# ACTIVITY REPORT

**EVENT NAME: SKILL ISSUE: UI/UX EDITION**

**SOCIETY NAME: GNDEC DATA SCIENCE CLUB**

**Type of Event:** UI/UX design competition

**Date:** 16th September 2026

**Time:** 12:30 PM - 3:00 PM

**Venue:** SL3, CSE Department

**Organized by:** Data Science Club, GNDEC

## BRIEF DETAILS OF EVENT:

**Event Overview:** *Skill Issue: UI/UX Edition* was a fun, creative design competition organized by the *Data Science Club* of GNDEC, built around the tagline "Confuse. Frustrate. Impress." Instead of designing user-friendly interfaces, participants had to create deliberately frustrating UI/UX designs for a standard website task and then pitch them with a straight face. The event encouraged creativity, humor and a deeper understanding of what makes a design good by showing what makes it bad.

## Format and Rounds:

The event consisted of two creative rounds:

- **Round 1: Design the Disaster**
  - **Mode**: Individual or team participation (up to 2 members), with mandatory prior registration.
  - **Task:** Create a deliberately frustrating UI/UX interface for a standard website task.
  - **Tools allowed:** Figma, Canva, PowerPoint or basic HTML/CSS.
  - **Use of AI:** AI tools were allowed for assistance with design elements, code snippets and brainstorming, but the final interface had to be uniquely assembled and curated by the participants. Completely AI-generated, unmodified submissions were strictly prohibited.
  - **Selection:** Participants with the most creatively frustrating designs qualified for Round 2.

- **Round 2: Pitch the Disaster**
  - **Mode:** Live presentation of the Round 1 design on a projector in front of the audience and judges.
  - **Format:** A 3-4 minute pitch delivered in a serious, corporate style, defending the terrible design choices as highly innovative features.
  - **Live demonstration:** A user attempted to navigate the disastrous (but theoretically functional) interface.
  - **Judging criteria:** The "Rage Quotient", humor, pitch delivery and the mandatory inclusion of chaotic data visualizations.

## Rules & Regulations:

- Participation was individual or in teams of up to 2 members.
- Registration before the event was mandatory.

- AI tools could assist, but completely AI-generated, unmodified submissions were prohibited.
- Participants had to follow fair play; any misconduct, use of inappropriate content or genuinely malicious software led to immediate disqualification.
- E-Certificates were provided to all participants.

## Highlights:

- **Number of Participants:** 42
- **Level of Difficulty:** Moderate
- **Learning Outcome:** Improved understanding of UI/UX principles, usability and user psychology, along with hands-on experience with design tools, creative problem-solving and presentation skills.
- **Prizes:**. Top 3 scorers were awarded hard copies of certificates.

## Winners:

1. **1st Place:** Takshak Massoun, Saaransh Thakur
2. **2nd Place:** Somta Singh, Sehajpreet Singh
3. **3rd Place:** Sahilpreet Singh, Rudra Sharma

