UI/UX Projects Internship Reports

by

Mohammod Tahseen Mansoor
20101280

A Internship report submitted to the Department of Computer Science and Engineering
in partial fulfillment of the requirements for the degree of
B.Sc. in Computer Science and Engineering

Department of Computer Science and Engineering
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Declaration

It is hereby declared that

1. The report presented is my personal work when i was undertaking my degree at BRAC University.
2. Except in cases where it is properly attributed through complete and correct referencing, the report does not contain any previously published or authored content by a third party.
3. The report contains no content that has been approved or submitted for any other degree or certificate at a university or other establishment.
4. All sources of help has been acknowledged.

Mohammod Tahseen Mansoor
20101280

Approval

The internship report submitted by **Mohammod Tahseen Mansoor (20101280)** of Fall 2020 has been accepted as satisfactory in partial fulfillment of the requirement for the degree of B.Sc. in Computer Science in Fall 2025.

Examining Committee:

Supervisor:
(Member)

Mr.Arif Shakil

Senior Lecturer
Department of Computer Science and Engineering
BRAC University

Co-Supervisor:
(Member)

Prashanta Dey

CEO
NexGenix

Head of Department:
(Chair)

Sadia Hamid Kazi,Phd

Chairperson
Department of Computer Science and Engineering
Brac University

Abstract

This report details the internship experience at **NexGenix**, a company specializing in social media marketing and brand engagement, undertaken as a mandatory academic requirement for **BRAC University**. The primary objective of this internship was to transition from an academic setting to a professional workspace, gaining hands-on experience in the Quality Assurance and UI/UX design departments. The report outlines the intern's theoretical and technical training, which included mastering tools like **Figma** and studying Jakob Nielsen's usability heuristics and the design thinking process (Empathize, Define, Ideate, Prototype, and Test).

Practical application of these skills is demonstrated through several key design projects. These include **EduVerse** an interactive educational platform designed to facilitate student-instructor communication, and **Waliyy** a Facebook-integrated e-commerce app featuring login, product browsing, and checkout functionalities. Additionally, the report covers the creation of SaaS-based dashboards and pricing table interfaces, utilizing specific UX principles such as Hick's Law and Fitts's Law to enhance user accessibility.

Concluding the six-month tenure, the report highlights the successful adoption of user-centric design philosophies and professional documentation practices.

To my parents, for their endless support;
my teachers, for their invaluable guidance;
and everyone who have helped me throughout my academic journey.

Acknowledgement

I would like to thank all the people who helped me to successfully complete this Internship report and the EduVerse UI/UX project. To start with, I would like to state that I am extremely thankful to my supervisor **Arif Shakil** who guided me, provided me with valuable feedback, and encouraged me during my internship thesis work. I also wish to express my sincere gratitude to my co-supervisor, **Mr. Prashanta Dey** (CEO, Nex- Genix) as he gave me a chance to work in the Aspire Internship Program and offered his professional experience which helped me learn a lot. I feel very fortunate to have worked in a productive and professional working environment at **NexGenix** where I got to learn and acquire practical knowledge in the field of UI/UX design, user research, wireframe and prototyping. I gained real world experience working on multiple projects, and this experience helped me enhance my practical skills and confidence as a designer. I also want to mention that my colleagues and teammates also cooperated, gave feedback and constructive discussions to me during the project. I would also like to state that the department of computer science and engineering, **brac university**, has helped in this work by offering me the academic framework and resources that have facilitated the completion of this work. It is also my credit to my instructors who provided a solid background in design and technical concepts that facilitated this project. Lastly, I want to say that my family and friends have my heartfelt gratitude, as they trusted me and encouraged,supported, and motivated me throughout my life, which enabled me to work on this report and achieve success.

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Chapter 1

Background

1.1 Work Experience Summary

Internships give students and recent graduates a chance to get used to workplace practices and apply their knowledge in real situations. Students gain experience related to their studies. This helps them transition from the academic world to the professional world. At the same time, companies get to know their new interns and can place them where they're needed the most. An internship also adds to the student's work experience, enhancing their CV. This will ultimately improve their job prospects in the future. Internships are becoming increasingly popular, and some students prefer them over writing a thesis paper. At BRAC University, students must either complete an internship or write a thesis. While this might lower the number of students choosing internships at BRAC, those who do are well supported by the institution. They are encouraged to gain as much knowledge and experience as possible in a work environment. Any internship specialization that relates to the student's major is allowed. To qualify, a student needs to complete six months of internship at a reputable firm and earn over 72 college credits. As a BRAC University student, I chose to do an internship instead of writing a thesis paper. I selected NexGenix for my internship through the Aspire Internship Program. NexGenix focuses on social media marketing. The company helps businesses grow their online presence, build their brands, and engage with audiences. I hope to gain as much knowledge as possible to benefit me academically and professionally in the future.

1.2 Report Overview

Since this internship is part of my bachelor's program, I need to write a report that BRAC University will assess. This report discusses my workplace environment and culture. I have also written about what I learned and my experience at NexGenix. It will include a detailed summary of my activities as an intern and the project I have been working on.

1.3 Purpose

This report provides information to its readers through the following details:

1.3.1 Primary Goal

The report's main objective is to outline my work experience and the information I have gained.

1.3.2 Key Milestones

The precise goals of this report are as follows:

- Describe the company profile in details.
- Explain the workplace conditions.
- Provide an explanation of what kind of work NexGenix performs.
- To illustrate the knowledge I have gained over the internship.
- To provide a detailed account of every job I completed for the project I was given.

1.4 Research Methods

My work experience and the lessons I acquired during my internship at NexGenix are the main topics of the report that follows. Most of the data and information I used came from my own experience. Furthermore, certain websites have been used to borrow information. The following methods were used to collect the majority of the data:

1.4.1 Primary Source

- My real-world employment experience
- Conversations and insights gained from team leaders and coworkers
- Conferences and group gatherings

1.4.2 Secondary Source

- NexGenix Ltd.'s official webpage
- Internet site for NexGenix Ltd.

