

A UI/UX INTERNSHIP JOURNEY AT IT MEDIA LTD.

By

Syed Golam Musabbir

ID: 203-40-709

This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Multimedia and Creative Technology

Supervised by

Md Salah Uddin

Assistant Professor & Head

Department of MCT

Faculty of Science and Information Technology

Daffodil International University



DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

DATE OF SUBMISSION: 11 JANUARY, 2025

APPROVAL

This Report titled "A UI/UX Internship Journey at IT Media Ltd", submitted by Syed Golam Musabbir to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents.

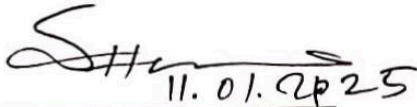
This presentation has been held on January 11, 2025.

BOARD OF EXAMINERS



Md. Salah Uddin
Assistant Professor & Head
Department of MCT
Faculty of Science & Information Technology
Daffodil International University

Chairman


11.01.2025

Dr. Md. Samaun Hasan
Assistant Professor
Department of MCT
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner


11/01/2025

Apurba Ghosh
Assistant Professor
Department of MCT
Faculty of Science & Information Technology
Daffodil International University

Internal Examiner



Gobinda Karmaker
Managing Director
ESI Techno

External Examiner

DECLARATION

I hereby declare that this project has been done by me under the supervision of **Md. Salah Uddin, Assistant Professor and Head, Department of Multimedia and Creative Technology, Daffodil International University**. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

Supervised by:



Md. Salah Uddin
Assistant Professor & Head
Department of MCT
Faculty of Science & Information Technology
Daffodil International University

Submitted by:

Syed Golam Musabbir

Syed Golam Musabbir
ID: 203-40-709
Department of MCT
Daffodil International University

ACKNOWLEDGEMENT

First and foremost, I would like to express my deepest gratitude to Almighty Allah for His countless blessings, guidance and strength, which have enabled me to successfully complete my internship at IT Media Ltd as a UI/UX Designer.

I extend my heartfelt thanks to Mr. Md. Salah Uddin, Assistant Professor and Head, Department of Multimedia and Creative Technology, Daffodil International University, for his invaluable guidance throughout my internship. His profound knowledge, constant encouragement, and meticulous supervision have been pivotal in ensuring the successful completion of this experience. His insightful feedback, constructive criticism and unwavering support have not only enhanced my skills but also motivated me to aim higher in my professional endeavors.

I am profoundly grateful to IT Media Ltd. for providing me with the opportunity to work and learn in a professional environment. My sincere appreciation goes to my CTO Eleas Ahmed and Design Lead Muhtasim Shakil at IT Media Ltd for their guidance, patience and support during my internship. Their collaborative approach and constructive feedback have greatly enriched my understanding of UI/UX design principles and practical applications.

Lastly, I would like to acknowledge the unwavering support and patience of my beloved parents. Their constant encouragement and belief in my abilities have been a source of strength and inspiration throughout this journey.

This internship has been an invaluable learning experience. I am grateful to everyone who contributed to its successful completion.

ABSTRACT

This report outlines my internship experience as a UI/UX designer at IT Media Ltd, where I contributed to the design of user-centric digital products. During this internship, I have got hands-on experience in user research, wireframing and usability testing. My responsibility was to work in cross-functional teams for creating interactive interfaces and iterating on designs based on feedback and usability insights. I started my internship in June 2024. In these seven months, I have worked on several projects. At first I was tasked with landing page designs. Gradually I was trusted with their in-house products. I have worked at the Job Media Training Academy from the very beginning. Job Media Training Academy is a learning platform. Primarily I was assigned to the mobile application project. After that I am assigned to design the dashboard for the admin panel. I have also worked on their live project, the Job Media mobile application. I have also been creating poster designs and banners for social media promotion. The softwares I have used for these projects includes Figma, Adobe Photoshop and Adobe Illustrator. I incorporated principles of design thinking to solve issues such as balancing between user needs and business objectives. This internship not only improved my technical skills as a UI/UX designer but also improved my problem-solving, collaboration and time management skills. This has served as the groundwork for my career and has proven to be an invaluable experience in building extraordinary and intuitive digital experiences.

TABLE OF CONTENT

APPROVAL.....	ii
DECLARATION.....	iii
ACKNOWLEDGEMENT.....	iv
ABSTRACT.....	v
CHAPTER 01.....	1
INTRODUCTION.....	1
1.1 Internship Introduction.....	1
1.2 Internship Motivation.....	2
CHAPTER 02.....	3
ORGANIZATION.....	3
2.1 Company Overview.....	3
2.2 Subsidiary Companies.....	3
2.3 Office Locations.....	4
CHAPTER 03.....	5
HARDWARE & SOFTWARE.....	5
3.1 Hardware.....	5
3.2 Software.....	5
3.2.1 Figma.....	6
3.2.2 Figjam.....	7
3.2.3 Adobe Illustrator.....	7
3.2.4 Adobe Photoshop.....	8
CHAPTER 04.....	9
TASKS AND PROJECTS.....	9
4.1 Projects Overview.....	9
4.2 List of Projects:.....	9
4.3 Job Media Training Academy Mobile Application.....	9
4.3.1 Objectives.....	10
4.3.2 Design Brief.....	10
4.3.3 Information Architecture.....	11
4.3.4 User Interface Design.....	12
4.4 Job Media Training Academy Dashboard.....	21
4.4.1 Design Brief.....	21
4.4.2 Mind Map.....	23
4.4.3 User Interface Design.....	24
4.5 Job Media Mobile Application.....	31
4.5.1 Design Brief.....	31
4.5.2 User Interface Design.....	31

4.6 StockPix Website Template.....	32
4.6.1 Design Brief.....	32
4.6.2 Features.....	32
4.6.3 StockPix Website Design.....	33
4.7 ArchViz Website Landing Page.....	36
4.7.1 Design Brief.....	36
4.7.2 Features.....	36
4.7.3 Landing Page Design.....	36
4.8 Polo CRM Website Landing Page.....	38
4.8.1 Design Brief.....	38
4.8.2 Features.....	38
4.8.3 Landing Page Design.....	39
4.9 Social Media Posters.....	43
4.9.1 Objective.....	43
4.9.2 Design Brief.....	43
4.9.3 Target Audience.....	43
4.9.4 Research and Inspiration.....	43
4.9.5 Poster Designs.....	44
CHAPTER 05.....	48
CONCLUSION.....	48
REFERENCE.....	49

LIST OF FIGURES

Figure 2.1: IT Media Ltd. Logo.....	03
Figure 3.1: Figma Logo.....	06
Figure 3.2: Figjam.....	07
Figure 3.3: Adobe Illustrator Logo.....	08
Figure 3.4: Adobe Photoshop Logo.....	08
Figure 4.1: Information Architecture.....	11
Figure 4.2: User Flow.....	12
Figure 4.3: Onboarding Screens.....	12
Figure 4.4: Sign In Screens.....	13
Figure 4.5: Sign Up Screens.....	14
Figure 4.6: Password Reset Module.....	15
Figure 4.7: Creating New Password.....	16
Figure 4.8: Home Screen.....	17
Figure 4.9: Tab Menu.....	18
Figure 4.10: Enrolled Course Details.....	18
Figure 4.11: New Course Details.....	19
Figure 4.12: Course Enrollment Procedure.....	19
Figure 4.13: Profile Edit Screen.....	20
Figure 4.14: Settings Screen.....	21
Figure 4.15: Mind Mapping.....	23
Figure 4.16: Dashboard Overview.....	24
Figure 4.17: Course Management.....	25
Figure 4.18: Course Publishing Form.....	26
Figure 4.19: Student Management.....	27
Figure 4.20: Student Data Form.....	28
Figure 4.21: Mentor Management.....	29
Figure 4.22: Mentor Data Form.....	30
Figure 4.23: Home Screen.....	31
Figure 4.24: Tab Menu.....	32
Figure 4.25: StockPix Website Design (Desktop).....	33
Figure 4.26: StockPix Website Design (Tablet).....	33

Figure 4.27: StockPix Website Design (Mobile)	34
Figure 4.28: Responsive Design	35
Figure 4.29: Landing Page	37
Figure 4.30: Landing Page	39
Figure 4.31: Landing Page	40
Figure 4.32: Landing Page	41
Figure 4.33: Responsive Design	42
Figure 4.34: Social Media Poster Design	44
Figure 4.35: Social Media Poster Design	44
Figure 4.36: Social Media Poster Design	45
Figure 4.37: Social Media Poster Design	45
Figure 4.38: Social Media Poster Design	46
Figure 4.39: Social Media Poster Design	46
Figure 4.40: Website Pop-up Screen	47

CHAPTER 01

INTRODUCTION

1.1 Internship Introduction

When we talk about the UI/UX[1] design, we are referring to the art and technology of interacting with digital products. The acronym UX stands for "user experience," whereas the abbreviation UI is used to refer to "user interface". Given the vast number of alternatives that are accessible to customers in this fast developing digital world, it is very necessary to provide a smooth and user-friendly experience. During this stage of the software creation procedure, user experience and user interface becomes a crucial component. In this way, it acts as a connection between the technological world and the way humans interact with it. User interface (UI) design and user experience (UX)[2] design are areas that are closely tied to one another and work together to develop products that are easy to understand and nice to users.

I worked as a UI/UX Designer in IT Media Ltd for 7 months. I started working from June 1st, 2024. My internship at IT Media provided an opportunity to gain practical experience in the field of UI/UX design. IT Media, known for delivering innovative digital solutions, offered a dynamic work environment that emphasized user-centered design principles and collaboration.

During the internship, my primary role as a UI/UX designer was to contribute to the creation and improvement of digital interfaces that prioritize usability and aesthetics. This involved conducting user research to understand target audiences, designing wireframes and iterating on designs based on feedback and usability testing. This internship helped me to bridge the gap between theoretical knowledge and practical application, enabling me to work on real-world projects with measurable impacts. This report details the projects I undertook, the methodologies I deployed, the challenges I faced, and the skills I developed during this transformative experience.

Through this experience, I not only deepened my understanding of UI/UX design but also gained insights into the professional workflows and tools used in the industry, reinforcing my passion for creating user-friendly digital solutions.

1.2 Internship Motivation

My motivation to pursue an internship as a UI/UX designer at IT Media stemmed from a deep interest in designing intuitive and impactful digital experiences. With a strong academic foundation in design principles and a passion for understanding user behavior, I was eager to apply my knowledge in a professional setting.

The rapidly evolving field of UI/UX design presents exciting opportunities to shape how users interact with technology. I was particularly drawn to IT Media due to its reputation for delivering user-centered solutions and fostering innovation. The chance to work on real-world projects alongside experienced professionals aligned perfectly with my aspiration to enhance my design skills and develop a practical understanding of industry workflows.

I was also motivated by the opportunity to address real challenges, such as improving usability, creating visually appealing interfaces, and ensuring accessibility. This internship provided the ideal platform to refine my design approach while contributing meaningfully to impactful projects. Ultimately, my goal was to grow as a designer and create solutions that make technology more intuitive and engaging for users.

CHAPTER 02

ORGANIZATION

2.1 Company Overview

IT Media Ltd.[3], based in Dhaka, Bangladesh, is a leading IT solutions provider specializing in innovative and customized technology services for businesses. Their services cover a wide spectrum of digital needs, including web and mobile app development, artificial intelligence (AI) and machine learning (ML) solutions, business intelligence (BI) tools, software testing, and banking and financial solutions. The company is particularly notable for its work in advanced technologies, such as AI and ML, offering solutions for natural language processing, predictive analytics, image recognition, and chatbot integration. IT Media also excels in BI solutions, enabling clients to leverage data-driven insights through interactive dashboards, predictive analytics, and secure integrations. These solutions cater to diverse industries, including e-commerce, healthcare, government programs, and education. With a focus on client-centric services, IT Media Ltd. delivers scalable, innovative, and efficient IT solutions to help businesses enhance operations and maintain a competitive edge. They operate out of Kawran Bazar, Dhaka, and provide round-the-clock customer support to ensure client satisfaction and success in their digital transformation journeys.



Figure 2.1: IT Media Ltd. Logo

2.2 Subsidiary Companies

- Job Media Ltd
- SMS Media
- Job Media Training Academy
- Job Media Football Academy

2.3 Office Locations

Head Office

Latif Tower, 9th Floor, 47

Kawran Bazar C/A, Dhaka-1215

Bangladesh

Branch Office 1

Hasan Plaza (ATN News Building), (5th and 10th Floor), 53

Kawran Bazar C/A

Dhaka-1215, Bangladesh

Branch Office 2

128/1, East Tejturi Bazar (1st, 2nd and 3rd Floor)

Kawran Bazar C/A

Dhaka-1215, Bangladesh

Branch Office 3

1 No. Islambag Jame Masjid Road, (Palpara More, Raligate)

Daulatpur

Khulna-9202, Bangladesh

CHAPTER 03

HARDWARE & SOFTWARE

3.1 Hardware

This section describes specifications for a high-performance multimedia workstation for a designer. This workstation is made primarily for the creative profession, including designing, video editing and multimedia content creation. It is because the nature of work is resource-hungry and requires the use of programs such as Figma, Figjam, Framer, Photoshop and Illustrator. Hence, the hardware configuration exceeds just the best minimum needs for a very smooth, productive, and responsive creative workflow.

This is my workstation configuration:

Serial No.	Hardware	Brand & Specification
1	Processor	AMD Ryzen 7 5700G Processor with Radeon Graphics
2	Motherboard	Asus TUF GAMING B550M-E WIFI AMD AM4 microATX Motherboard
3	RAM	CORSAIR Vengeance RGB Pro SL 32GB (2x16GB) DDR4 3200MHz
4	Graphics Card	ZOTAC GAMING GeForce RTX 3060 Twin Edge 12GB GDDR6(OC)
5	Storage	Samsung 970 EVO Plus 1TB NVMe M.2 SSD
6	Power Supply	Corsair CX-M Series CX650M 650W 80 PLUS Bronze Semi-Modular ATX Power Supply

3.2 Software

During my internship, I have explored multiple softwares depending on my work needs. Mostly I have used these three softwares:

- Figma
- FigJam
- Adobe Illustrator
- Adobe Photoshop

3.2.1 Figma

Figma[4] is a versatile and cloud-based UI/UX design tool that has become a favorite among designers for its efficiency and collaboration features. It allows users to create wireframes, prototypes, and high-fidelity user interface designs in a seamless, browser-based environment. Figma supports real-time collaboration, enabling multiple team members to work on a project simultaneously and provide feedback instantly, making it a great choice for remote teams. Additionally, it includes interactive prototyping tools for testing user flows and integrates with plugins that enhance productivity, such as accessibility checks, icon libraries, and automated design tasks. Its cross-platform compatibility ensures accessibility from Windows, macOS, Linux, and even mobile devices. Figma's Auto Layout, Components and Prototyping features are essential tools for creating efficient, consistent and interactive designs. Auto Layout[5] allows designers to create responsive designs by dynamically adjusting the size and positioning of elements based on their content or container size, making it ideal for interfaces that need to adapt to various screen sizes. Components[6] streamline the design process by enabling the reuse of design elements across projects. Any changes made to the main component automatically update all its instances, ensuring consistency. Prototyping tools in Figma[7] allow designers to create interactive and clickable mockups directly within the platform, helping to visualize user flows and test design ideas without needing external software. Together, these features enhance productivity, maintain design consistency and facilitate seamless collaboration.