## Photographs of Winners:

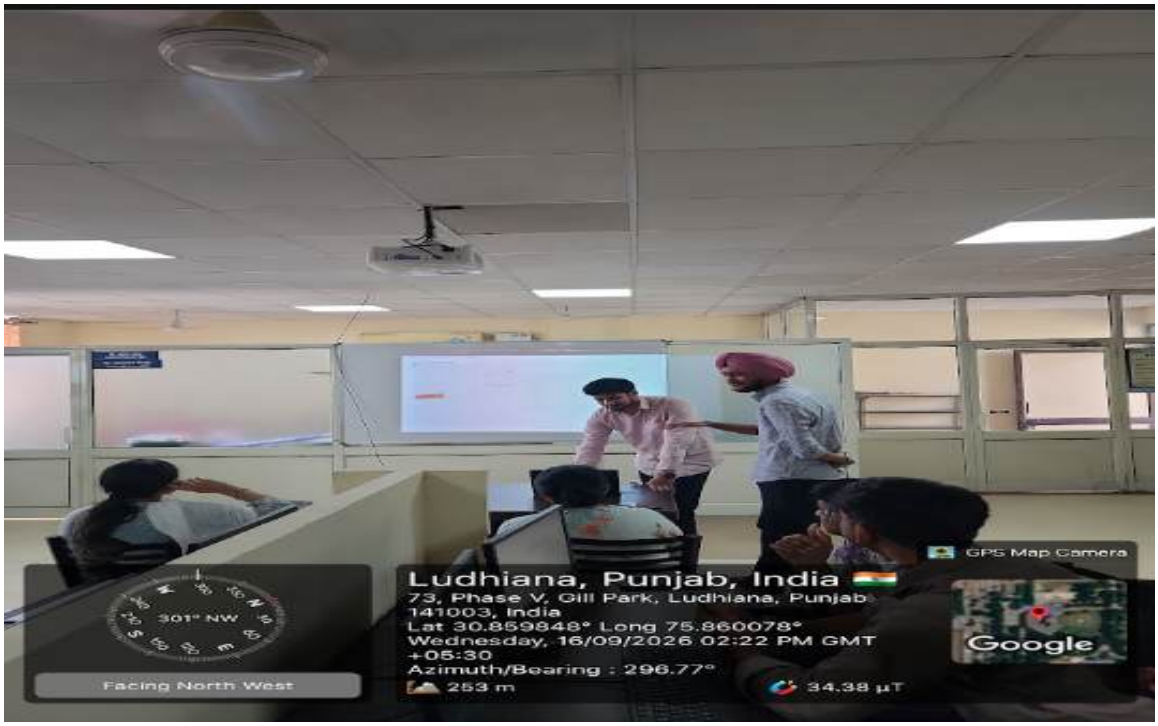




**GLIMPSES:**

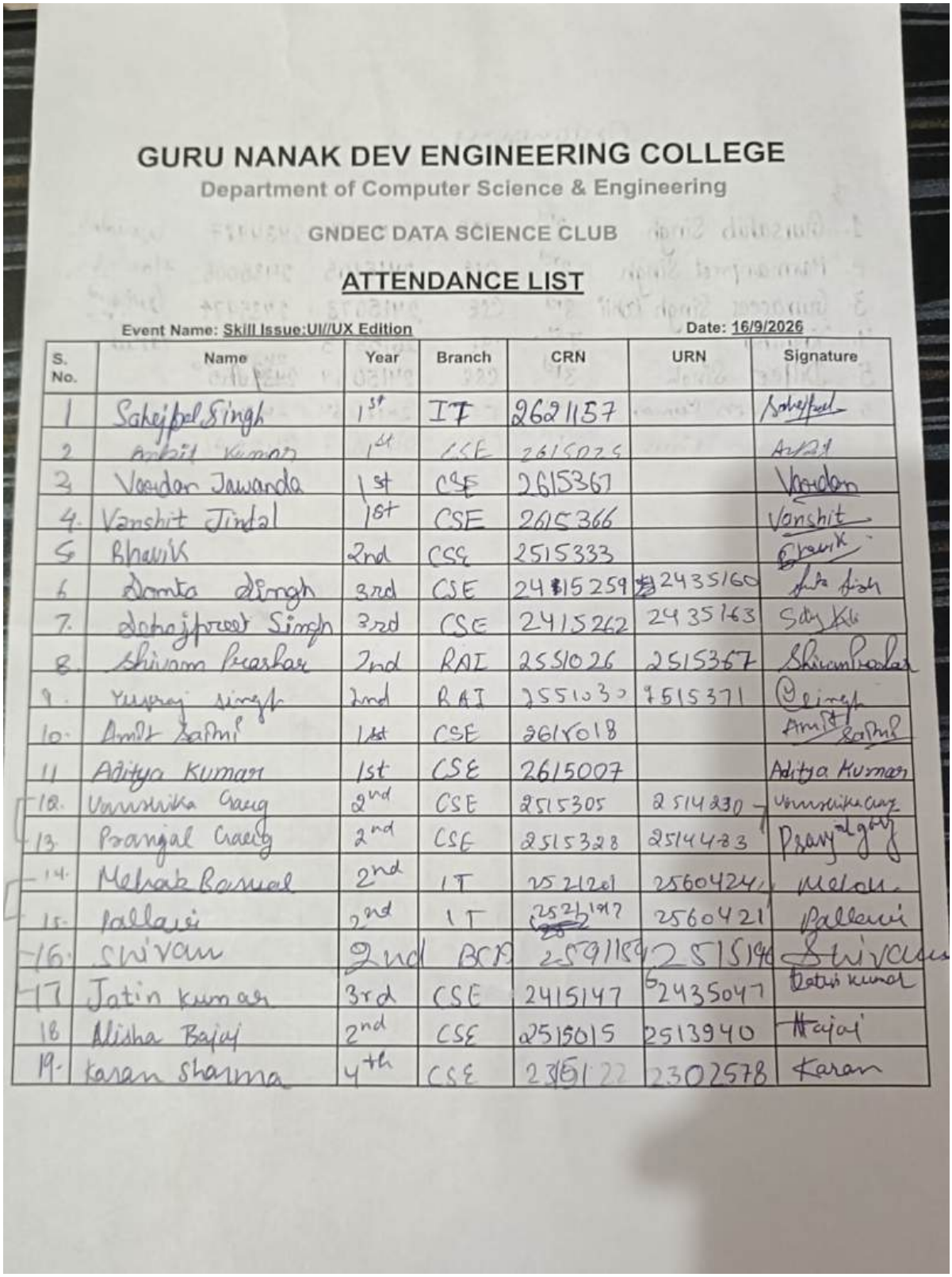

Ludhiana, Punjab, India
73, Phase V, Gill Park, Ludhiana, Punjab
141003, India
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Wednesday, 16/09/2026 01:01 PM GMT