Chapter 2

Organizational Background

2.1 General Description

NexGenix is a social media marketing firm that assists businesses in expanding their audience reach, strengthening their brands, and achieving meaningful online connections. We build relationships with the people that matter most with a strategic and results-oriented approach. We believe in individualized approaches and are very aware of the newest trends and therefore we manage to not only reach but actually communicate with our audience. This is the tale and the gist of NexGenix assisting in making brands shine online. The location of NexGenix is IT Business Incubator, CUET 4 th floor, Chattogram, Raozan, Bangladesh. It has a very productive atmosphere where a group of tough and highly skilled developers create fantastic websites, designs, and solutions that their customers can use.

2.2 Guiding Principles

The vision of NexGenix is to be a light to businesses aiming at expanding by the way of purposeful social media marketing. The NexGenix vision is one in which brands are genuinely in touch with their audiences that establishes a dynamic community which creates loyalty and mutual success. Since the communities are intertwined, NexGenix views social media as not merely a platform but a bridge that brings together people, ideas and opportunities and thus communities are enriched with common stories and experiences.

2.3 NexGenix Functionality

To extract the best and deliver the best, a company needs a suitable framework. The sections that follow will go into more detail about how NexGenix is run thanks to the hard work and dedication of the team's talented and experienced programmers and designers.

2.3.1 Collaborators and Backers

NexGenix basically has a sister concern – PDA (Pathway for Domestic Alternative) – which is situated at Chittagong University of Engineering and Technology (CUET).

2.3.2 Program Coordination

The present expansion activities are controlled by the "Manager of Programs" and the CEO at NexGenix. At work level, it is this person who will be the primary contact and is expected to be involved in all technical communication. The CEO and the Program Manager have a responsibility of delivering and managing the employees to design Customer interface design and quality assurance.

2.3.3 Product Accountability

The Client determines the offered design or poster to the website or page by the Program Manager who will collect specifications of all the employees on the daily basis and share the information in a systematic way.

2.3.4 Standards Assurance

Software testing, often known as quality assurance (QA), is a process used by businesses to ensure the caliber of the products or services they offer to customers. The goal of quality assurance is to make sure that the process is more successful and dependable in accordance with the quality standards set for the designated task. Another name for quality assurance is QA testing. Team leaders at NexGenix assign QA personnel to individual projects.

2.3.5 Usability Design

The ultimate objective of the creative process known as user experience (UX) design is to provide a framework that offers a satisfying user experience. UI/UX designers at NexGenix are tasked with tasks pertaining to customer preferences in order to improve the product's dependability for users.

2.4 Role of NexGenix

NexGenix specializes in social media marketing, helping businesses expand their reach, strengthen their brand, and engage audiences meaningfully online. With a strategic, results-driven approach, we connect brands with the people who matter most. With a focus on personalized strategies and a keen understanding of the latest trends, we help brands not only reach but truly engage with their audiences. This is the story and the essence of how NexGenix helps brands shine online.

2.5 Software Tools Used

NexGenix utilizes the following software tools:

- Visual Studio Code
- Adobe Photoshop
- Adobe Illustrator

- Figma
- Microsoft PowerPoint

2.6 Procedure for Hiring

Candidates are required to submit a cover letter and CV to HR. After that is accepted, a brief on-call interview is held to start the conversation, and a face-to-face interview is scheduled for a later time.
In my instance, though, they conducted an online interview with me because I applied for a remote job. I was interviewed by the CEO personally. The interview process at NexGenix is intriguing since they consider an applicant's strengths rather than only filling a position. They also phoned me to schedule a face-to-face meeting. When I went to their office, the CEO personally gave me a tour of the company. After asking me a number of questions about my interests, they assigned me to the QA department, where they think I will be most productive. In order to better understand me as a person, they also wanted to know about my daily activities, such as my hobbies, in addition to my educational background and professional experience. The interview was fascinating and highly engaging.

2.7 Projects

At NexGenix, every project we take on represents a unique journey marked by collaboration, innovation, and success. We believe that behind every brand is a story waiting to be told, and we are dedicated to helping you share that narrative with the world.
Our approach is rooted in understanding the individual needs of each client, whether they are local businesses striving to broaden their community reach or well-established brands seeking a revitalized voice in the marketplace. We pride ourselves on our ability to craft tailored strategies that resonate with target audiences and drive engagement. Our team collaborates closely with clients to delve deep into their brand values, objectives, and market landscape. This comprehensive understanding allows us to develop impactful social media campaigns that not only amplify your message but also foster genuine connections with your audience.
Our commitment to achieving measurable results is evident in every partnership we cultivate. We leverage data-driven insights to refine our strategies, ensuring that your social media presence evolves and adapts to changing trends and consumer preferences. The result is a dynamic online platform that transforms social media into a powerful tool for meaningful engagement, driving both brand loyalty and business growth.

Chapter 3

Training Phase

3.1 General Description

Being allowed to work as an intern for a corporation is a significant advancement in both one's career and academic life. In today's very competitive employment market, having work experience is a huge advantage. Additionally, it facilitates students' seamless transition into the workplace when they have completed their coursework. Real-world application of academic knowledge is difficult in and of itself. It's crucial to understand that industry procedures differ.
As an intern at NexGenix, I was assigned to the UI/UX division. In addition to being a prerequisite for graduating from BRAC University, this internship is the ideal chance for me to get useful experience and learn a variety of new topics. I had very little knowledge of how workplaces operate when I first started. My NexGenix reporting manager helped me every step of the way and made it extremely simple. Since interns at NexGenix were immediately put to work, this was not a formal training process. But so far, my co-supervisor has guided me through a number of stages of my internship. I've included a number of screenshots throughout the report, but I won't be able to attach some of the panels I work on because of confidentially.