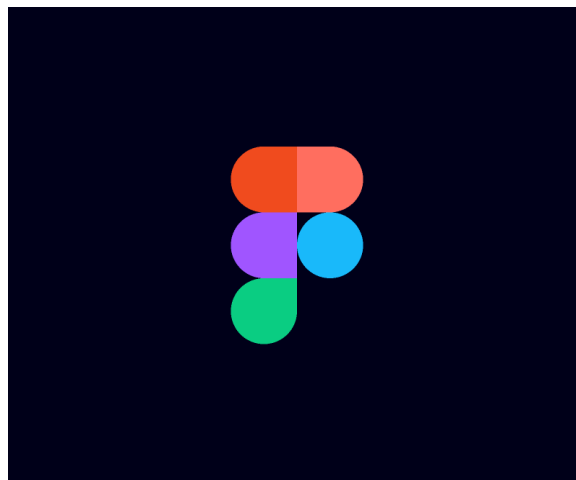


Figure 3.1: Figma Logo

3.2.2 Figjam

FigJam[8] is one of the easiest online whiteboarding tools developed by the owners of Figma. Collaborate, share ideas, and brainstorm using FigJam, an excellent all-in-one simple and interactive platform to create diagrams, flowcharts, or mind maps. Its clean and minimalistic interface is easy to use by users of all skill levels-from designers to non-designers. Pre-made templates, sticky notes, drawing tools, and connectors are the core components of FigJam to visualize workflows or allegations. Completely integrated into Figma functionality, targeting user teams from brainstorming to design, it's seamless. FigJam is commonly used for team brainstorming, design thinking workshops, sprint planning, and process mapping together with a clear advantage over other tools. The ultimate strength of it lies for design teams and work-at-home people because this is the most integrated approach for cross-functional projects. All teammates come together in real-time, contributing ideas while making comment notes and annotating during the meeting with emojis, stickers, and cursor chat-stated fun making it more interesting during these moments.

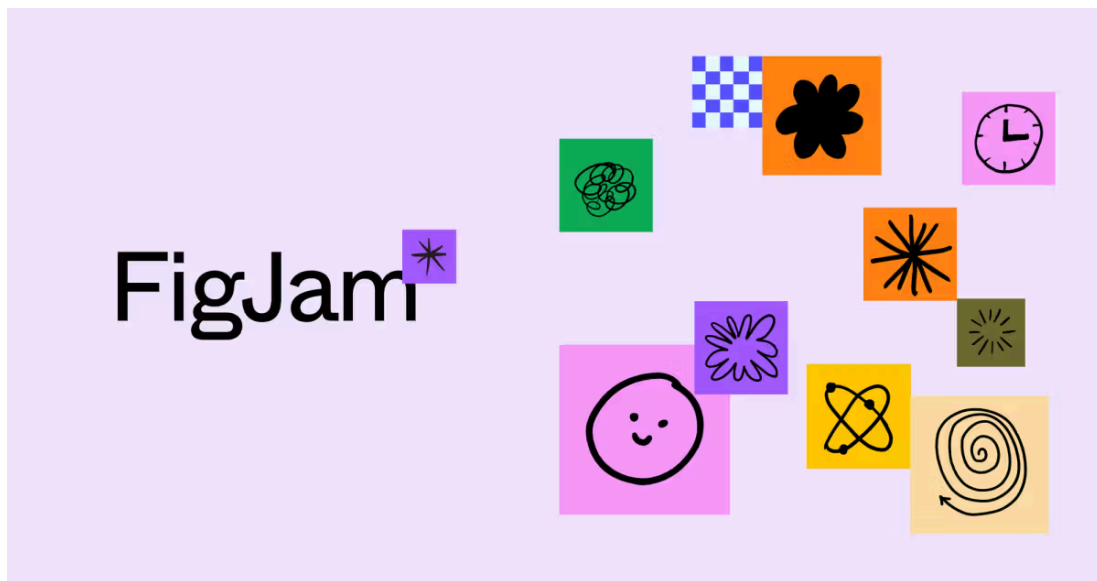


Figure 3.2: Figjam

3.2.3 Adobe Illustrator

Adobe Illustrator[9] is a kind of artwork software that lets you create a fully scalable, vector-based design for icons, logos, typography and illustrations as well as detailed ones. The drawing tools that allow precision and an extensive library of brushes coupled with gradient and shape building commands provide an impressive set of tools to produce clean, professional designs out of the box. Vector output makes the

artwork freely resizable, whereas the tools equipped allow an infinite variety. Ideal for app icons to poster-sized applications, it covers them well. It functions seamlessly within the Adobe Creative Cloud, which improves workflow efficiency, by having designs easily exported from one Adobe application to another.[10]



Figure 3.3: Adobe Illustrator Logo

3.2.4 Adobe Photoshop

Adobe Photoshop[11] is the powerhouse of image editing and graphic designing. It has extraordinary features for photo retouching, digital painting and compositing. Its extensive tools cover basic processes like cropping and colorizing to extremely complex effects and 3D effects creation. The layer approach helps control each and everything in a composition, whereas tools like masks, filters and brushes create unlimited possibilities. Photoshop is a go-to tool for most photographers and graphic designers and digital artists who want their products to be ready for print and digital publishing. Photoshop gives designers a complete toolset for everything from designing an interface to detailed illustration and photo editing.[12]



Figure 3.4: Adobe Photoshop Logo

CHAPTER 04

TASKS AND PROJECTS

4.1 Projects Overview

My internship at IT Media Ltd has made me get exposed to a lot of projects. I have served as UI/UX designer developing landing pages for websites. I have also worked on website template creation. Most of these tasks were assigned to me to assess my ability. I have also worked on an Ed-Tech mobile application: Job Media Training Academy. Job Media Training Academy is aimed to improve learning experiences by unifying the processes of exploring and purchasing online and offline courses. I have also worked on designing the Admin Panel Dashboard for Job Media Training Academy. Besides these projects, I had the opportunity to work on Job Media Mobile App, which is an in-house product of IT Media. Job Media is a job seeking platform. During my internship, I have also designed some social media posters for Job Media's facebook profile.

4.2 List of Projects:

- Job Media Training Academy Mobile Application Design
- Job Media Training Academy Dashboard Design
- Job Media Mobile Application
- StockPix Website Design
- ArchViz Website Landing Page Design
- Polo CRM Landing Page Design
- Job Media Social Media Posters Design

4.3 Job Media Training Academy Mobile Application

Job Media Training Academy is an innovative Ed-Tech[13] platform that aims to improve learners' educational experiences by unifying the processes of exploring and purchasing online and offline courses. Job Media Training Academy integrates key aspects to facilitate academic preparation and participation of academics. Initially it offers offline courses with an aim to expand to virtual learning in the future. A few of the most important features are the ability to see when classes are scheduled, ability to keep track of course progress and also attendance. It also provides online resources which help alongside the course. The vision of Job Media Training Academy is to

provide a flexible student-focused platform that meets the requirements of a wide range of learners by making high quality education more accessible.

4.3.1 Objectives

The primary objectives of Job Media Training Academy are:

- **Enhance Course Accessibility:** Job Media Training Academy is primarily focused on making it easy for students to explore and enroll courses based on their interests, schedule and needs.
- **Student Engagement:** Job Media Training Academy is focused on developing features to improve user experience and increase student engagement. Developing features like reminders, rewards and tracking tools to increase student engagement.
- **Seamless User Experience:** Job Media Training Academy's objective is to make sure the user experiences an easy and user friendly interface by constantly updating the application experience based on user feedback and usability testing.
- **Sustainable Revenue Model:** Job Media Training Academy aims to develop monetization strategies such as premium memberships, in-app purchases, sponsored content and course commissions to generate revenue.
- **Platform Expansion:** Job Media Training Academy's goal is to expand its platform by increasing collaboration with more instructors and institutions.
- **Data Utilization:** Job Media Training Academy will regularly collect necessary data and feedback through surveys and user engagement metrics to improve their platform.

4.3.2 Design Brief

The task is to design a mobile app interface for a Training Academy offering online and on-site classes. Students will be able to browse courses, register for classes, view their schedules, attendance and track their progress through each course.

Design the following screens:

Home Screen

- Display featured courses, course categories, and a search bar.
- Quick navigation options for “My Courses” and “Upcoming Classes.”

Course Details Screen

- Course description, trainer information, schedule, registration button.
- Include a progress tracker for students who are already registered, showing the percentage of completed subjects/modules.

Schedule/Timetable Screen

- A calendar or list view displaying registered courses and upcoming class dates.

Course Progress Tracker Screen

- Show a detailed breakdown of the subjects/modules within a course.
- Include visual indicators (e.g., progress bars or checkboxes) to show completed modules.

Feel free to add if you have anything in mind. You have the freedom.

4.3.3 Information Architecture

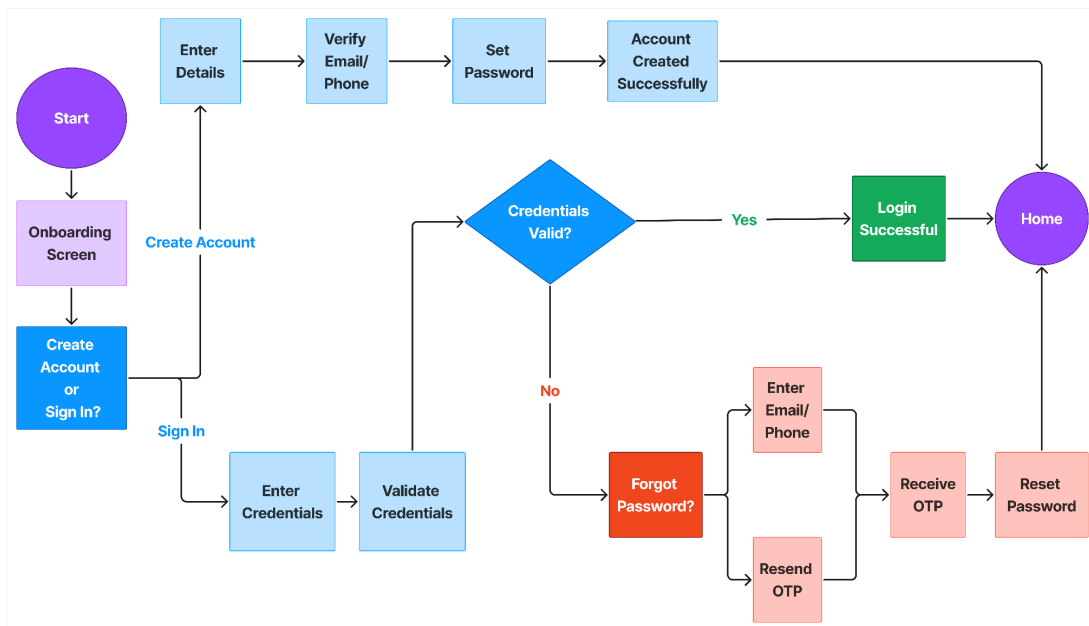


Figure 4.1: Information Architecture

I designed the information architecture[14] of the application using Figjam. It helped me identify the problems and find solutions for them. This is a key part in UX design. This process helps streamline the interface design process.