+05:30
Azimuth/Bearing : 177.61°
25.5 m
45.87 µT
Facing South
GPS Map Camera
Google




GPS Map Camera
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## Attendance Sheet:



GURU NANAK DEV ENGINEERING COLLEGE

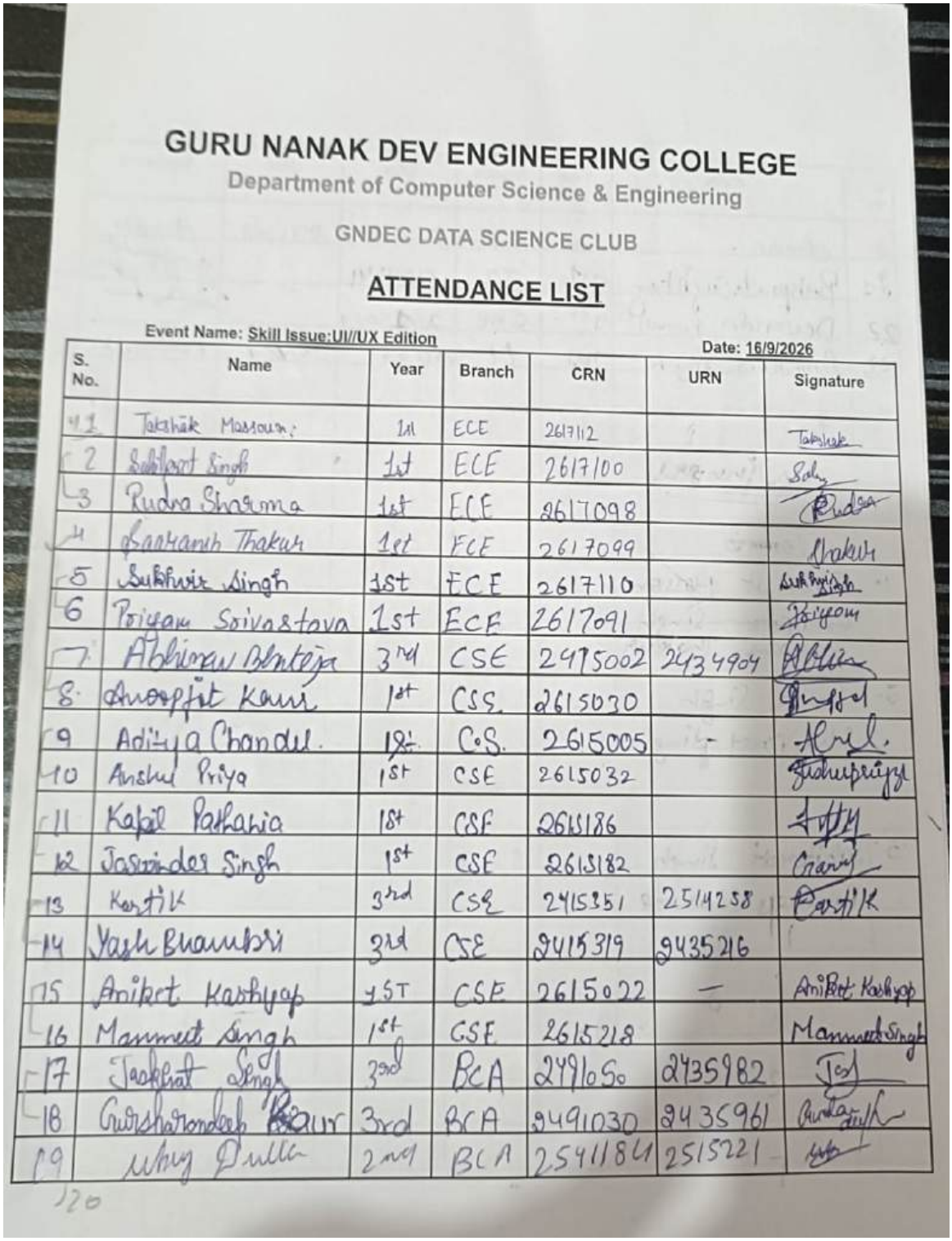
Department of Computer Science & Engineering