3.2 Understanding UI/UX QA Scenario

I was instructed to learn a few key terminology and techniques before I started working. I had to download the Windows version of the Figma program. I learned how to use the program by following internet tutorials and the advice from my supervisor. Additionally, I was advised to read about the distinctions between User Experience (UX) and User Interface (UI), study Jakob Nielsen's usability guidelines and how they relate to practical designs, and investigate the design thinking process: Develop empathy, define, generate ideas, prototype, and test. In practice, these techniques are rather straightforward. [1]

3.2.1 UI/UX Research & Practical Implementation

Introduction

UI stands for User Interface & UX stands for User Experience. In a simple way, whatever we see in the front page of a website or any application are all user interfaces. UI is a visible part of a product whereas UX is the concept behind it. The main goal of a UI/UX designer is to make a website or webpage User-Friendly.

- **UI Design:** UI Design is the interface of the website through which a user interacts. The main goal of UI is to catch and grab user attention by making the user interface look more simple and easy-going.
- **UX Design:** UX Design is a concept in design which helps to design a simple and easy user-friendly website. It allows the user to navigate easily, where the design concept is made according to user behavior, to match user expectations of the website to engage users and accomplish an ongoing website.

Difference between UI & UX

The following table outlines the key differences between User Interface and User Experience.

UI (User Interface)	**UX (User Experience)**
Visual Interaction of a user with the website.	Overall experience of the Website by the user.
UI focuses on the look, buttons, icons, layouts.	UX focuses on user research, usability testing, user satisfaction.
It makes the interface look aesthetic and easy to use.	It makes the user experience smooth and enjoyable.
Example: A movie application where the user can easily see the thumbnails and play whatever movie they like on just a click.	**Example:** Creates a recommendations list for the user according to the user needs and makes the user comfortable while watching the movie.

Table 3.1: Differences between UI and UX

UI/UX Design Process

While studying or analyzing UI/UX design we will go through some important points that might help us in the long run. Here are some points as follows:

1. Researching about what the user/client needs. Give them opportunities to speak in a comfortable way by which they can easily explain what they need or their expectations might be. Later on, study the needs the user asked for.
2. Keeping simplicity in the work by which the user can easily reach his or her goals without a struggle or wait time.

3. Setting up a map by following which we can meet the demands of the client easily and in an understandable way.
4. For intuitive navigation, organize the contents. Create a simple handy sketch or flow design for an easy on while presenting.
5. Creating a model design for testing the website or project (Draft).
6. Taking feedback from the client by showing the draft.
7. Solving problems or errors by knowing the client's feedback.

UI/UX Tools

Here are a few UI/UX tools which are user-friendly:

- **Figma:** Figma is basically a cloud-based application which works directly in a browser, eliminating the need for installation and allowing access from any device.

- **Adobe XD:** Adobe XD is basically a seamless Adobe integration which works well with Photoshop, Illustrator, etc. It enables smooth transitions and animations.

- **Sketch:** Sketch is basically a famous platform for Mac users or iOS users. It supports high precision of UI elements and icons which creates a smooth interface for the users.

Practical Task

Analyzing and Identifying An Existing Application's UI/UX

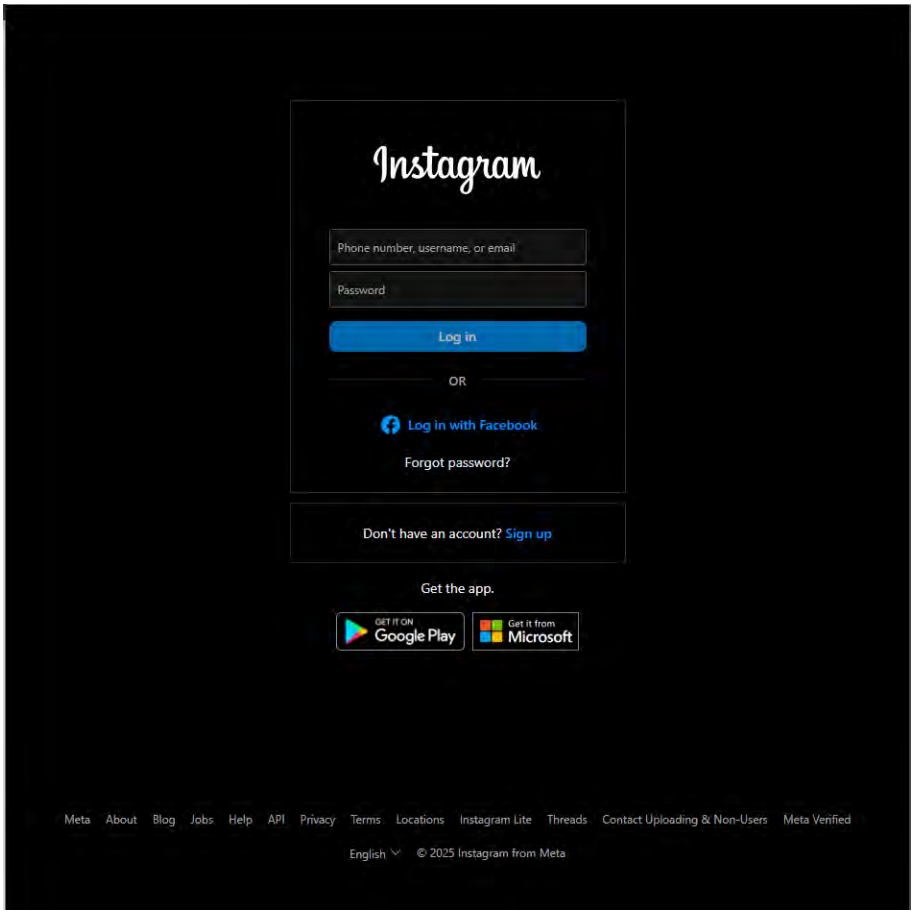

Figure 3.1: Instagram UI

The picture above shows the User Interface of a well-known website or app, Instagram, where the whole page is a UI along with the buttons that are shown (Log in, Log in with Facebook, Sign up, Google Play, Microsoft). By clicking those buttons, the page which takes us to the next one represents the UX or the user experience. When we click on the signup button or put the mouse on it then we can see a dark surface; that is the work of the user interface. By clicking that, when we take a step to the next level, that's the work of UX.