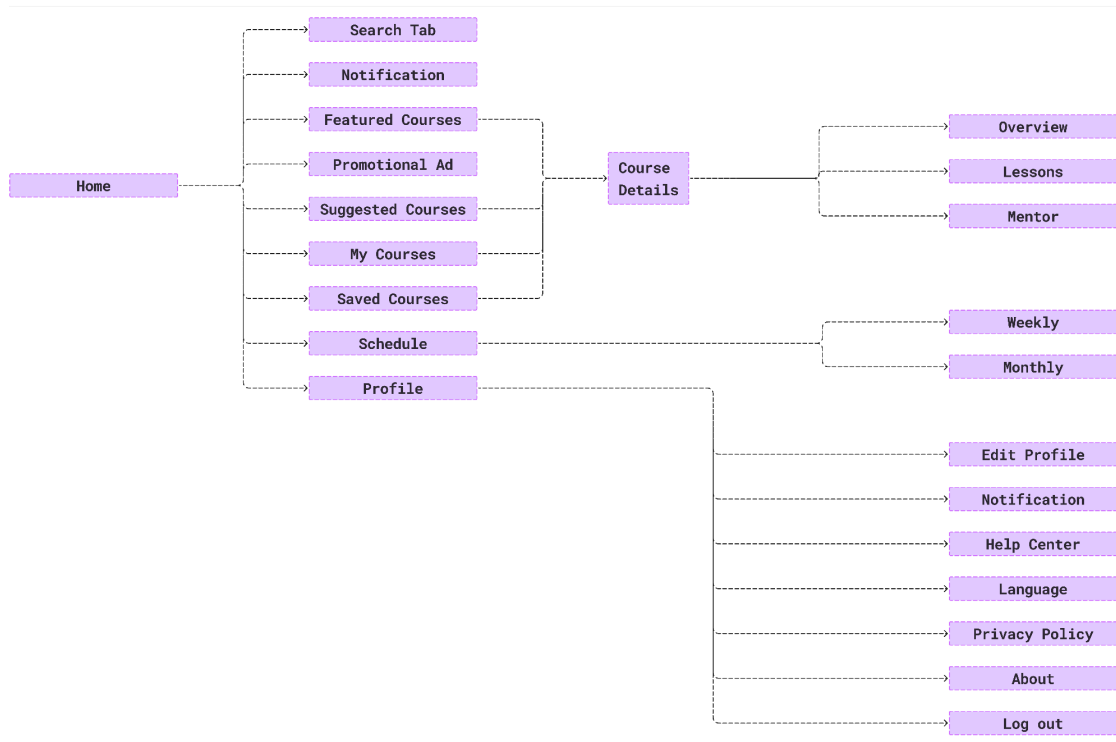


Figure 4.2: User Flow

4.3.4 User Interface Design

Onboarding Screen

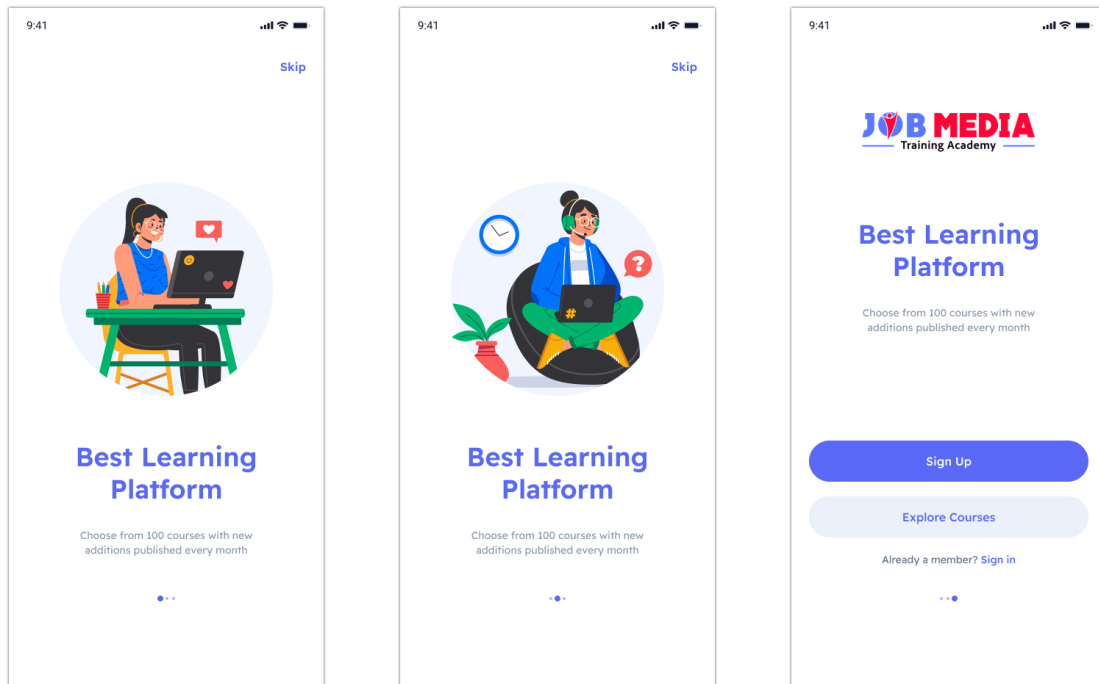


Figure 4.3: Onboarding Screens

- **Start:** Splash screens with a short description about the platform. Users can swipe to the next screen or use the Skip button to skip altogether.
- **Sign Up:** Button for users to create a new account.
- **Explore Courses:** Button to experience the app without creating an account or signing in.
- **Sign In:** Link for registered users.

Sign In Screens

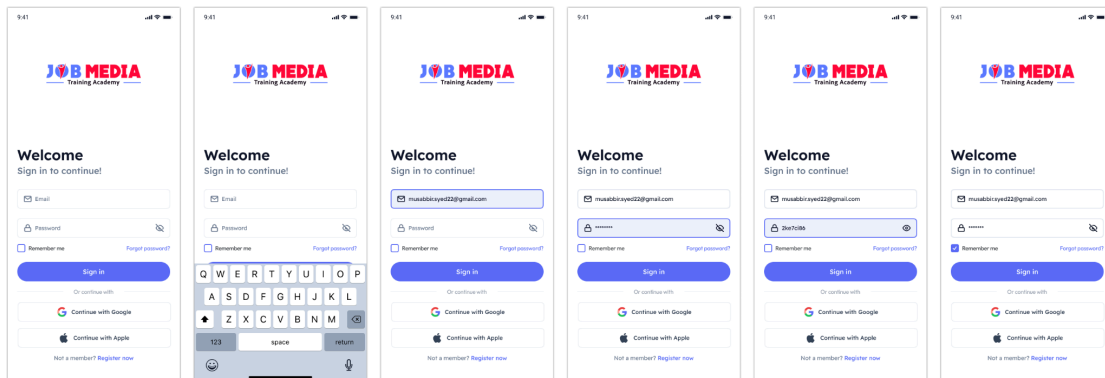


Figure 4.4: Sign In Screens

- **Sign In Process:** User email address and login password is required for signing in.
- **Alternative Sign In:** Users can also sign in with Google or Apple accounts using the alternative sign in buttons.
- **Highlighted Text Field:** Each text field is highlighted when active. Password Hide/Show toggle.
- **Remember Me:** Checkbox for users to stay signed in.
- **Forget Password:** Link for password reset.
- **Register Now:** Link for new users to create a new account.

Sign Up Screens

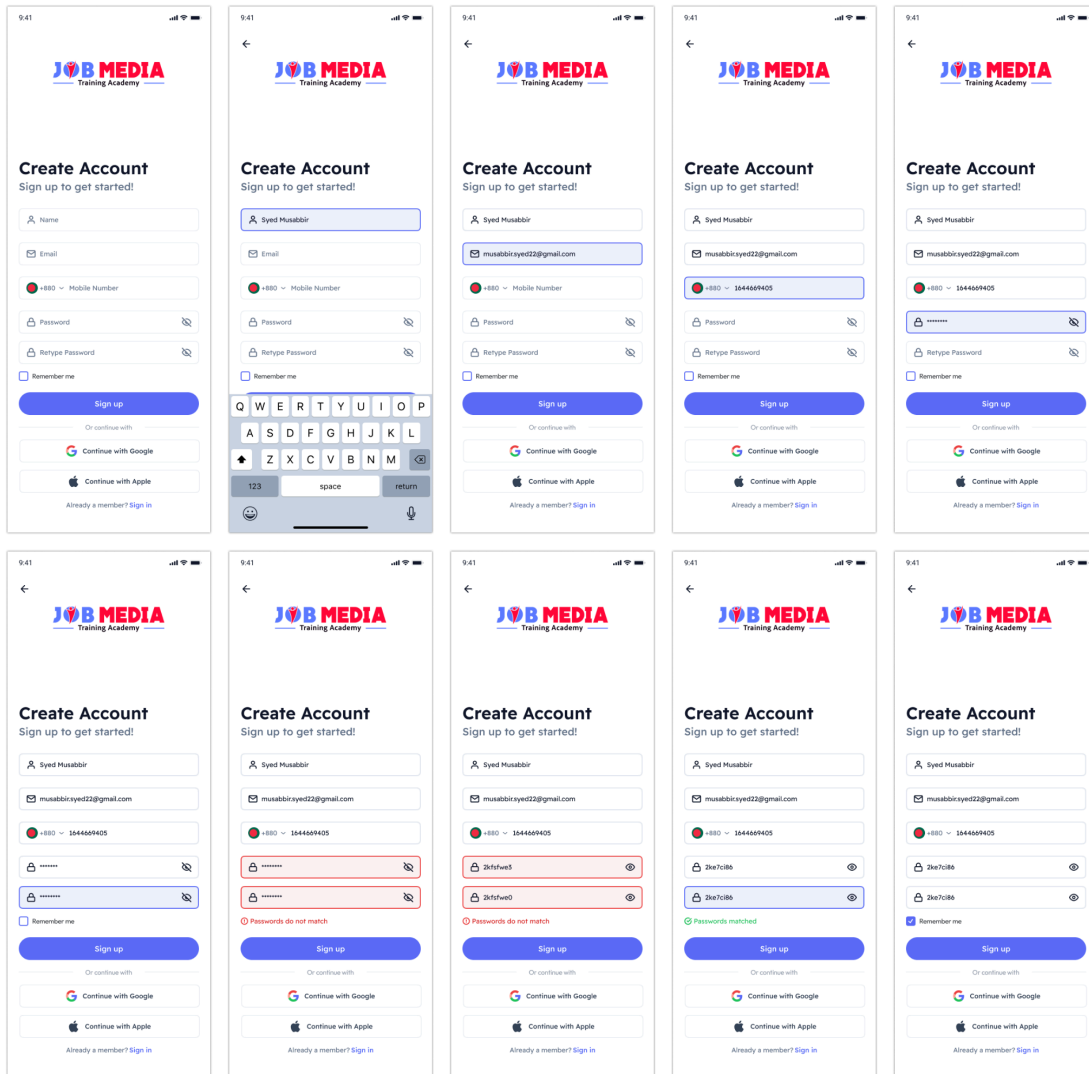


Figure 4.5: Sign Up Screens

- **Sign Up Process:** User's full name, email address, phone number and a unique password is required to sign up for a new account.
- **Phone Number:** Users can select country code from the drop down menu while entering their phone number.
- **Alternative Sign Up:** Users can also sign up with Google or Apple accounts using the alternative sign up buttons.
- **Text Field:** Each text field is highlighted when active. Password Hide/Show toggle.
- **Password Match Message:** There is a success and error message system for password match status.

- **Forget Password:** Link for password reset.
- **Sign In:** Link for registered users to sign in using their existing account.

Password Reset Module

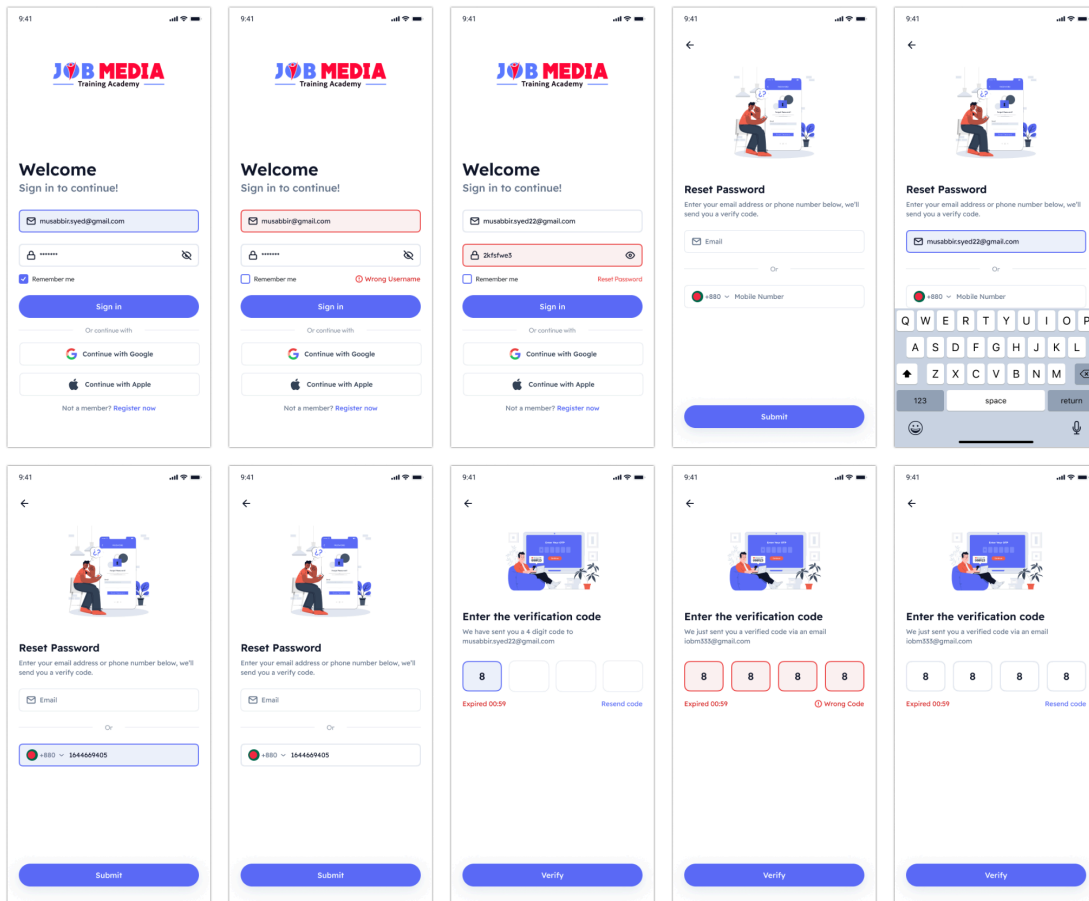


Figure 4.6: Password Reset Module

- **Username/Password Match Error:** Error message and text field highlighted in red when the user enters the wrong username or password.
- **Reset Password:** A Reset Password Link appears to reset password.
- **Email/Phone Number Input:** Email or Phone Number is required to reset password.
- **Code Verification:** After that a code is sent to the user. A code verification screen is displayed for the user to verify the sent code.
- **Password Match Message:** An error message is displayed if the code does not match. If matched, then a new password creation page is displayed.

Creating New Password

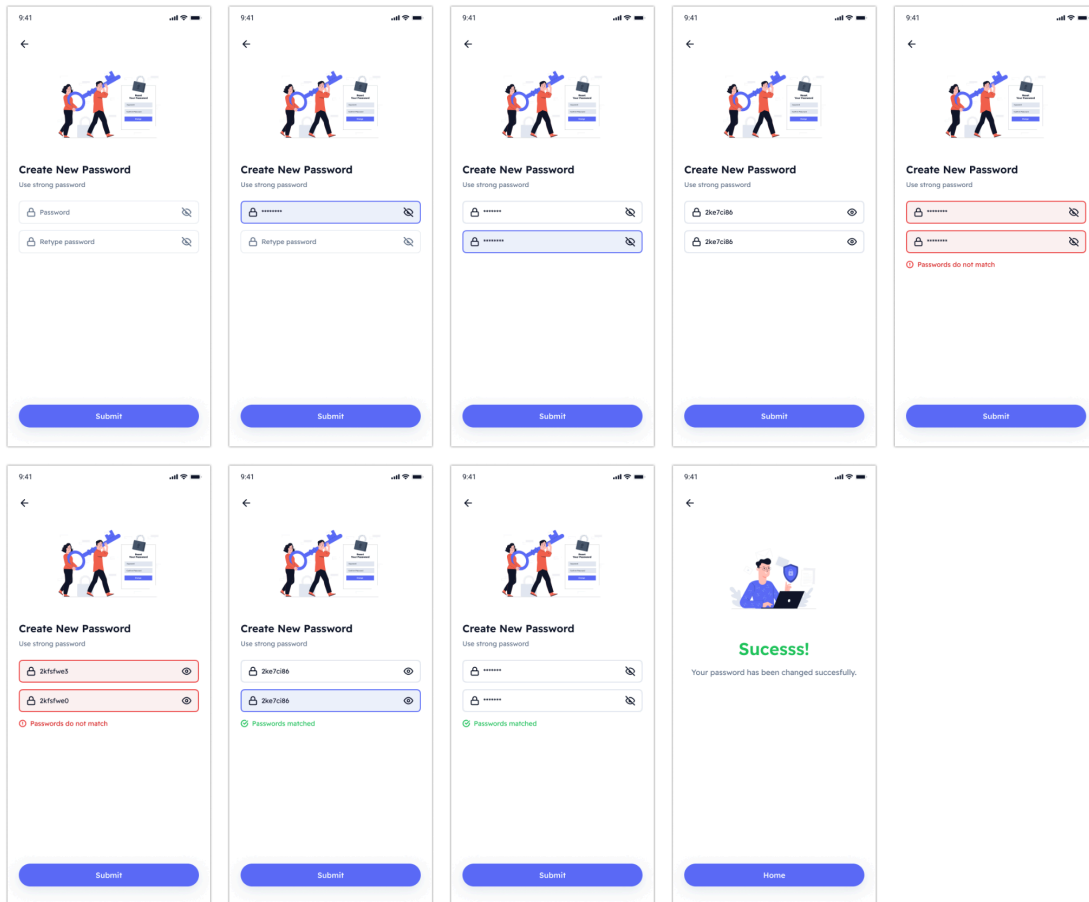


Figure 4.7: Creating New Password

- **New Password Creation:** New password input text fields.
- **Password Match Error Message:** Error message when entered passwords don't match.
- **Password Match Success Message:** Success message when both passwords match.
- **Password Changed Message:** Password successful change message.