GNDEC DATA SCIENCE CLUB

ATTENDANCE LIST

Event Name: Skill Issue:UI//UX Edition  Date: 16/9/2026

| S. No. | Name | Year | Branch | CRN | URN | Signature |
|---|---|---|---|---|---|---|
| 1 | Sahejpal Singh | 1st | IT | 2621157 | | Sahejpal |
| 2 | Ankit Kumar | 1st | CSE | 2615025 | | Ankit |
| 3 | Vaidan Jawanda | 1st | CSE | 2615367 | | Vaidan |
| 4. | Vanshit Jindal | 1st | CSE | 2615366 | | Vanshit |
| 5 | Bhavik | 2nd | CSE | 2515333 | | Bhavik |
| 6 | Damta Singh | 3rd | CSE | 2415259 | 2435160 | Damta Singh |
| 7. | Sahajpreet Singh | 3rd | CSE | 2415262 | 2435163 | Sahajpreet |
| 8. | Shivam Prashar | 2nd | RAI | 2551026 | 2515367 | Shivam Prashar |
| 9. | Yuvraj singh | 2nd | RAI | 2551030 | 2515371 | Yuvraj singh |
| 10. | Amit Saini | 1st | CSE | 2615018 | | Amit Saini |
| 11 | Aditya Kumar | 1st | CSE | 2615007 | | Aditya Kumar |
| 12. | Vanshika Garg | 2nd | CSE | 2515305 | 2514230 | Vanshika Garg |
| 13. | Pranjal Garg | 2nd | CSE | 2515328 | 2514483 | Pranjal Garg |
| 14. | Mehak Bansal | 2nd | IT | 2521201 | 2560424 | Mehak |
| 15. | Pallavi | 2nd | IT | 2521197 | 2560421 | Pallavi |
| 16. | Shivam | 2nd | BCA | 2591189 | 2515140 | Shivam |
| 17 | Jatin kumar | 3rd | CSE | 2415147 | 2435047 | Jatin kumar |
| 18 | Alisha Bajaj | 2nd | CSE | 2515015 | 2513940 | Alisha |
| 19. | Karan Sharma | 4th | CSE | 2351122 | 2302578 | Karan |