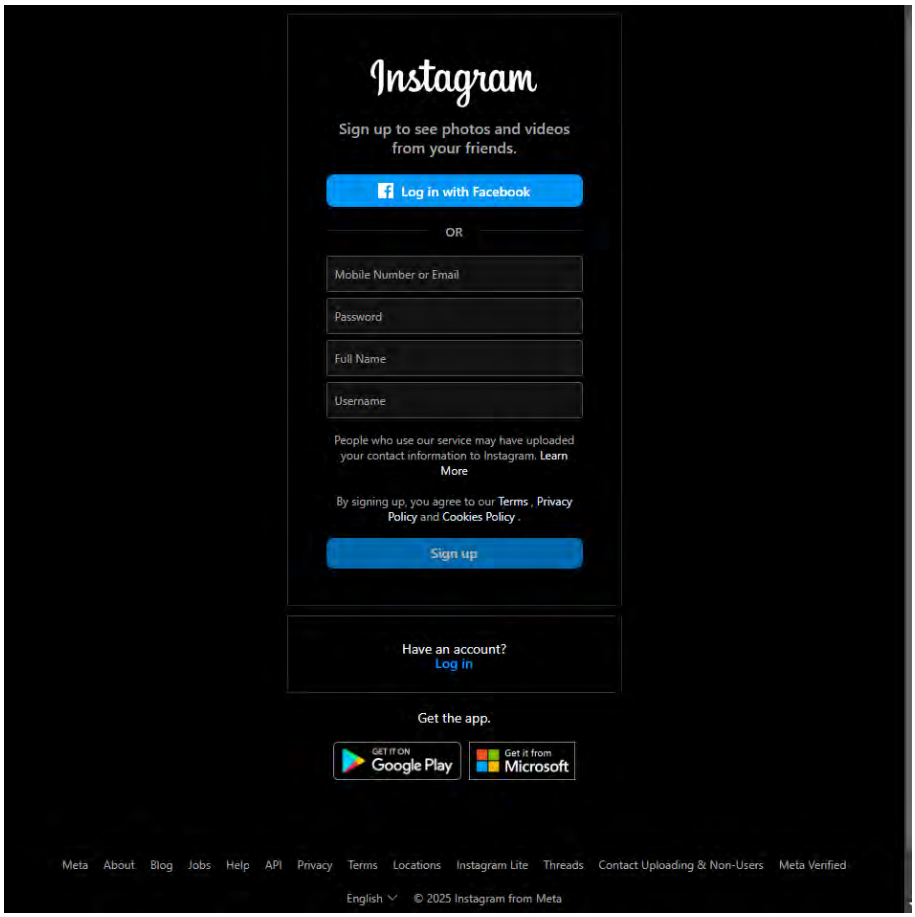

Figure 3.2: Instagram UX

Creating a simple flowchart diagram: A well-designed UI/UX ensures a seamless and intuitive user experience, user engagement, satisfaction, and ultimately drives the success of the Website or application.

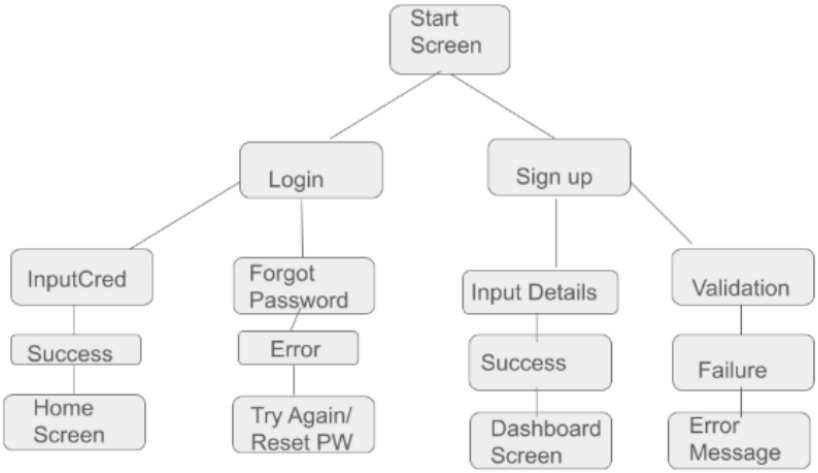

Figure 3.3: UI/UX Flowchart

3.2.2 Study UI/UX Fundamentals

Usability Heuristics by Jakob Nielsen

Jakob Nielsen, a prominent usability expert, developed 10 usability heuristics—general guidelines or best practices to follow to ensure that a product's design is usable and user-friendly.

1. **Visibility of system status:** The system should always keep users informed about what is going on. *Example: A loading spinner.*
2. **Match between system and the real world:** The system should speak the users' language. *Example: Using icons like a shopping cart.*
3. **User control and freedom:** Users should be able to easily undo or redo actions. *Example: "Undo" button.*
4. **Consistency and standards:** Design should maintain consistency throughout the product. *Example: Consistent button styles.*
5. **Error prevention:** Prevent errors from occurring by designing the system to avoid mistakes. *Example: Form validation.*
6. **Recognition rather than recall:** Minimize the user's memory load. *Example: Dropdown menus.*
7. **Flexibility and efficiency of use:** Allow both novice and experienced users to use the system efficiently. *Example: Keyboard shortcuts.*
8. **Aesthetic and minimalist design:** The design should not contain irrelevant or distracting information.
9. **Help users recognize, diagnose, and recover from errors:** Error messages should be expressed in plain language.
10. **Help and documentation:** Documentation should be available when necessary.