Home Screen

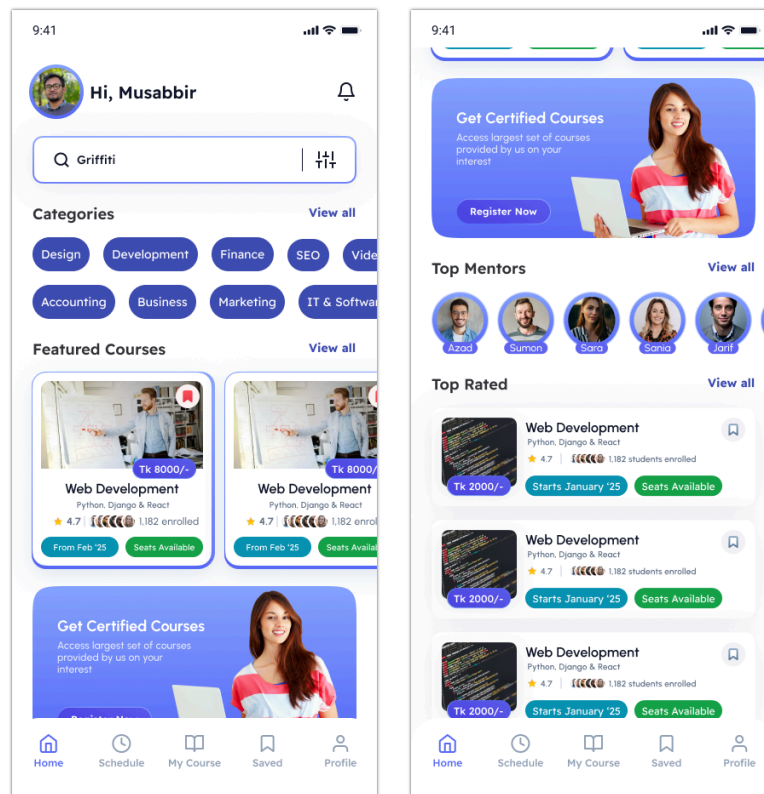


Figure 4.8: Home Screen

- **User:** User avatar and name are displayed in the top left corner.
- **Notification:** Notification icon is on the top right corner which shows the notification screen when pressed.
- **Settings:** Settings menu next to notification.
- **Search Bar:** Search text field with filter option to search courses or mentors.
- **Course categories:** Courses sorted based on categories. Users can use this section to filter desired courses.
- **Featured courses:** This section shows popular and suitable courses for the user.
- **Promotional banner:** This section is for advertisement.
- **Top mentors:** This section shows the top rated mentors.
- **Top Rated Courses:** This section lists courses which have good user reviews.

Tab Menu

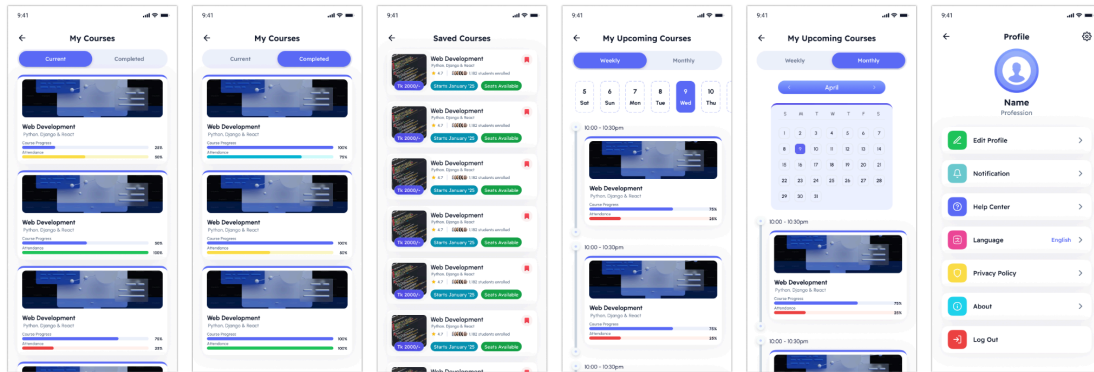


Figure 4.9: Tab Menu

- **Home:** Directs the user to the home screen.
- **Schedule:** Takes users to the upcoming courses screen where users can check their weekly and monthly course schedule.
- **My Courses:** This menu has two sections, currently enrolled courses and completed courses.
- **Saved Courses:** It provides lists of all the courses saved by the user.
- **Profile:** This menu takes the user to the user details screen where users can edit their information. They can also change their profile image.

Course Details (Enrolled)

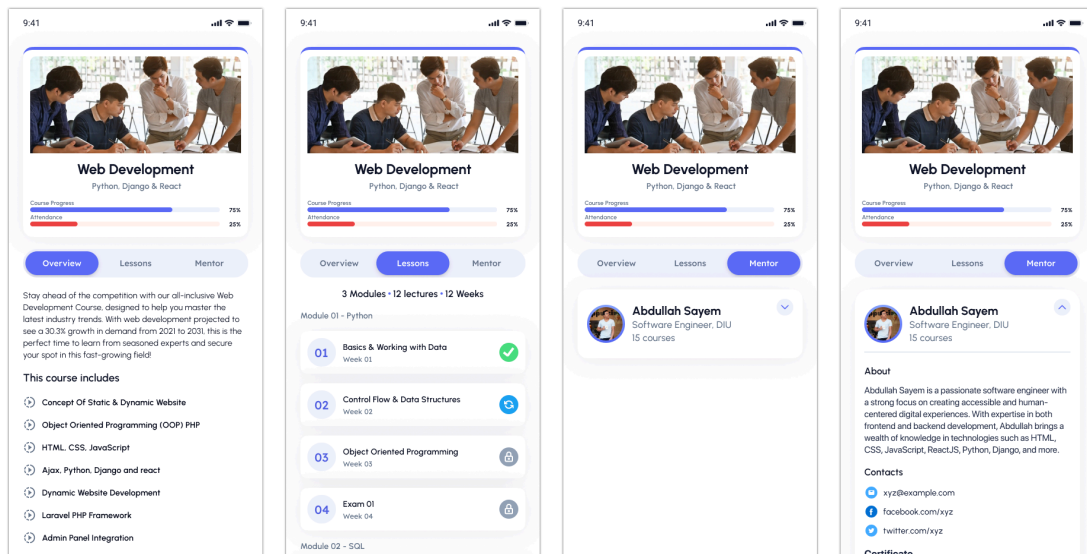


Figure 4.10: Enrolled Course Details

- **Overview:** Course summary and schedule.
- **Lessons:** Summary of all the lessons and individual lesson progress tracking.
- **Mentor:** Mentor’s experience, educational information and contact details.

Course Details (New)

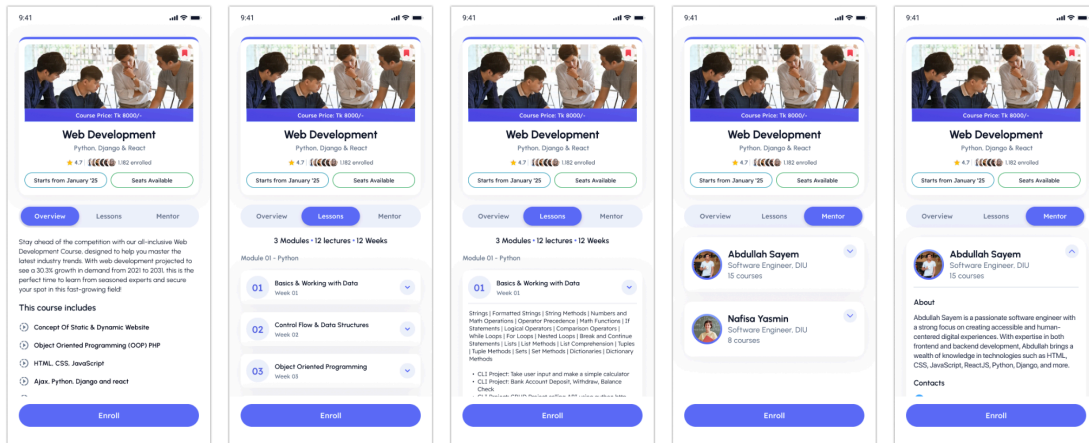


Figure 4.11: New Course Details

- **Price:** Course fee.
- **Start Date:** Course starting date.
- **Seats:** Number of available seats in that course.
- **Overview:** Course summary and schedule.
- **Lessons:** Summary of all the lessons with details.
- **Mentor:** Mentor’s experience, educational information and contact details.
- **Enroll:** Enroll button for course enrollment.

Course Enrollment Procedure

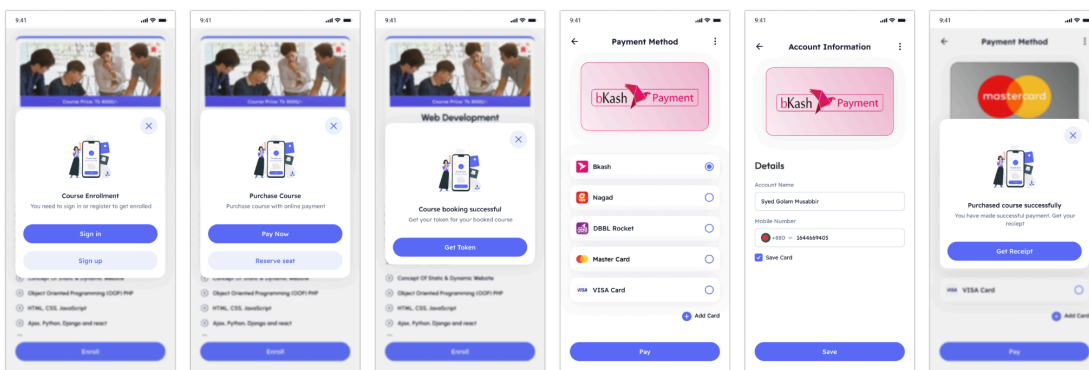


Figure 4.12: Course Enrollment Procedure

- **Enroll:** Enroll button for course enrollment.

- **Sign In/ Sign Up:** Users need to become a registered member before enrolling.
- **Pay Now:** Users can directly pay from the app using multiple online payment methods.
- **Payment Gateway:** Users will be able to choose their preferred payment gateways and add account details.
- **Reserve A Seat:** Users can book a seat and pay course fee later in the office.
- **Receipt/ Token:** Users will receive a receipt or token based on their payment method.

Profile

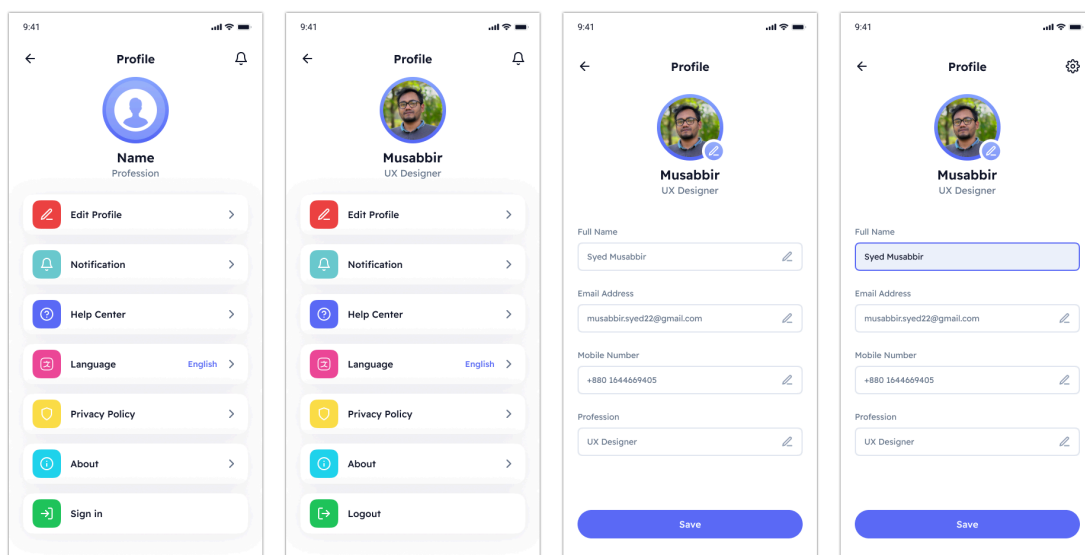


Figure 4.13: Profile Edit Screen

- **Information:** Users can view and edit their profile information.
- **Profile Photo:** Users can upload their profile image or choose a default avatar.