# GURU NANAK DEV ENGINEERING COLLEGE

Department of Computer Science & Engineering

GNDEC DATA SCIENCE CLUB

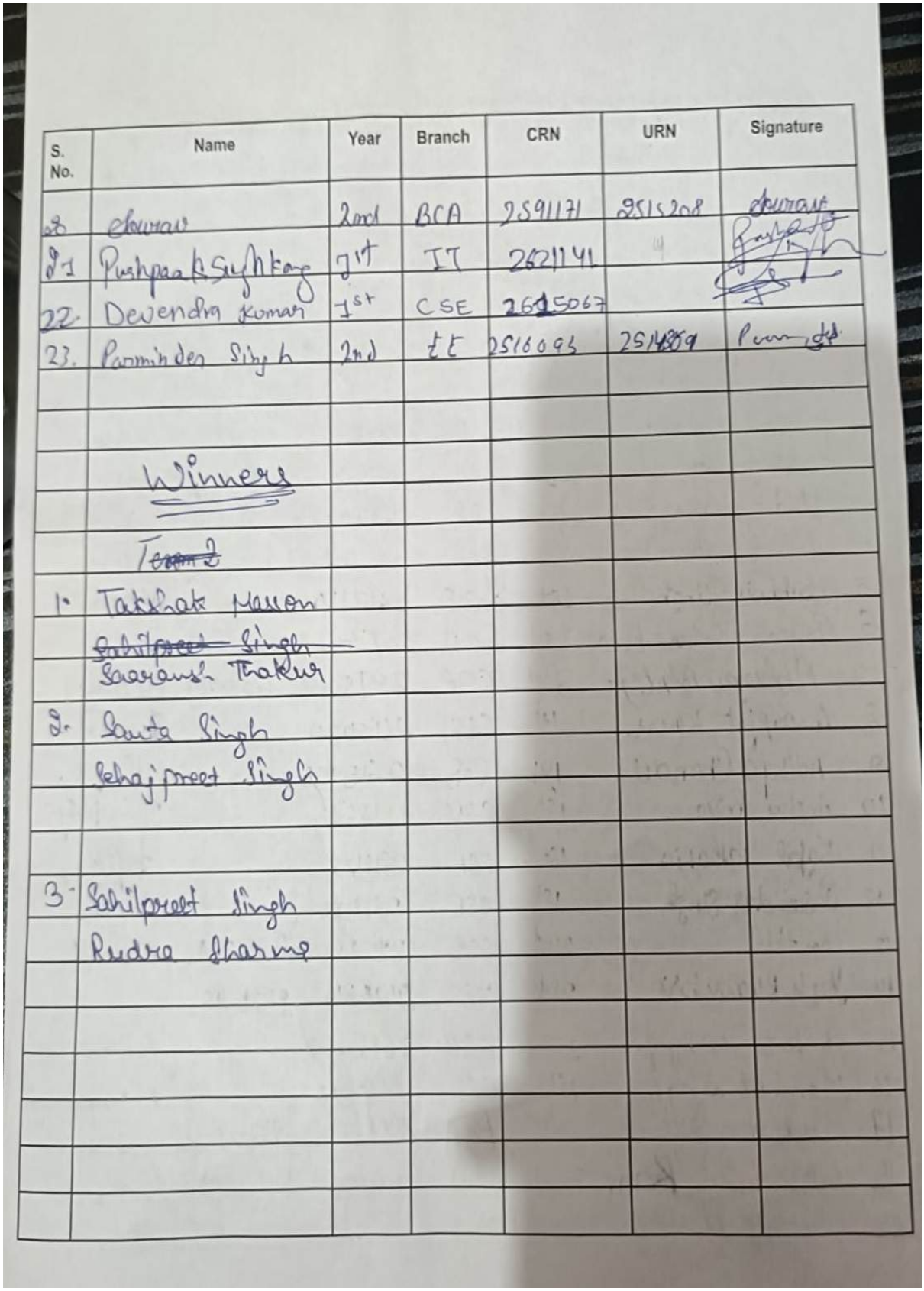
## ATTENDANCE LIST

Event Name: Skill Issue:UI//UX Edition

Date: 16/9/2026

| S. No. | Name | Year | Branch | CRN | URN | Signature |
|---|---|---|---|---|---|---|
| 1 | Takshak Mansoura | 1st | ECE | 2617112 | | Takshak |
| 2 | Sukhjeet Singh | 1st | ECE | 2617100 | | Sukh |
| 3 | Rudra Sharma | 1st | ECE | 2617098 | | Rudra |
| 4 | Gaganansh Thakur | 1st | ECE | 2617099 | | Thakur |
| 5 | Sukhvir Singh | 1st | ECE | 2617110 | | Sukhvir Singh |
| 6 | Priyam Srivastava | 1st | ECE | 2617091 | | Priyam |
| 7 | Abhinav Bhateja | 3rd | CSE | 2475002 | 2434904 | Abhinav |
| 8 | Amanpreet Kaur | 1st | CSE | 2615030 | | Amanpreet |
| 9 | Aditya Chandel | 1st | CSE | 2615005 | - | Aditya |
| 10 | Anshul Priya | 1st | CSE | 2615032 | | Anshul Priya |
| 11 | Kapil Pathania | 1st | CSE | 2615186 | | Kapil |
| 12 | Jasvinder Singh | 1st | CSE | 2615182 | | Jasvinder |
| 13 | Kartik | 3rd | CSE | 2415351 | 2514258 | Kartik |
| 14 | Yash Bhambri | 3rd | CSE | 2415319 | 2435216 | |
| 15 | Aniket Kashyap | 1ST | CSE | 2615022 | — | Aniket Kashyap |
| 16 | Manmeet Singh | 1st | CSE | 2615218 | | Manmeet Singh |
| 17 | Jaskirat Singh | 3rd | BCA | 2491050 | 2435982 | Jaskirat |
| 18 | Gursharandeep Kaur | 3rd | BCA | 2491030 | 2435961 | Gursharandeep |
| 19 | Ishu Dutta | 2nd | BCA | 2541184 | 2515221 | Ishu |