Design Thinking Process

Design thinking is a problem-solving framework used to address complex challenges.

1. **Empathize:** Understanding the users and their needs through research (interviews, surveys).
2. **Define:** Synthesizing information to clearly define the problem from the users' point of view.
3. **Ideate:** Generating a wide range of ideas and potential solutions.
4. **Prototype:** Creating low-fidelity models or mockups to visualize and test ideas.
5. **Test:** Getting feedback on the prototypes to understand how well the solution works.

3.2.3 Learn Figma Basics

Figma Project Link

After doing research about Figma and its uses, I was able to do a setup sample project on my own which was about my page on Facebook named WALIYY. I created a Login/Signup page, a Home page, a Chat section, and a Checkout section.

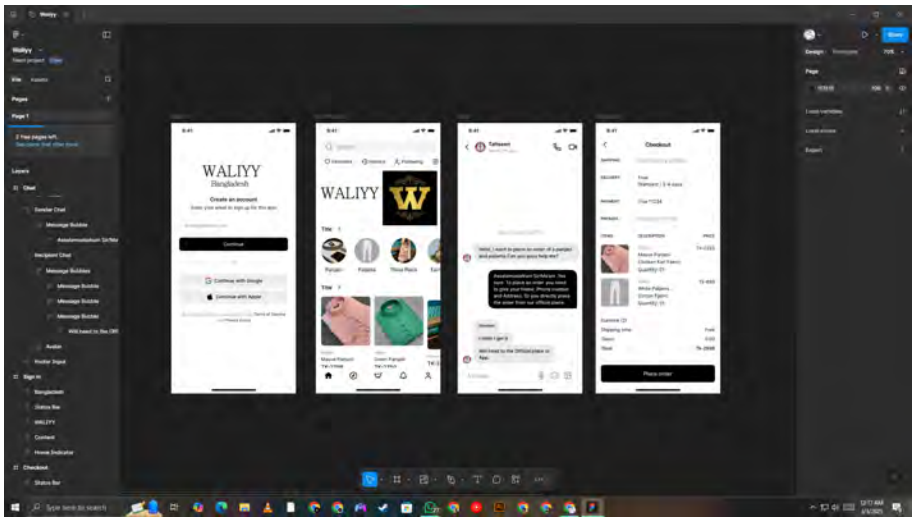

Figure 3.4: WALIYY (Figma Project)

3.2.4 Research Best Practices

- **Typography:** Stick to 2-3 font families for consistency; prioritize readability.
- **Color Theory:** Use the 60-30-10 rule (Primary-Secondary-Accent); leverage contrast.
- **Visual Hierarchy:** Use size, color, and spacing to prioritize content; follow Gestalt Principles.
- **User Flows:** Start with defining user goals; map out entry points and key actions.
- **Wireframing:** Begin with low-fidelity sketches; get user feedback early.

Chapter 4

Tasks and Assignments

4.1 The Beginning

I was engaged by NexGenix to mostly work on UI/UX. Since my first day at NexGenix, I have worked on basic designs. But as time went on, each feature I had to create became more complicated. I will go into depth about the feature I created, my efforts, and the result throughout the report.

4.2 Developing My Own Design Space

I had to build up my own design environment and a few fake accounts so that I could create the website or page and its main processes after learning the majority of the fundamentals. I made a lot of dummy designs with various subcategories and categories. I'll go into a lot of additional features and designs in upcoming updates. In this chapter, I will be discussing a few of my works such as pricing table UI design, dashboard models, etc.

4.2.1 Pricing Table UI Design

One of the key components I designed was a Pricing Table. This involved creating a clear, comparative layout that allows users to easily distinguish between different service tiers.
Figma Link

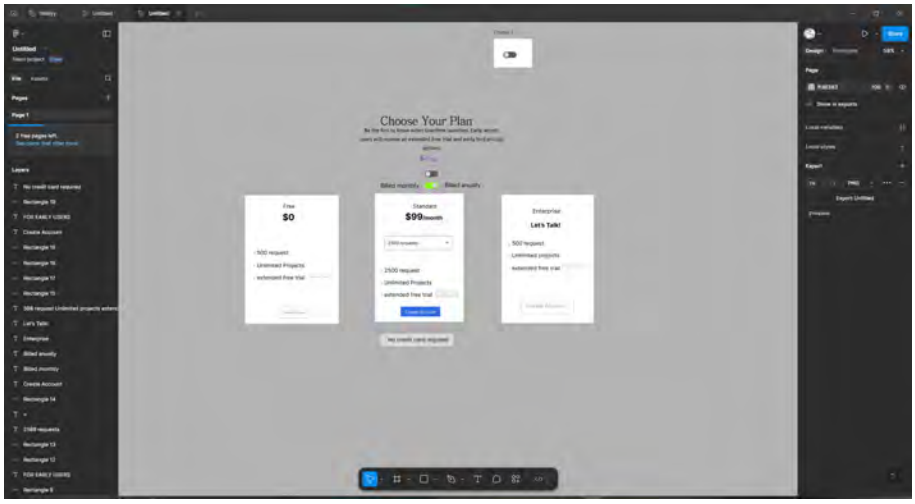

Figure 4.1: Pricing Table

4.2.2 SaaS-Based Model Dashboard

I also worked on a dashboard for a SaaS-based model. This required a focus on data visualization and accessibility, ensuring that key metrics were immediately visible to the user upon logging in.
Figma Link