Settings Screen

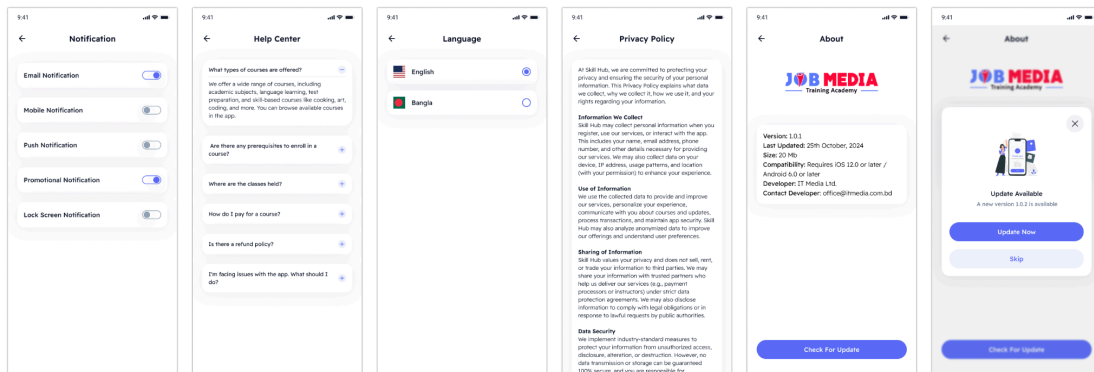


Figure 4.14: Settings Screen

- **Edit Profile:** Profile update feature.
- **Notification:** Notification settings enabling or disabling options.
- **Help Center:** Help center for user queries and contact details for support.
- **Language:** Language change feature.
- **Privacy Policy:** App terms and conditions, privacy policy details.
- **About:** App version details and update feature.
- **Log Out:** For the user to log out from the app.

4.4 Job Media Training Academy Dashboard

In my internship, I am also tasked with designing the admin panel dashboard[15] for Job Media Training Academy mobile application. With the Admin panel dashboard, the data analyst team will be able to collect, analyze and update information. It will also give the administrators the ability to update any course or student related information.

4.4.1 Design Brief

The admin panel/dashboard should enable academy administrators to efficiently manage the app and students progress, courses, schedules, and registrations. Below are the required screens for the admin panel:

Dashboard Overview Screen

- Number of registered students.
- Active courses.
- Completed courses Upcoming classes.

- Total registration stats (optional).

Quick Access Widgets

- Shortcut to add a new course.

Course Management Screen

- Add, edit or delete courses.
- Upload course descriptions, trainer profiles and schedules.
- Manage course categories and tags.
- Assign trainers to specific courses.
- View course registrations and associated student details.
- Configure progress tracking for each course

Student Management Screen

- View a list of all registered students with search and filter options
- Add new student registrations manually or upload bulk data.
- Edit student details (name, email, registration status).
- Track individual students' progress and attendance.

Timetable/Schedule Management Screen

- Create and edit timetables for all courses.
- Assign dates, times, and venues for on-site classes.
- View an overview of upcoming schedules.

Attendance Management Screen

- Track attendance for each student in registered courses.
- Update attendance records manually.
- Generate attendance reports (daily, weekly, course-wise).

Progress Monitoring Screen

- Monitor students' progress in all courses.
- View completion rates for specific modules or milestones.
- Provide feedback or unlock new modules based on progress.
- Generate detailed progress reports for trainers or administrative use.

Trainer Management Screen

- Add, edit or remove trainer profiles.
- Assign trainers to specific courses

Notifications and Communication Screen

- Manage and send notifications to students and trainers.

- Notify students about new courses, schedule changes or deadlines.

Reports and Analytics Screen

- Export reports in PDF or Excel format. (just download excel button will do it, you don't need to make excel format)

Settings and Configuration Screen

- This admin panel design ensures the academy has complete control and transparency over all aspects of the training program while keeping the interface intuitive for efficient management.

4.4.2 Mind Map



Figure 4.15: Mind Mapping

Mind mapping[16] helps in organizing and structuring information hierarchically. By using mind mapping, I can identify key metrics, data points, and user priorities, ensuring the dashboard focuses on the most critical elements. It aids in visualizing the relationships between different components, such as charts, tables and filters.

4.4.3 User Interface Design

Dashboard Overview

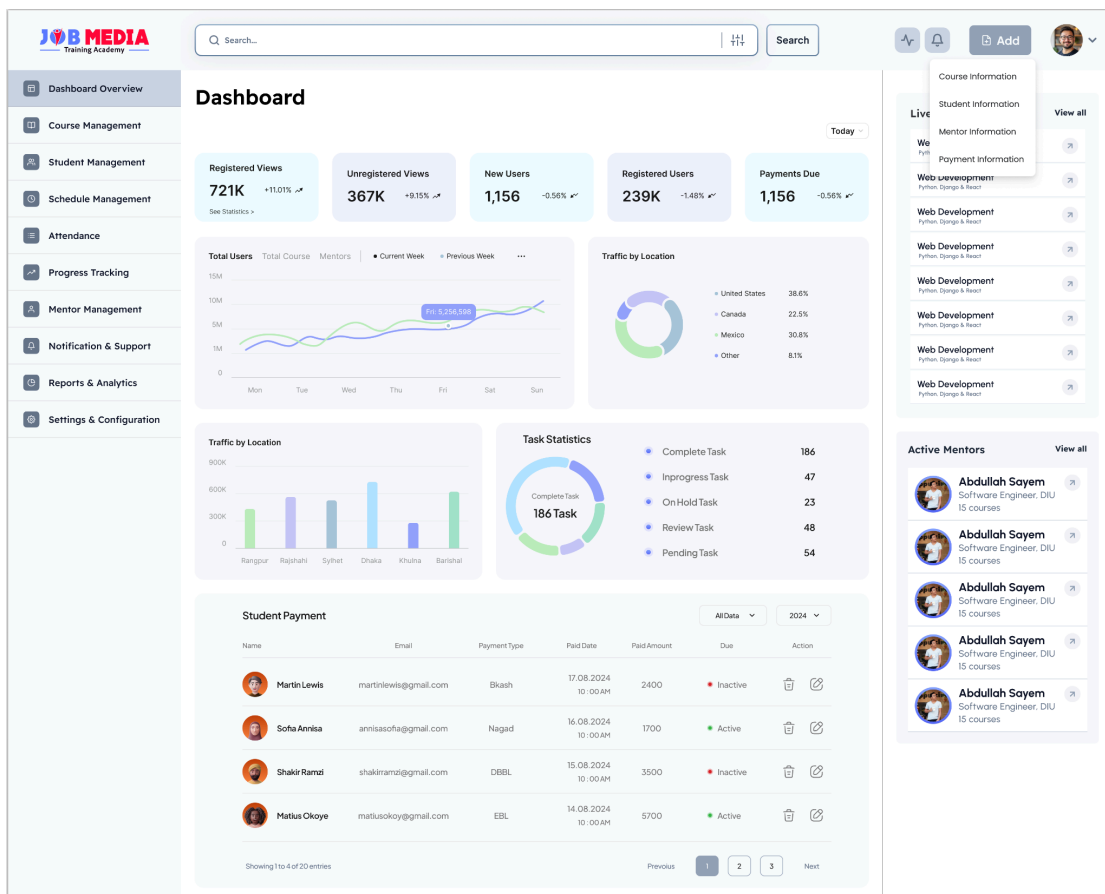


Figure 4.16: Dashboard Overview

Dashboard overview page shows various statistical data of students and mentors. On the left is the sidebar menu for navigation. On top there is a search bar with a filtering system. There's also a CTA for adding new courses. The top layout of the dashboard shows the highlights of total registered users visited the mobile app, unregistered user visitations, new users, total registered user and total payments due. On the right side it shows live courses and active mentors list.

Course Management

The screenshot shows the 'Course Management' page in the Job Media Training Academy dashboard. The page features a sidebar with navigation options: Dashboard Overview, Course Management (selected), Student Management, Schedule Management, Attendance, Progress Tracking, Mentor Management, Notification & Support, Reports & Analytics, and Settings & Configuration. The main content area is titled 'Course Management' and includes a search bar and several filters: Categories (All), Rating (Any), Mentor (All Date), Price Range (From - To), and Schedule (From - To). Below the filters, there are buttons for 'ALL' (12,823), 'ACTIVE' (0), 'INACTIVE' (0), and 'DELETED' (0), along with an 'Add Course' button. The main table displays a list of courses with the following columns: Course Code, Course Title, Mentor, Duration, Available Seats, Total Students, Price, Status, and Action. The table shows 10 rows of data, all for 'Full Stack Web Development' courses by 'Daffa Naufal' (CEO at Google), with a status of 'Ended'. The table footer indicates 'Showing 1 to 4 of 20 entries' and includes pagination controls for 'Previous', '1', '2', '3', and 'Next'.

COURSE CODE	COURSE TITLE	MENTOR	DURATION	AVAILABLE SEATS	TOTAL STUDENTS	PRICE	STATUS	ACTION
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete
SP-37695	Full Stack Web Development	Daffa Naufal CEO at Google	Start Date End Date 11 Sep 2024 11 Feb 2025	123	1430	20000 BDT	Ended	Edit Delete

Figure 4.17: Course Management

Admin can add, delete or archive courses from the Course Management page. There is a CTA button for publishing a new course. This page shows all published courses and the data related to courses. It also shows the archived or deleted courses. Course detail segments are:

- Course Code
- Course Name
- Course Tag/Category
- Mentor Name and Designation
- Course Start Date and End Date
- Available Seats
- Total Seats
- Course Price

Course Publishing Form

The screenshot shows the 'Course Management' form in the Job Media Training Academy dashboard. The form is divided into several sections: 'General Info', 'Schedule', and 'Curriculum'. The 'General Info' section includes fields for Course Title, Course Code, Add Course Category, Assign Mentor, Price, and Discount. The 'Schedule' section includes fields for Schedule, Duration, Start Date, and End Date. The 'Curriculum' section includes fields for Module Number, Module Title, Lesson Number, and Lesson Title, along with a text area for Lesson Description. There is also a 'Gallery' section for uploading images. The dashboard includes a sidebar with navigation options like Dashboard Overview, Course Management, Student Management, Schedule Management, Attendance, Progress Tracking, Mentor Management, Notification & Support, Reports & Analytics, and Settings & Configuration. The top of the dashboard features a search bar, a user profile, and an 'Add' button.

Figure 4.18: Course Publishing Form

This page is for publishing a new course. Admin can also upload images for the course thumbnail in the mobile app. The course form segments are:

- **General Information:** This section contains the About section of the course. Course code, category, assigning mentor and price.
- **Schedule:** This section is for assigning the course duration and schedule.
- **Curriculum:** This section is for the lesson plan. Admin can add course modules by pressing the Add Another Module button.

Student Management

The screenshot displays the 'Student Management' interface. At the top, there is a search bar and a user profile. The main content area features a table with the following columns: COURSE CODE, STUDENT NAME, GENDER, AGE, EMAIL, PHONE, TOTAL COURSE, CURRENT COURSE, REGISTERED SINCE, LEVEL, and ACTION. The table lists 10 identical student entries for 'Daffa Naufal' with course code 'SP-37695'. Each entry includes a 'Start Date' of '11 Sep 2024' and a 'Level' of 'Beginner'. The 'ACTION' column for each entry contains 'Edit' and 'Delete' buttons. Above the table, there are filters for Categories, Rating, Mentor, Price Range, and Schedule. A sidebar on the left contains navigation links for various system functions. At the bottom of the table, there is a pagination control showing 'Showing 1 to 4 of 20 entries' and page numbers 1, 2, 3.

Figure 4.19: Student Management

From this page admin can add, delete or archive student information. There is a CTA button for new student registration. This page shows all registered student data. It also shows the archived or deleted student information. Student information segments are:

- Student ID
- Student Name
- Gender
- Age
- Email
- Phone Number
- Total Course
- Current Course
- Registration Date
- Student Level

Student Data Form

The screenshot shows the 'Student Management' form in the Job Media Training Academy dashboard. The form is divided into several sections:

- General Info:** Includes fields for Student Name, Student ID, Email, Phone, Gender, Age, Course Category, and Course Title.
- Payment:** Includes fields for Payable, Paid, Due, and Discount, each with a date format (mm/dd/yy) and an icon.
- Course Description:** A rich text editor for entering the course description.
- Assign Course:** Includes dropdown menus for Course Title, Course Category, Duration, and Schedule, along with an 'Assign New Course' button.
- Curriculum:** Includes fields for Module Number, Module Title, Lesson Number, and Lesson Title, along with a rich text editor for the Lesson Description.
- Gallery:** A section for uploading images, with a 'Drop files here or click to upload' prompt and an 'Upload Image' button.

Figure 4.20: Student Data Form

This page is for registering a new student. Admin can also upload images of the student for the mobile app. The student data segments are:

- **General Information:** This section contains the basic information about a student.
- **Payment:** This section is for payment details of the student.
- **Assign Course:** This section is for the assigning course to a student. There is an Assign button for assigning multiple courses to the student.

Mentor Management

The screenshot displays the 'Mentor Management' page. At the top, there is a search bar and a navigation menu. The main content area features several filters: Categories (All), Rating (Any), Mentor (All Date), Price Range (From - To), and Schedule (From - To). Below the filters, there are tabs for 'ALL' (12,823), 'ACTIVE' (100), 'INACTIVE' (120), and 'DELETED' (0). An 'Add Mentor' button is located in the top right corner of the table area.

LEVEL	MENTOR NAME	GENDER	AGE	EMAIL	PHONE	TOTAL COURSE	CURRENT COURSE	EMPLOYED SINCE	EMPLOYMENT	ACTION
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete
Senior	Daffa Naufal Ceo at Google	Male	33 yr	daffanaufal@gmail.com	+6212345678	15	3	Start Date 11 Sep 2024	Temporary	Edit Delete

Showing 1 to 4 of 20 entries

Previous 1 2 3 Next

Figure 4.21: Mentor Management

From the Mentor Management page admin can add, delete or archive mentor information. There is a CTA button for adding a new mentor. This page shows all mentors' data. It also shows the archived or deleted mentor information. Mentor information segments are:

- Mentor Level
- Mentor Name
- Gender
- Age
- Email
- Phone Number
- Total Course
- Current Course
- Joining Date
- Employment Status

Mentor Data Form

The screenshot shows the 'Mentor Management' form in the Job Media Training Academy dashboard. The form is organized into several sections:

- General Info:** Fields for Mentor Name, Occupation, Email, Phone, Gender, Age, Level, and Employment Status.
- Payment:** Fields for Joining Date, Paid, Due, and Discount.
- Assign Course:** Fields for Course Title, Course Category, Duration, and Schedule.
- Curriculum:** Fields for Module Number, Module Title, Lesson Number, and Lesson Title.

There are also text areas for Course Description and Lesson Description, and a gallery for uploading images.