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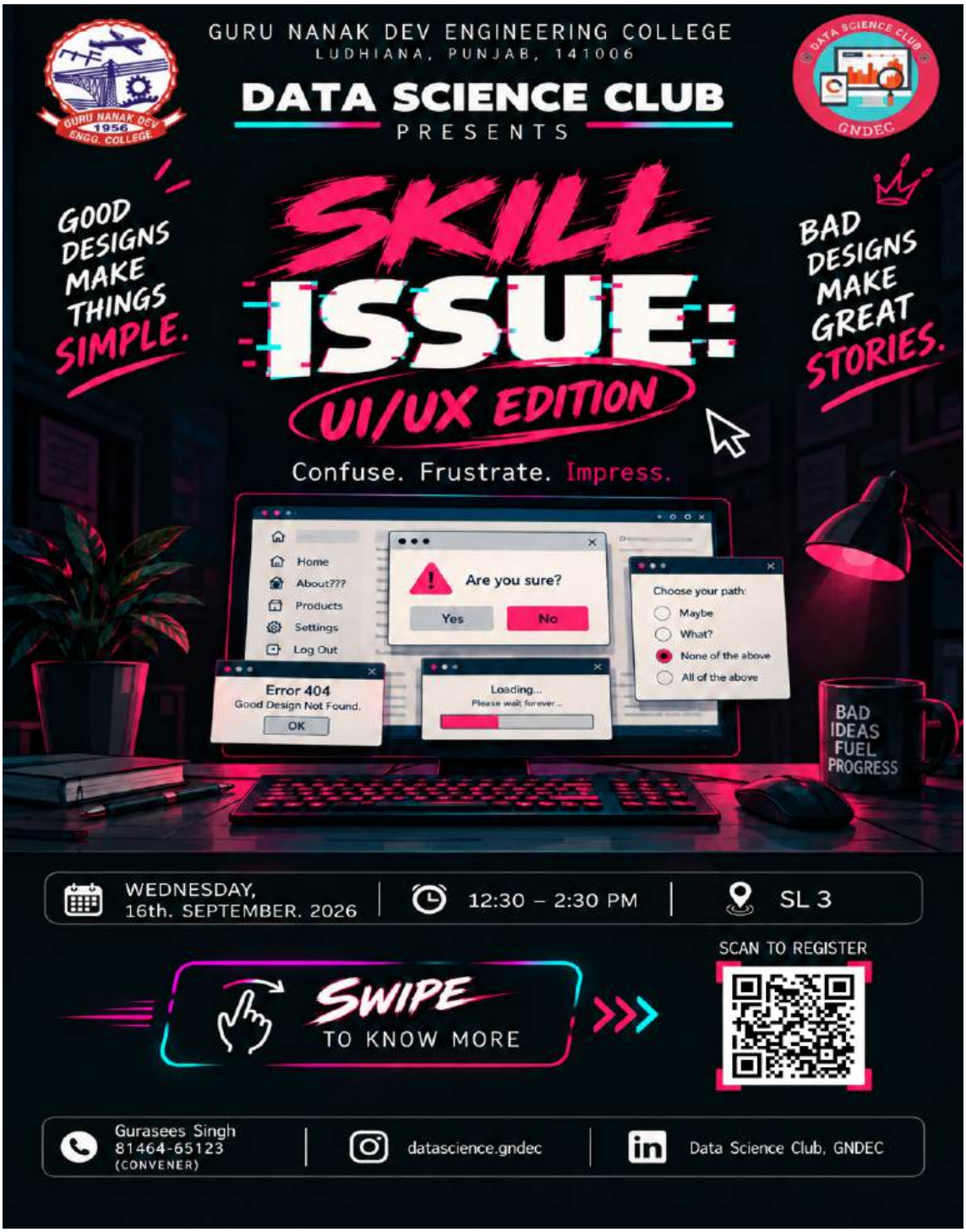