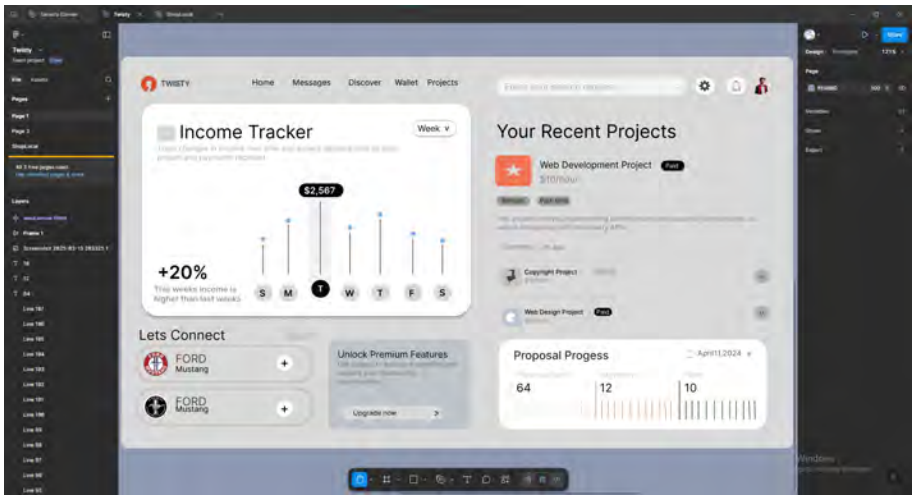

Figure 4.2: Twistyy Dashboard

4.2.3 UX Law and UI Design Challenges

In this project, I applied specific UX laws (such as Hick's Law or Fitts' Law) to address common UI design challenges. The goal was to reduce cognitive load and improve navigation efficiency.
Figma Link

Figure 4.3: Tahsus Corner

Chapter 5

EduVerse Project

5.1 Introduction

EduVerse is an online learning platform conceptualized and designed as part of the UI/UX design internship responsibilities. The primary objective of this project was to architect an intuitive, accessible, and visually stimulating platform that simplifies the learning process for students. The project involved extensive research into existing learning management systems (LMS), analysis of user needs, and the visualization of a final interface that prioritizes usability. EduVerse aims to democratize education by making it more interactive and enjoyable for all demographics.
Successful execution of this project provided critical insights into user expectations and the technical requirements for creating a "soothing" and seamless web experience.

5.1.1 The Challenges

Despite the instant advancement of online education, many existing platforms fail to offer a smooth and engaging user experience. Students frequently encounter friction when searching for or enrolling in courses, while faculty members struggle with cumbersome content management systems. These issues often stem from outdated interface designs and a lack of user-centered features.
With the evolution of UI/UX design from static raster graphics to modern vector-based prototyping tools like Figma, it is now possible to create highly interactive and accessible digital platforms. This project addresses the gap in the market by applying modern UI/UX principles to enhance usability for both students and instructors. As an individual project, the goal was to achieve a high standard of design perfection, ensuring a flawless and pleasant experience for the end-user.

5.1.2 Project Objectives

By the conclusion of this internship, the design of EduVerse aimed to achieve the following functionalities:

- **Streamlined Authentication:** Design a clear Sign-Up/Sign-In dashboard that presents all login options transparently.
- **Simplified Enrollment:** Develop a user-friendly interface that reduces the steps required for course discovery and enrollment.

- **High-Fidelity Interface:** Create detailed desktop screens including buttons, frames, and branding elements.
- **Content Management:** Enable easy material updates for faculty members.
- **Prototyping:** Implement interactive prototyping to facilitate usability testing and visualization.

5.1.3 Scope of the Project

The scope of this project is focused on the Front-End User Interface (UI) and User Experience (UX). It encompasses the entire design lifecycle, including:

- User Research and Requirement Analysis.
- Wireframing (Low-fidelity).
- Prototyping (High-fidelity).
- Usability Testing.

The functional scope covers major features such as the Home Page, Authentication (Sign Up/In), and Profile Management.

5.2 Project Overview

EduVerse is designed as a comprehensive digital ecosystem connecting students and educators. The design philosophy emphasizes simplicity, clarity, and accessibility.
Key Interface Components:

- **Homepage:** The central hub displaying available courses. It provides navigation to essential sections such as the Profile, FAQ, User Guide, and Authentication pages.
- **Register/Sign In Page:** A streamlined gateway allowing users to create profiles via email or social logins (Google/iCloud), granting immediate access to their personalized dashboard.
- **Profile Page:** A personalized dashboard displaying user details, social links (LinkedIn), academic progress (courses taken, tasks completed), and account settings.
- **FAQ / User Guide:** A support section designed to guide users through the system, ensuring a smooth onboarding process.

5.3 Work Plan

EduVerse was executed as a solo project, allowing for a focused vision regarding user satisfaction. The workflow was divided into distinct phases to ensure a structured approach to design.

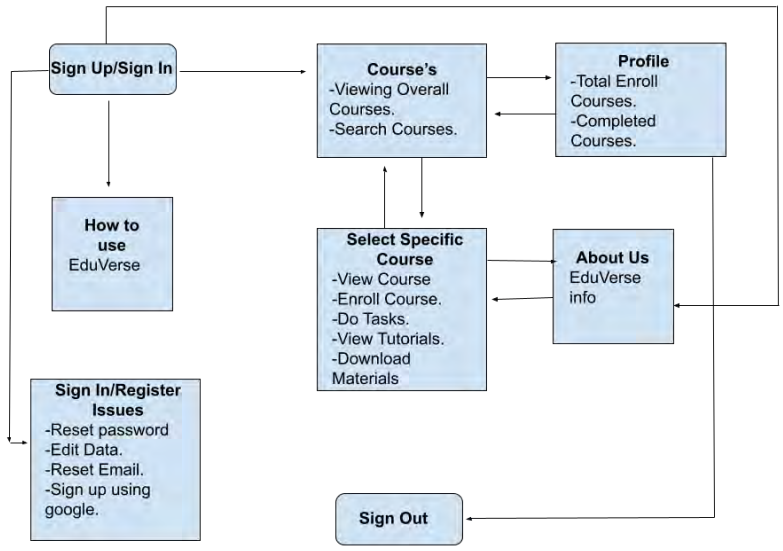

Figure 5.1: Workflow

- **Phase 01: Analysis & Flow:** Requirements were gathered and analyzed to create a user flow diagram, mapping the user's journey through the application.
- **Phase 02: Design & Prototyping:** Each page was designed according to the requirements. Interactive prototypes were created to test navigation and shared with the project manager and backend team for review and feedback.

