narasimha Murthy

Sr. Data Science Managar,

Microsoft, Hyderabad

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Attachments*

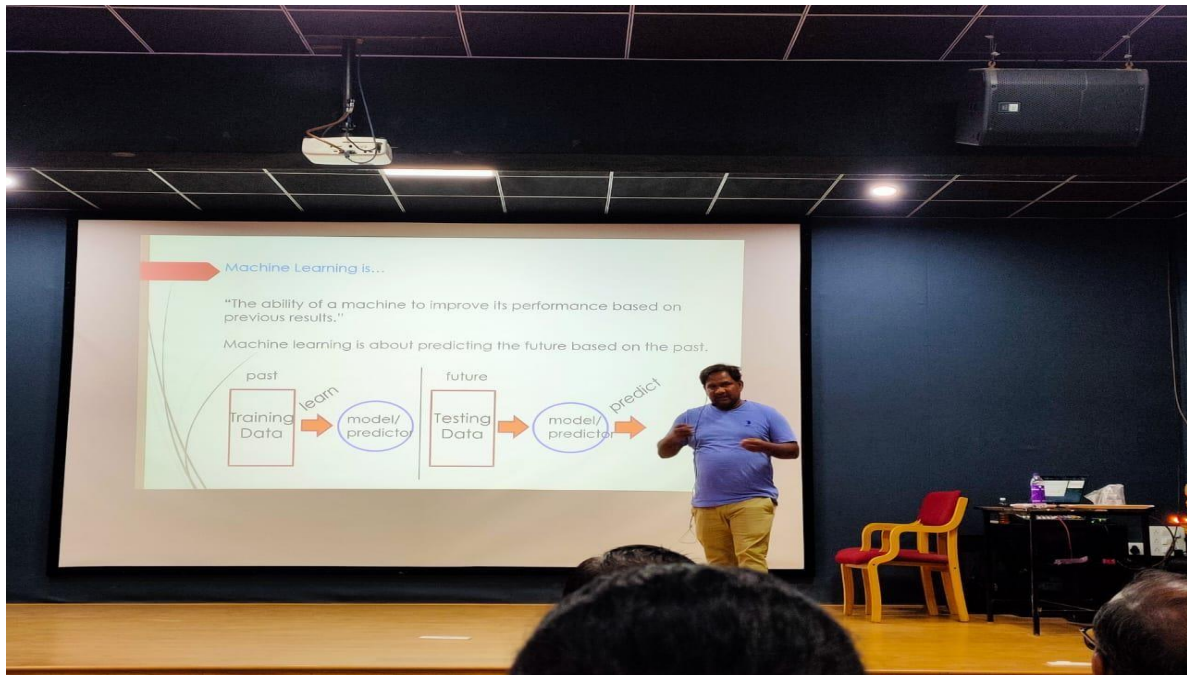
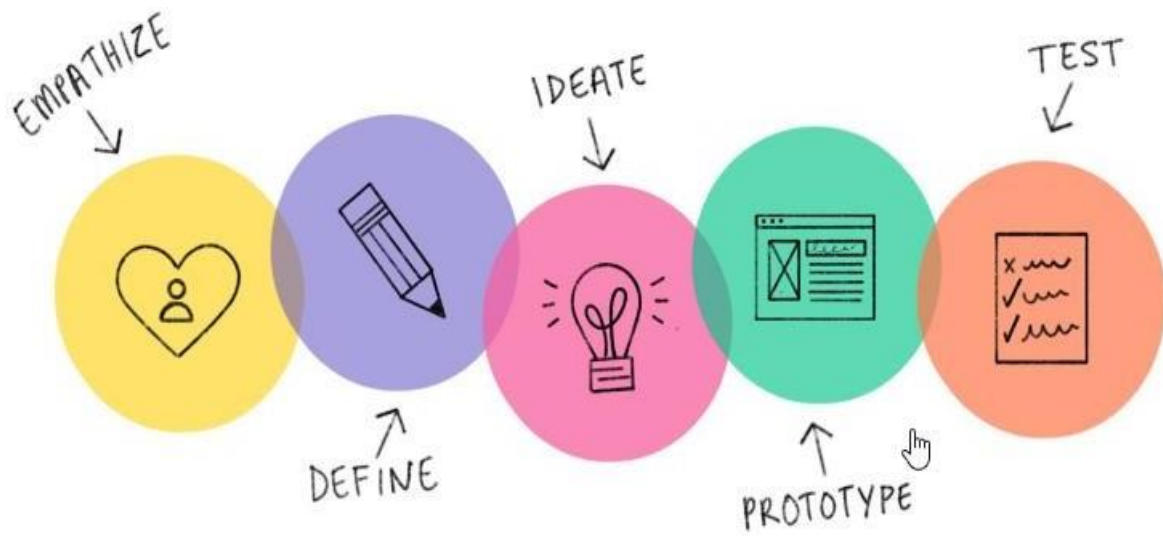
Video URL (Preferebly YouTube link)

Conducted offline.

Photograph*









Session plan/Brochure*



CMR ENGINEERING COLLEGE
UGC AUTONOMOUS CAMPUS



College Code
CMRN

Department of
COMPUTER SCIENCE & ENGINEERING -DATA SCIENCE



Narasimha Murthy
Sr. Data Science Manager,
Microsoft, Hyderabad



**INSTITUTION'S
INNOVATION
COUNCIL**
(Ministry of HRD Initiative)

24
Nov. 2021
Venue:
D-401

**Workshop on Prototype /
Process Design & Development Prototyping**

Faculty Coordinators
Mrs. MSSL Lavanya
Asst.Prof, Dept of CSE-DS
Mrs. M. Parvathi
Asst.Prof, Dept of CSE-DS

Convenors:
Dr. M. Laxmaiah
HOD: CSE-DS.

Patron
Dr. A. Srinivasula Reddy
Principal

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