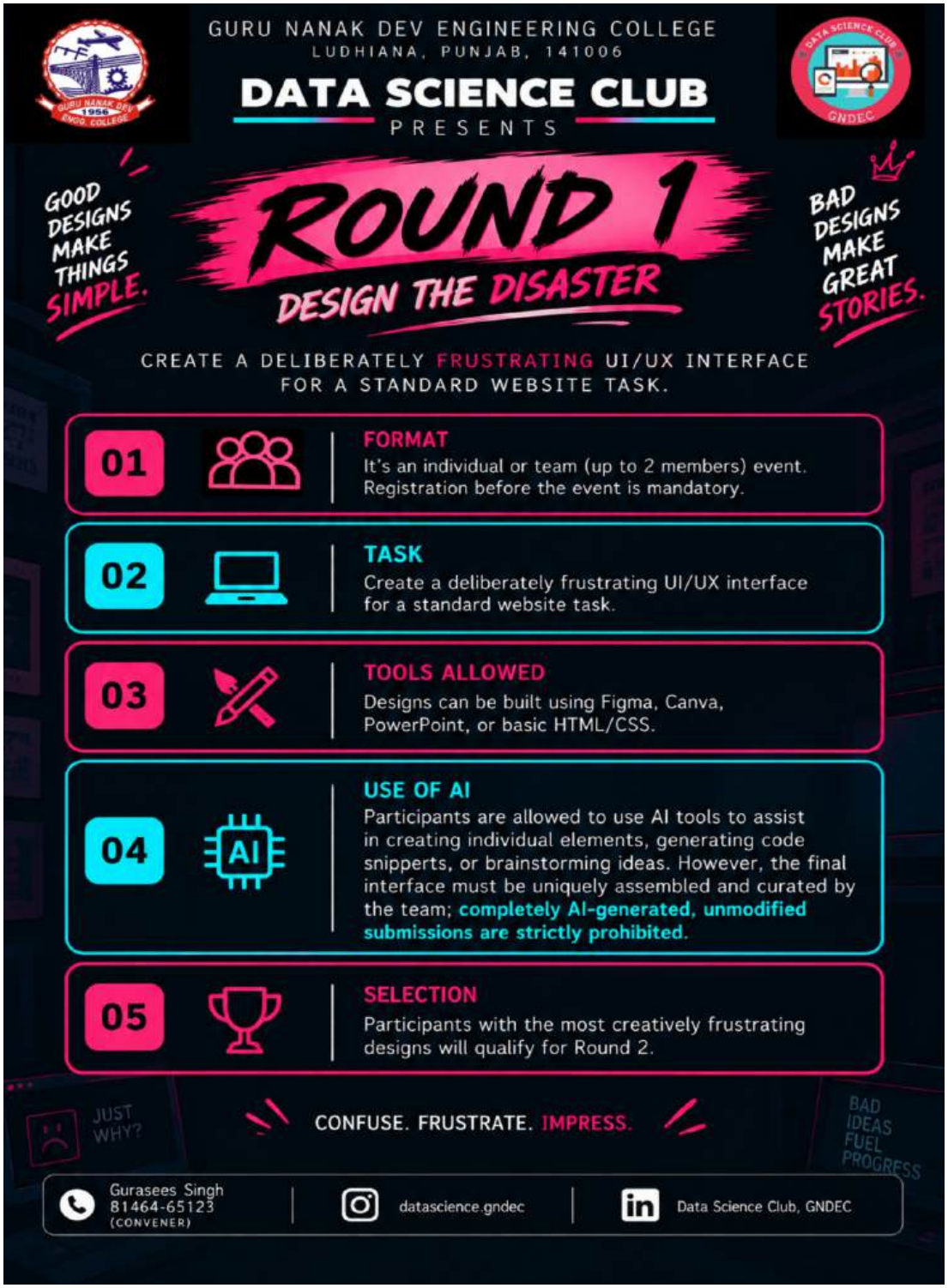
| S. No. | Name | Year | Branch | CRN | URN | Signature |
|---|---|---|---|---|---|---|
| 20 | Gaurav | 2nd | BCA | 2591171 | 2515208 | Gaurav |
| 21 | Pushpak Singhang | 1st | IT | 2621141 | | |
| 22. | Devendra Kumar | 1st | CSE | 2615067 | | |
| 23. | Parminder Singh | 2nd | EE | 2516093 | 2514859 | Parm |
| | | | | | | |
| | | | | | | |
| | Winners | | | | | |
| | Team 2 | | | | | |
| 1. | Takshak Mason | | | | | |
| | ~~Sahilpreet Singh~~ | | | | | |
| | Saaransh Thakur | | | | | |
| 2. | Sonia Singh | | | | | |
| | Sehajpreet Singh | | | | | |
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| 3. | Sahilpreet Singh | | | | | |
| | Rudra Sharma | | | | | |
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## LIST OF ORGANISERS:

| S. No. | Name | Section | URN |
|---|---|---|---|
| 1 | Tajinder Kaur | D3 CSE-E | 2435196 |
| 2 | Diljeet Singh | D3 CSE-A | 2434960 |
| 3 | Gurasees Singh | D3 CSE-B | 2434974 |
| 4 | Gursahib Singh | D3 CSE-B | 2434987 |
| 5 | Yashika | D1 CSE-F | 2615375 |
| 6 | Harmanpreet Singh | D3 CSE-B | 2435005 |
| 7 | Parminder Singh | D2 ECE-B | 2514480 |
| 8 | Divyansh Kumar | D3 CSE-A | 2434965 |

## EVENT FLYER:


GURU NANAK DEV ENGINEERING COLLEGE
LUDHIANA, PUNJAB, 141006
DATA SCIENCE CLUB
PRESENTS
GOOD DESIGNS MAKE THINGS SIMPLE.
SKILL ISSUE:
UI/UX EDITION
BAD DESIGNS MAKE GREAT STORIES.
Confuse. Frustrate. Impress.
Home
About???
Products
Settings
Log Out
Are you sure?
Yes
No
Choose your path:
Maybe
What?
None of the above
All of the above
Error 404
Good Design Not Found.
OK
Loading...
Please wait forever...
BAD IDEAS FUEL PROGRESS
WEDNESDAY, 16th. SEPTEMBER. 2026
12:30 – 2:30 PM
SL 3
SCAN TO REGISTER
SWIPE TO KNOW MORE
Gurasees Singh
81464-65123
(CONVENER)
datascience.gndec
Data Science Club, GNDEC


GURU NANAK DEV ENGINEERING COLLEGE
LUDHIANA, PUNJAB, 141006
DATA SCIENCE CLUB
PRESENTS
GOOD DESIGNS MAKE THINGS SIMPLE.
ROUND 1
DESIGN THE DISASTER
BAD DESIGNS MAKE GREAT STORIES.
CREATE A DELIBERATELY FRUSTRATING UI/UX INTERFACE FOR A STANDARD WEBSITE TASK.
01
FORMAT
It's an individual or team (up to 2 members) event. Registration before the event is mandatory.
02
TASK
Create a deliberately frustrating UI/UX interface for a standard website task.
03
TOOLS ALLOWED
Designs can be built using Figma, Canva, PowerPoint, or basic HTML/CSS.
04
AI
USE OF AI
Participants are allowed to use AI tools to assist in creating individual elements, generating code snipperts, or brainstorming ideas. However, the final interface must be uniquely assembled and curated by the team; completely AI-generated, unmodified submissions are strictly prohibited.
05
SELECTION
Participants with the most creatively frustrating designs will qualify for Round 2.
JUST WHY?
CONFUSE. FRUSTRATE. IMPRESS.
BAD IDEAS FUEL PROGRESS
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DATA SCIENCE CLUB
PRESENTS
GOOD DESIGNS MAKE THINGS SIMPLE.
ROUND 2
PITCH THE DISASTER
BAD DESIGNS MAKE GREAT STORIES.
SAME BAD DESIGN. A BIGGER AUDIENCE.
06
PRESENTATION STYLE
Presentations must be delivered in a serious, corporate style, defending the terrible design choices as highly innovative features.
07
PRESENTATION & TIME
In Round 2, designs will be displayed on a projector, and participants will have 3-4 minutes to pitch their interfaces to the audience and judges.
08
LIVE DEMONSTRATION
The presentation must include a live demonstration where a user attempts to navigate the disastrous (but theoretically functional) interface.
09
JUDGING CRITERIA
Judging will be based on the "Rage Quotient", humor, pitch delivery, and the mandatory inclusion of chaotic data visualizations.
10
CERTIFICATES
E-Certificates will be provided to all the participants.
11
FAIR PLAY
Participants must follow fair play; any misconduct, use of inappropriate content, or genuinely malicious software will lead to immediate disqualification.
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