5.4 Design Methodology

The design process followed the standard Design Thinking framework: Empathize, Define, Ideate, Prototype, and Test.

5.4.1 User Research (Empathize & Define)

Before commencing the design, extensive research was conducted on User Experience (UX) and User Interface (UI) principles, including Jakob Nielsen's usability heuristics. The research phase focused on:

- Analyzing feedback and common complaints from users of existing platforms.
- Identifying specific pain points for students and faculty.
- Establishing a human-centered approach to solve complex navigation challenges.

5.4.2 Wireframing (Ideate)

Low-fidelity sketches were created to plan the layout systematically, following the flowchart developed in Phase 01.

- **Purpose:** To visualize content placement, button locations, and menu structures without the distraction of colors or detailed graphics.
- **Benefit:** This allowed for early feedback and rapid iteration, preventing costly redesigns later in the process.

5.4.3 Prototyping & Usability Testing

Following the approval of wireframes, high-fidelity prototypes were developed using Figma.

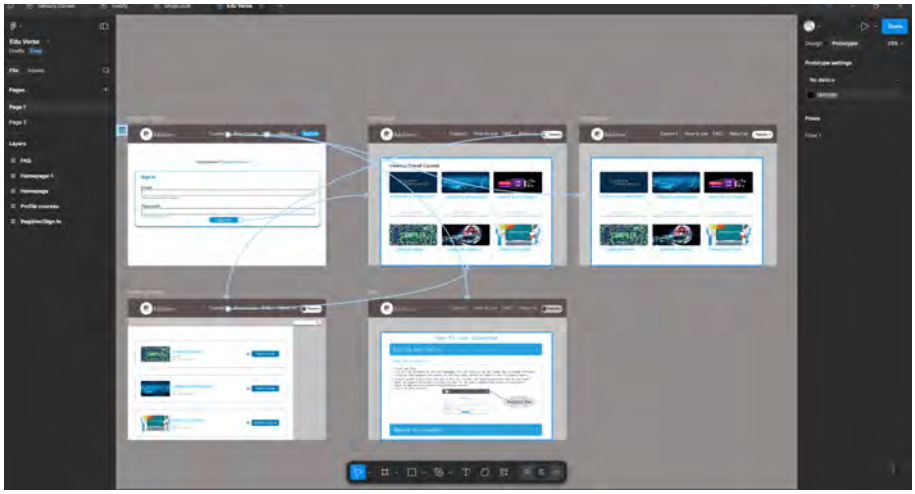

Figure 5.2: EduVerse Prototype

Figure 5.3: EduVerse Testing

- **Interaction Design:** Screens were linked with appropriate transitions to simulate real-world behavior (e.g., navigating from "Sign Up" to "Course Browsing").
- **Testing:** The prototype was used to validate the user flow and identify usability errors. Feedback from teammates was collected iteratively to refine visuals, typography, and color consistency.

5.5 Tools and Technologies

The following tools were utilized to execute the design:

- **Figma:** Primary tool for interface design, vector graphics, and interactive prototyping.
- **Adobe Photoshop & Picasa:** Used for editing raster images and icons.
- **Iconify:** Plugin used for sourcing consistent vector icons.
- **Unsplash:** Source for high-quality, royalty-free stock imagery (user profiles, course thumbnails).