Figure 4.22: Mentor Data Form

This page is for registering a new mentor. Admin can also upload images of the mentor for the mobile app. The mentor data segments are:

- **General Information:** This section contains the basic information about a mentor.
- **Salary:** This section is for payment account details and salary details of the mentor.
- **Assign Course:** This section is for the assigning course to a mentor. There is an Assign button for assigning multiple courses to the mentor.

4.5 Job Media Mobile Application

Another significant project during my internship was working on Job Media[17], an in-house job-seeking mobile application developed by IT Media Ltd. This platform was designed to help job seekers connect with potential employers. My responsibilities included redesigning the mobile app home interface to ensure a streamlined user experience.

4.5.1 Design Brief

- Redesign the Home, Bangladeshi Jobs, My Jobs and Saved Jobs module.
- Set the margin and padding to 24px
- Use Auto Layout

4.5.2 User Interface Design

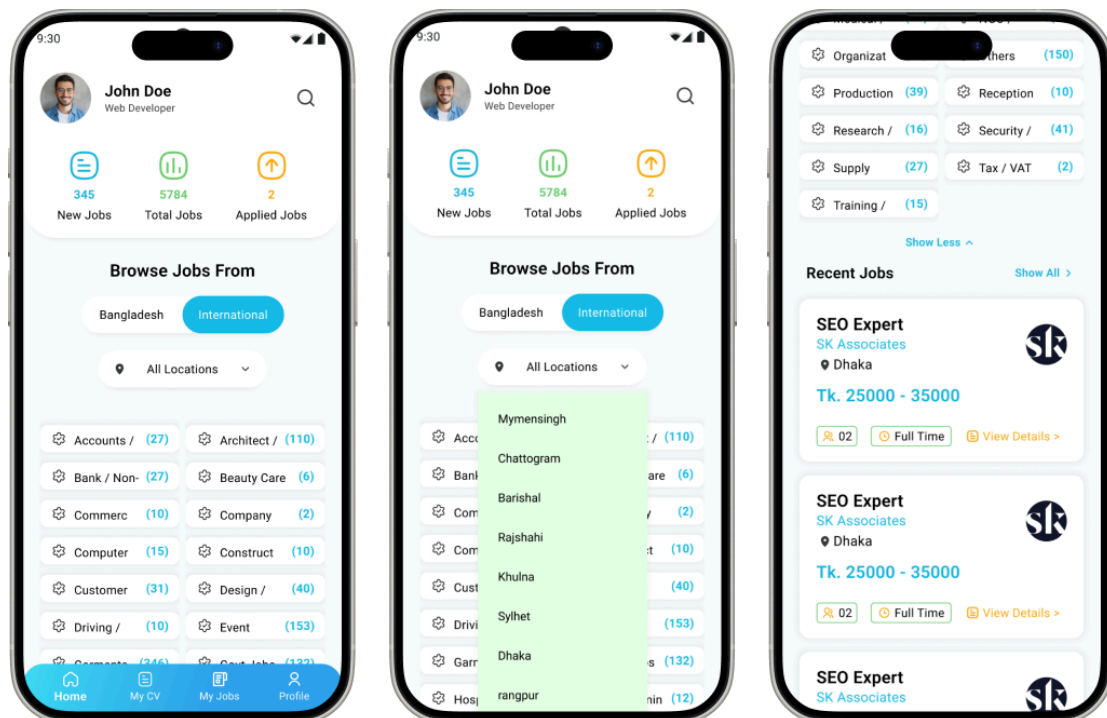


Figure 4.23: Home Screen

- **New Jobs:** Users can find new job posts.
- **Total Jobs:** Shows all the job posts.
- **Applied Jobs:** Shows the jobs the user applied to.
- **Location:** Job posts of local and international companies. Local jobs are categorized by divisions.
- **Categories:** Jobs filtered by categories.

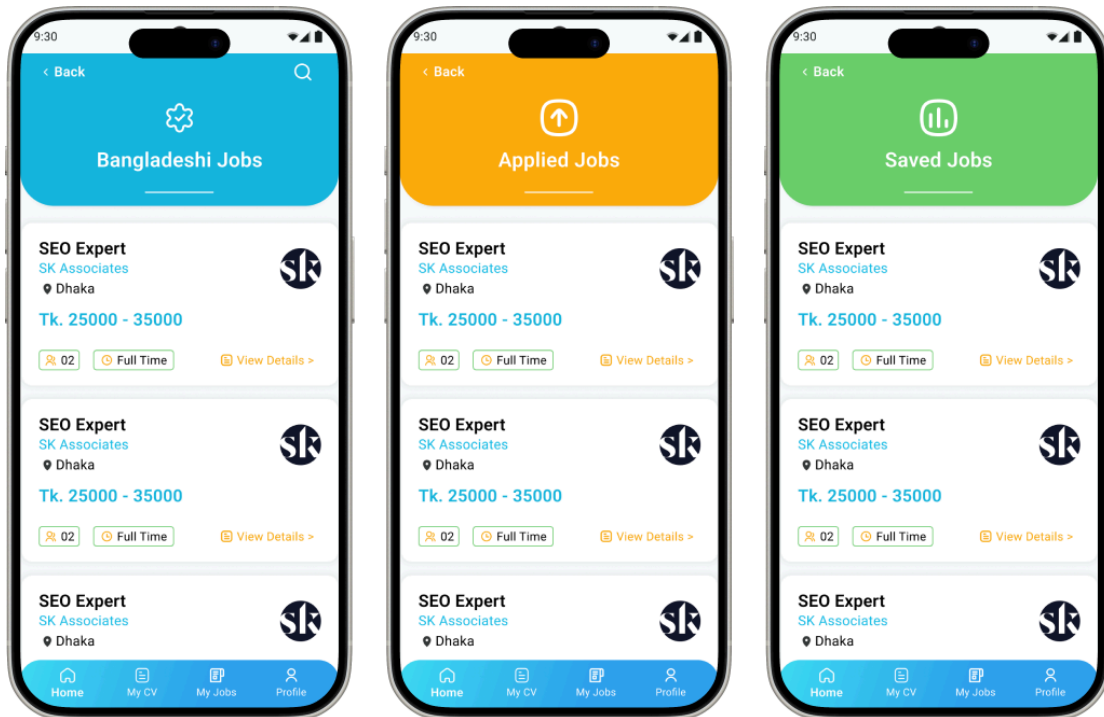


Figure 4.24: Tab Menu

- I used Auto Layout to the card layouts
- Added gradient to bottom bar
- Changed the shadow effects
- Used 4 point margin and padding system

4.6 StockPix Website Template

StockPix is a sleek and user-friendly stock image selling website landing page I designed during my internship at IT Media. I made this a responsive website.

4.6.1 Design Brief

Create a stock image selling website template. Make it visually appealing. It should be responsive. Design website, tablet and mobile version.

4.6.2 Features

- Navigation Menu
- Hero Section
- Search Bar
- Payment
- Contributor
- Footer Section

4.6.3 StockPix Website Design

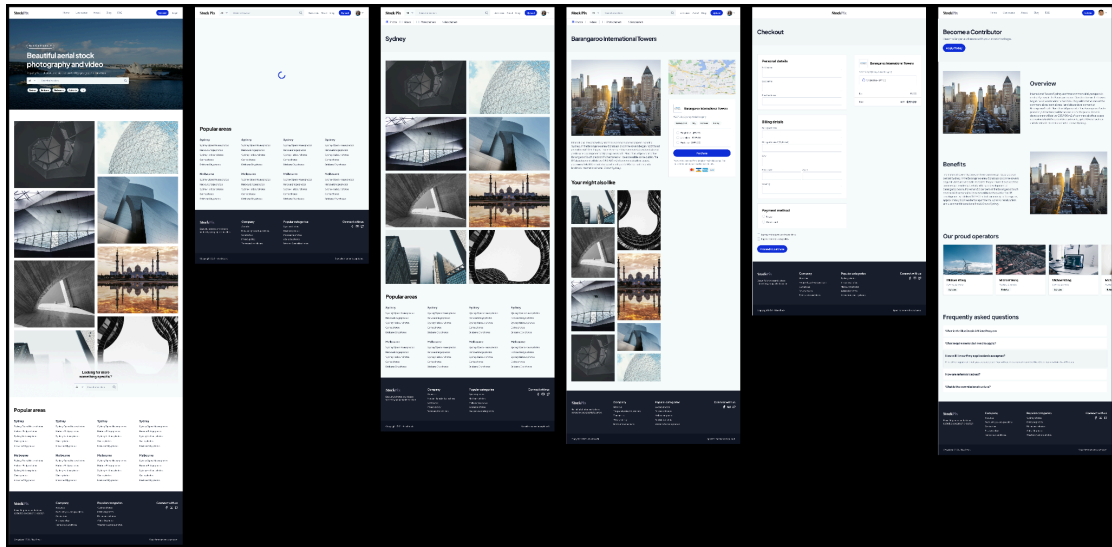


Figure 4.25: StockPix Website Design (Desktop)

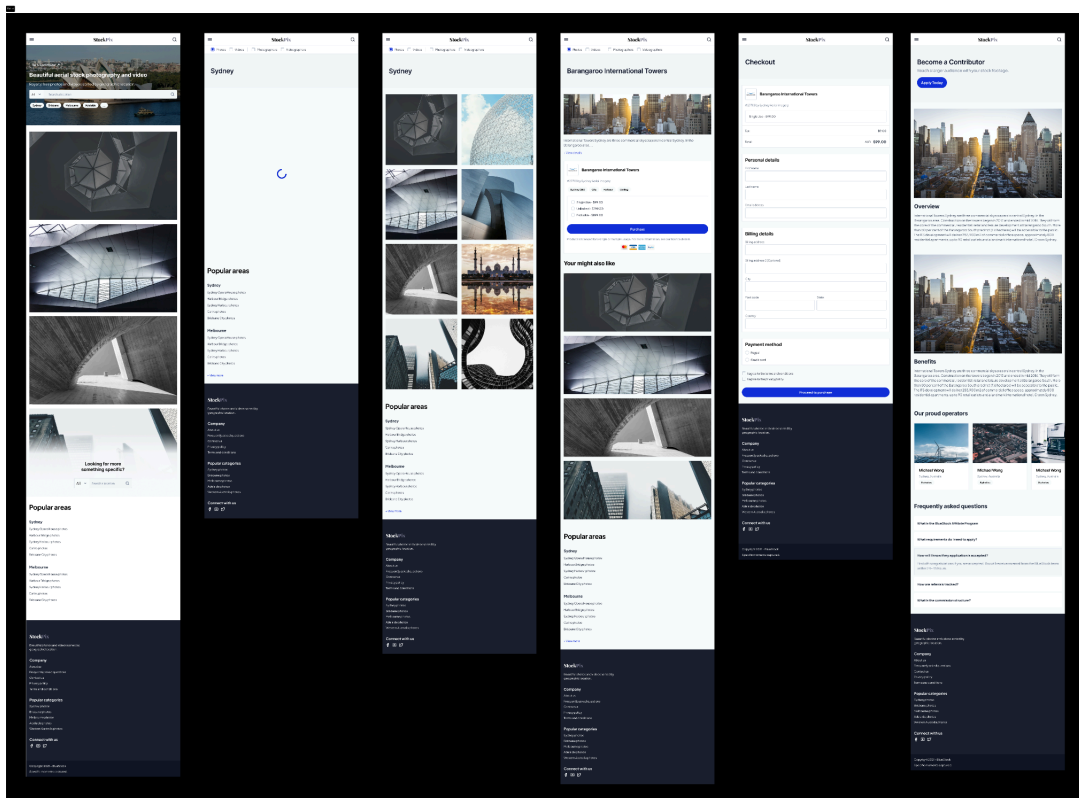


Figure 4.26: StockPix Website Design (Tablet)

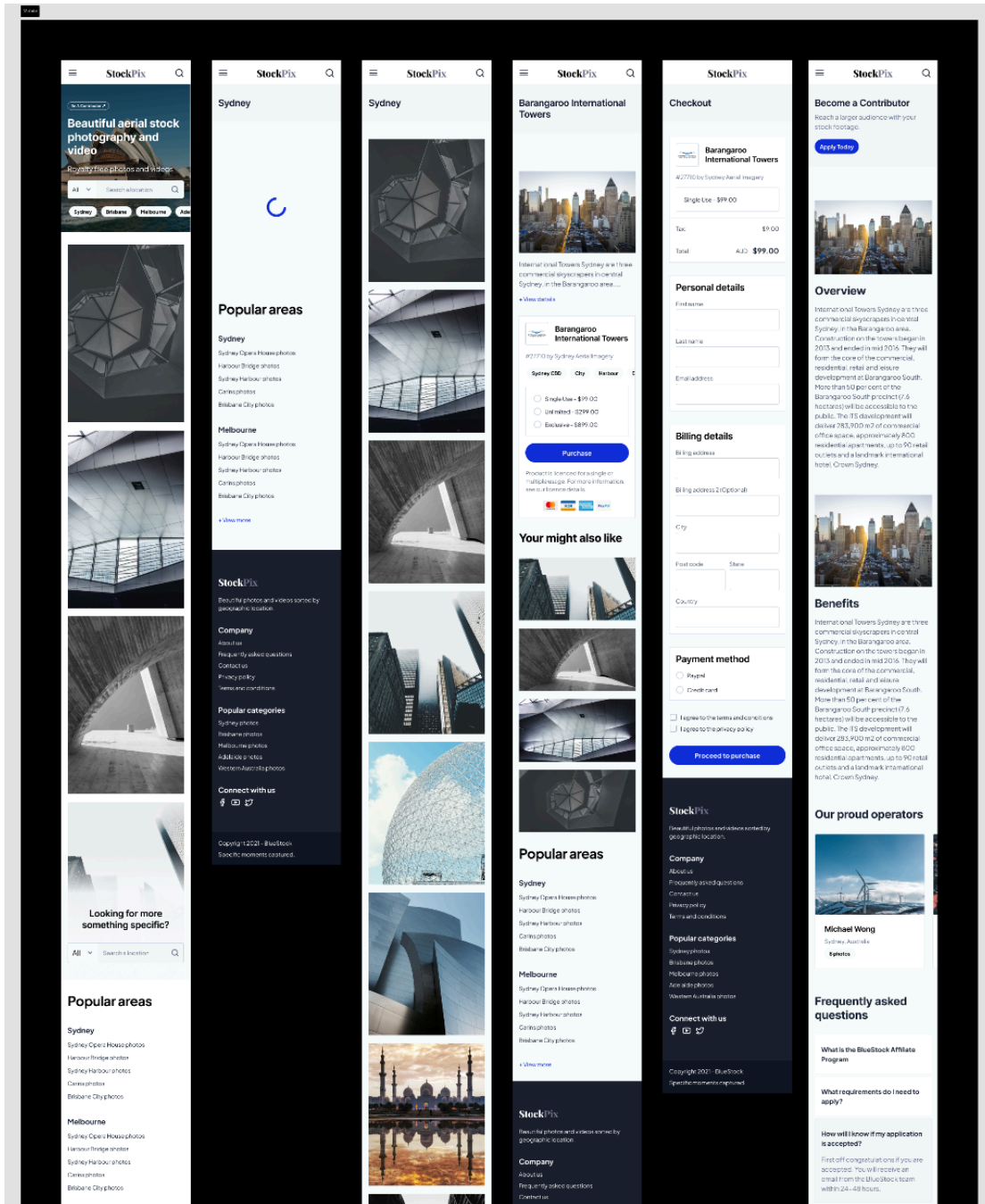


Figure 4.27: StockPix Website Design (Mobile)

For this design, I used the responsive design method. I created designs for Desktop, Tablet and Mobile devices. I used stock images from Pexels for this project.

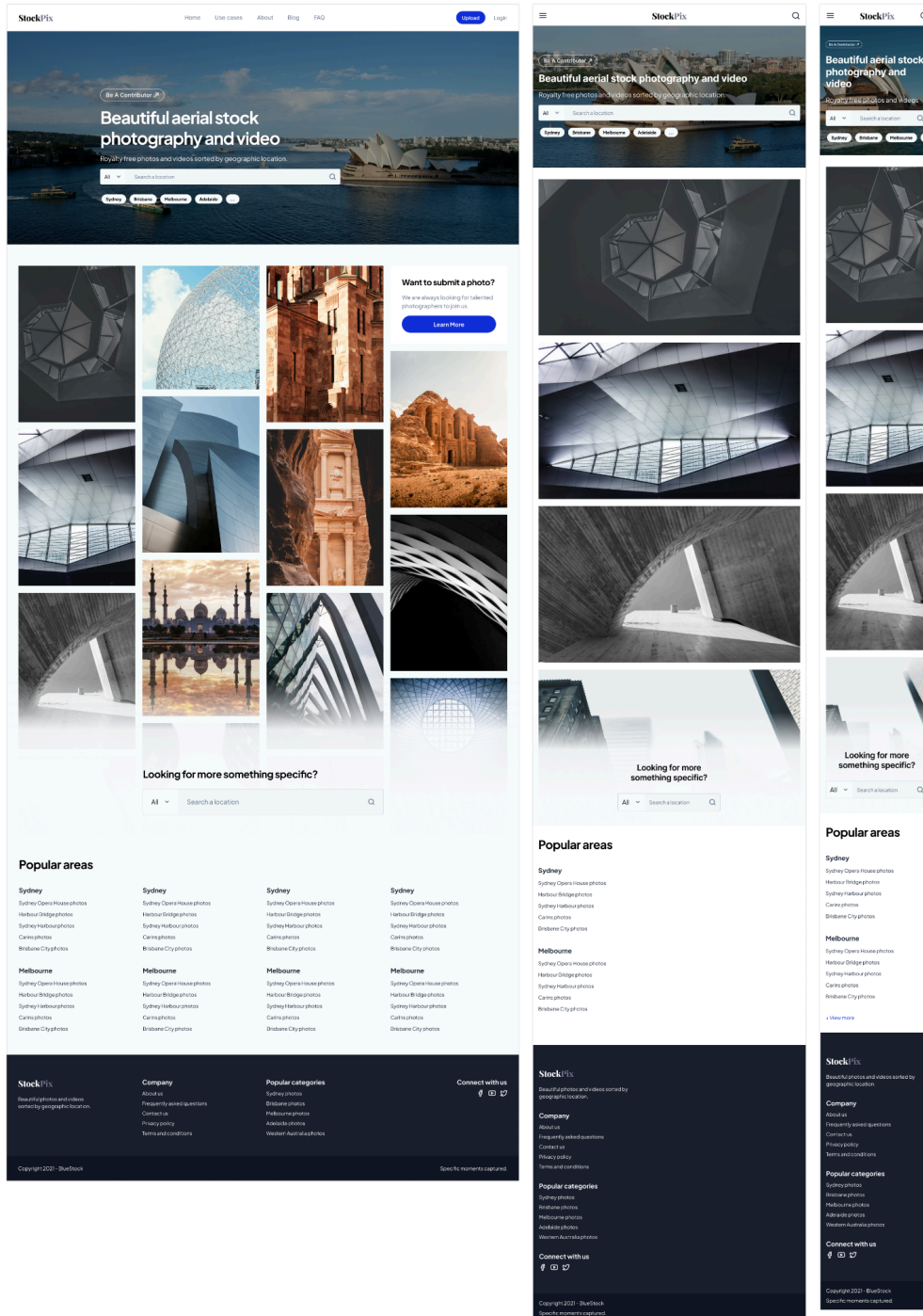


Figure 4.28: Responsive Design (Desktop, Tablet, Mobile)

The frame size for each devices are:

- Desktop: 1440 Pixels
- Tablet: 768 Pixels
- Mobile: 320 Pixels

I used the auto layout and components feature of figma which made the design process quite easy.

4.7 ArchViz Website Landing Page

During my internship, I was tasked with designing multiple website landing pages to showcase my UI/UX design skills. These designs emphasized modern aesthetics, user-centric layouts to cater to diverse audiences and devices.

4.7.1 Design Brief

Create a landing page of an architectural firm. Make it visually appealing. Design 5-7 sections including Hero and Footer section.

4.7.2 Features

- Navigation Menu
- Hero Section
- Categories
- About Us
- Featured Projects
- Our Projects
- Footer Section

4.7.3 Landing Page Design

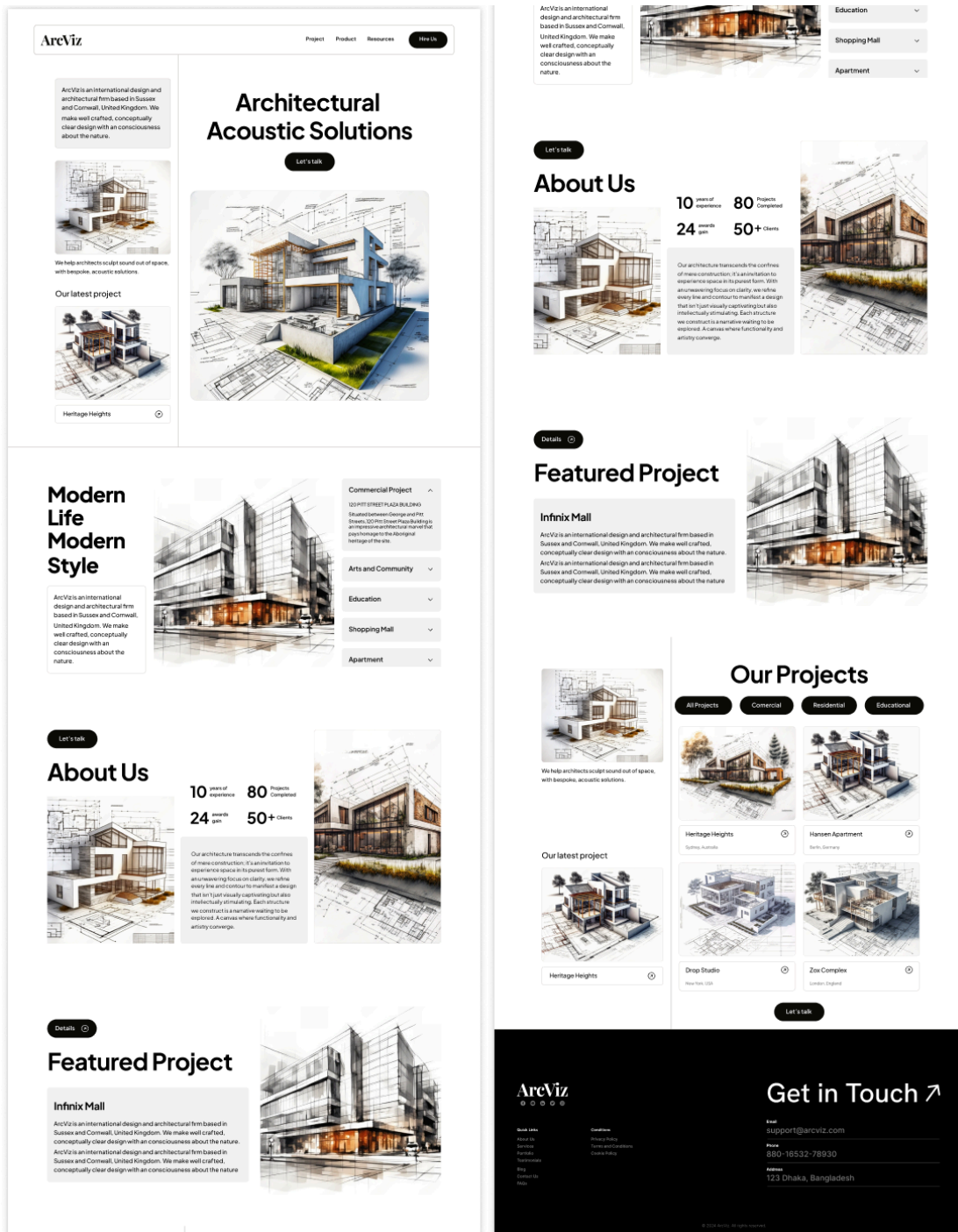


Figure 4.29: Landing Page

- Frame size 1440 Pixels.
- Designed for desktop devices.
- Created visually engaging and client-focused landing pages.
- Ensured designs adhered to industry standards and were optimized for usability.

4.8 Polo CRM Website Landing Page

Polo is a Customer Relationship Management(CRM)[18] tool. The goal was to ensure each landing page met the standards of modern web design while being responsive and intuitive for end-users.

4.8.1 Design Brief

Create a landing page of an Management System Web Application. Use minimalistic design methodology. Design 5-7 sections including Hero section, CTA, Integration, Testimonial, FAQ and Footer section.

4.8.2 Features

- Navigation Menu
- Hero Section
- Clients
- Features
- CTA
- Featured Tool
- Integration
- Testimonials
- FAQ
- Footer

4.8.3 Landing Page Design

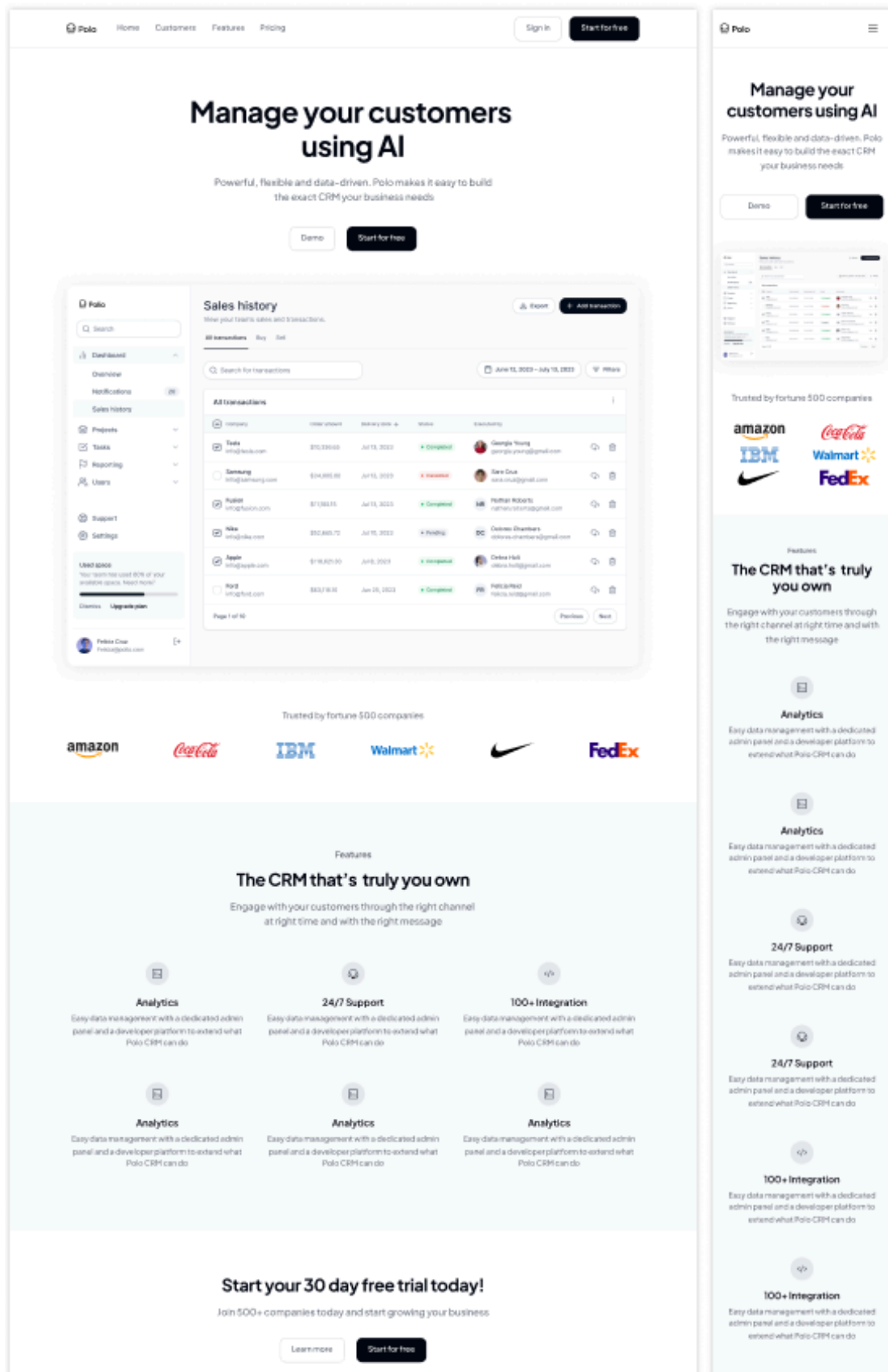


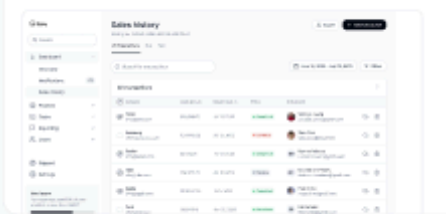
Figure 4.30: Landing Page

The CRM that's truly you own

Engage with your customers through the right channel at right time and with the right message

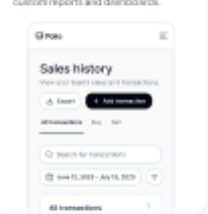
Hyper manage operations with analytics

Derive actionable insights, create custom reports and dashboards, measure operations in real time to drive goals in a sustainable manner.