5.6 Final Design

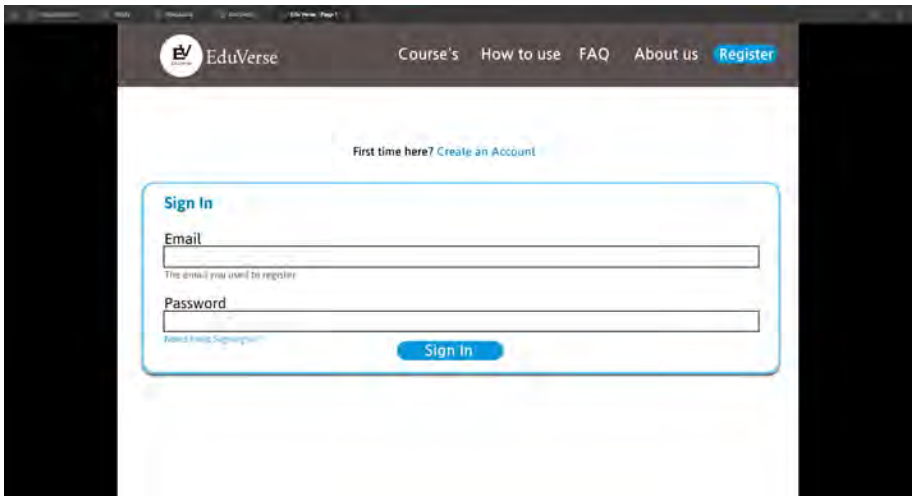

Figure 5.4: EduVerse Page 1

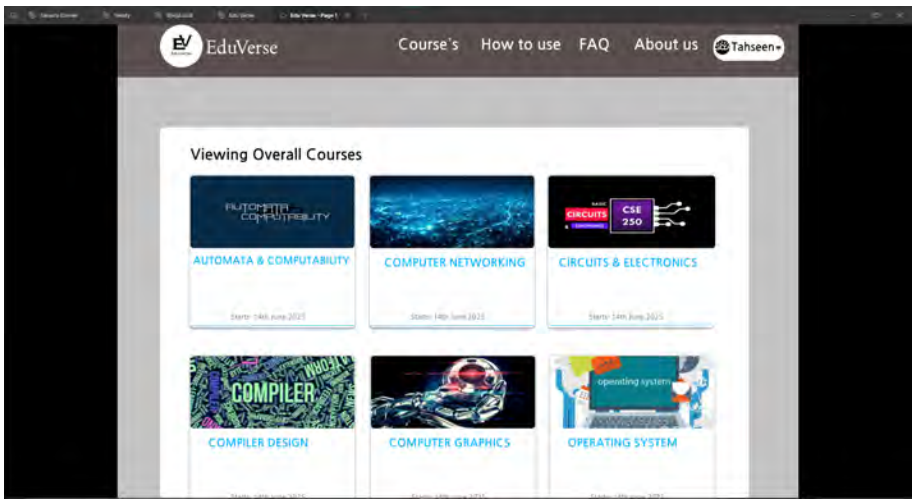

Figure 5.5: EduVerse Page 2

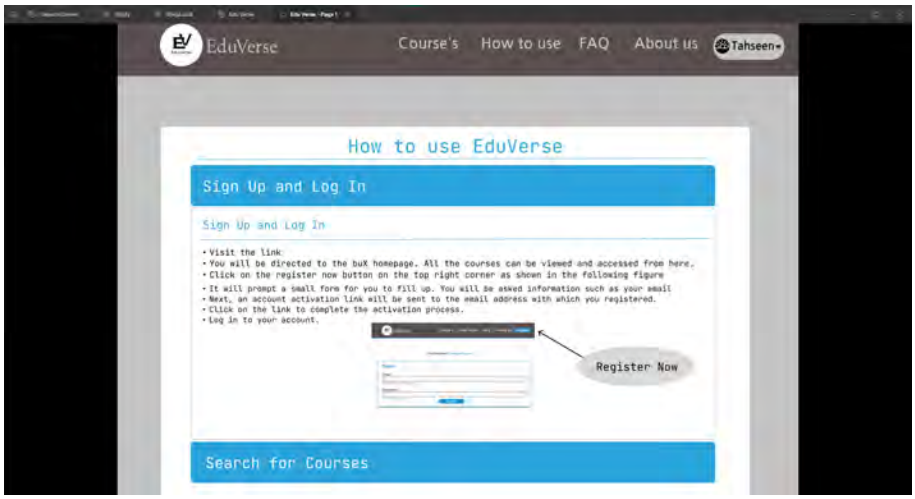

Figure 5.6: EduVerse Page 3

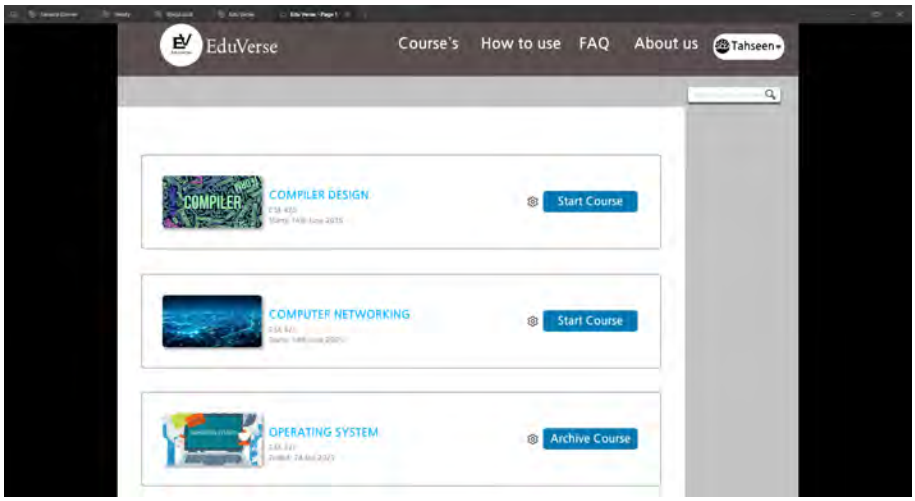

Figure 5.7: EduVerse Page 4

The EduVerse project highlights the critical role of user-centric design in educational technology. By adhering to a structured workflow—from research and wireframing to high-fidelity prototyping—the project successfully demonstrated how modern UI/UX practices can solve common usability issues. This experience within the Aspire Internship program provided invaluable practical knowledge in applying design principles to create accessible, efficient, and aesthetically pleasing digital solutions.

Chapter 6

Conclusion

I've learned a lot of crucial UI/UX fundamentals in the first two and a half months of my internship. Before beginning the real design, it is crucial to plan things out, and it is a good idea to always keep a record of everything you do. It is quite easy to overlook even the most basic and obvious issues, therefore patience is essential and nothing should be rushed.
I've discovered that it's crucial to approach a single concept from several angles in order to facilitate my ability to consider the perspectives of consumers. I have to be aware of what users could want and ask for. I must change the way I think and create if I am unable to meet the needs of my users.
During the first portion of my internship, I was introduced to extremely basic scenarios that were essential to comprehend before moving on to the more intricate parts and features of creating. Over the next few months, I've encountered increasingly complicated problems and have dedicated time to honing my Figma abilities. Additionally, the UI/UX staff has reviewed my work many times and assisted me in resolving my problems. This internship began on **February 24, 2025**. I was given the option to extend my six-month contract by an additional two months, which terminated on **October 10, 2025**. Since this report is a part of my internship report, I have only covered the first six months of my internship.

Bibliography

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