Customize, upscale and resize with ease

Derive actionable insights, create custom reports and dashboards.



Integrate Polo with over 500 apps

Polo CRM works seamlessly with your favorite apps. Use over 500 tools and apps by just one click.



Loved by builders

Polo is the customer relationship management tool for everyone who values collaboration.

Albert Flores
Marketing Coordinator

"We use Polo on a daily basis for several internet processes and I cannot rave enough about their incredible flexibility and features combined with super intuitive UI."

Denise Russell
Nursing Assistant

Nicole helped me a lot with two specific but crucial questions I had and gave me a very good overview.

Leslie Alexander
President of Sales

Highly recommended! This product exceeded my expectations in every way. It has become an essential part of my daily life, and I'm grateful for the positive impact it has had on me.

Ralph Edwards
Nursing Assistant

John is Excellent! He is an expert in his field, a great listener and so fun to talk to! Truly an

Ronald Richards
Dog Trainer

Life-changing experience! I learned so much from their program. Participating in their program was a transformative experience for me.

Kathryn Murphy
Medical Assistant

Prompt delivery and top-notch quality. Impressed with the speed and accuracy. The efficiency and speed at which they delivered the product were impressive.

Integrate Polo with over 500 apps

Polo CRM works seamlessly with your favorite apps. Use over 500 tools and apps by just one click.

Figure 4.31: Landing Page

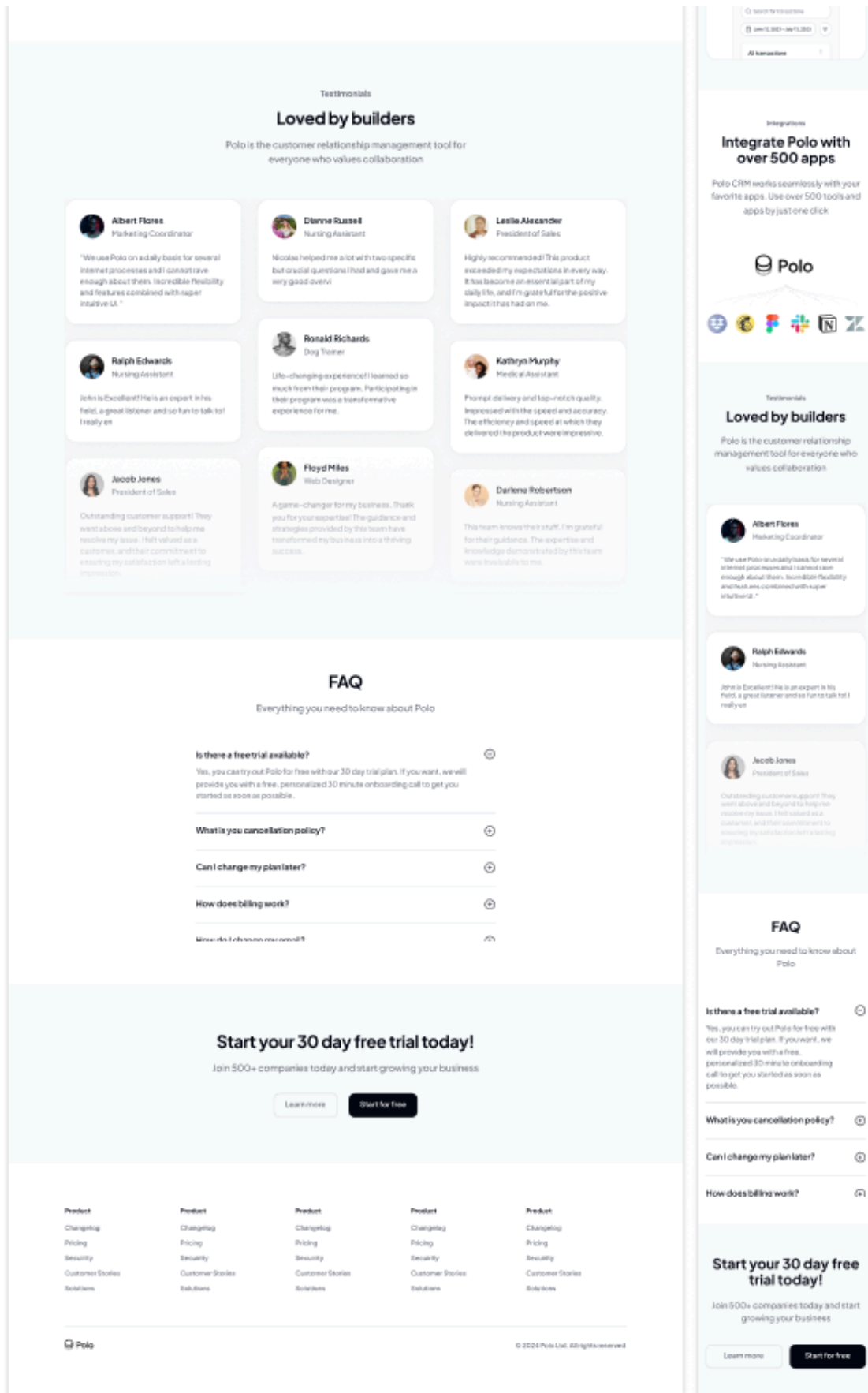


Figure 4.32: Landing Page

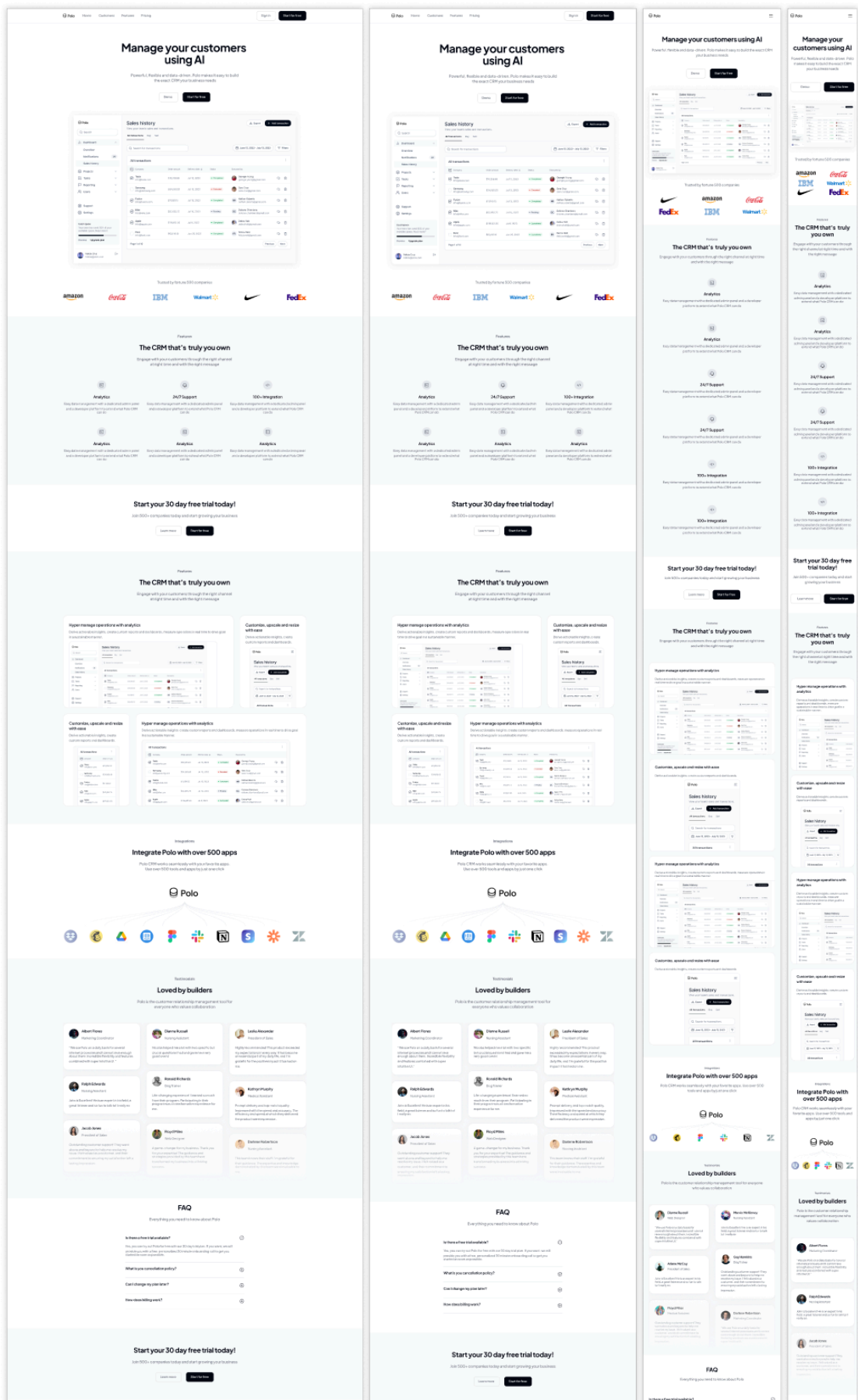


Figure 4.33: Responsive Design

- Created visually engaging and conversion-focused landing pages.
- Ensured designs adhered to industry standards and were optimized for usability.
- Incorporated responsive design principles to deliver seamless experiences across devices.

4.9 Social Media Posters

Social Media posters are meant to be a visual way to grab attention, quickly communicate a message and cause interaction across various social media platforms like Instagram, Facebook, LinkedIn, Youtube, etc. They come as units of design, text and branding elements to make an effective communication of an idea, product promotion, or an announcement.

4.9.1 Objective

The goal of this project was to create visually appealing and informative social media posters to promote the Job Media mobile app, encouraging users to download the app for job opportunities.

4.9.2 Design Brief

The marketing team provided the key requirements, including the content text (in Bangla and English), brand colors, and app promotion details. The focus was to highlight the app's availability on App Store and Google Play.

4.9.3 Target Audience

The target audiences^[19] are Job seekers in Bangladesh, primarily young professionals, who are active on social media platforms.

4.9.4 Research and Inspiration

- Studied existing social media posts from similar companies to understand effective layouts and visual hierarchies.
- Gathered inspiration from modern minimalistic design trends to keep the poster clean yet engaging.

4.9.5 Poster Designs



Figure 4.34: Social Media Poster Design [20]

Here a job seeker is happy to share that he found his desired job in Job Media Mobile Application.



Figure 4.35: Social Media Poster Design [21]

Here a job seeker is excited to be accepted. He found a job using the job Media Mobile application.



Figure 4.36: Social Media Poster Design [22]

The concept behind this poster is a job applicant is excited to see so many vacant job posts on Job Media Mobile Application.



Figure 4.37: Social Media Poster Design [23]

This design is based on job applicants from the accounting and finance sector. There are more than 500 finance job posts on Job Media Mobile Application.

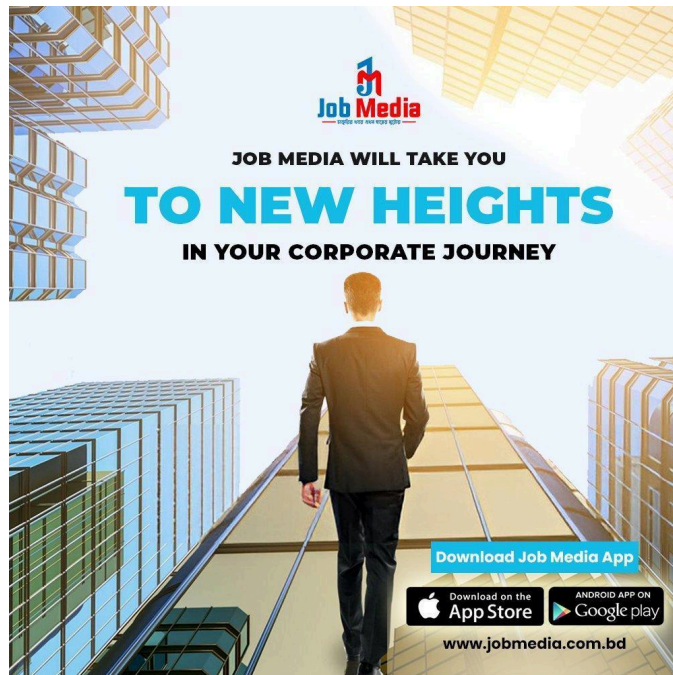


Figure 4.38: Social Media Poster Design [24]

I designed this poster with the tagline in mind. The buildings refer to the tagline "To New Heights". A job applicant is climbing the building to a new height.



Figure 4.39: Social Media Poster Design [25]

This design's main purpose is to share the QR code for the Job Media application, that's why the phone is in focus here.

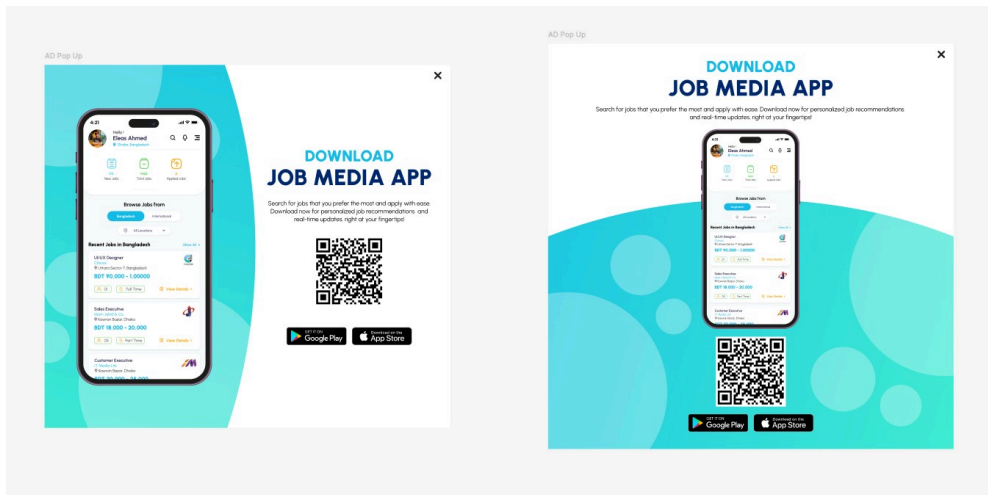


Figure 4.40: Website Pop-up Screen [26]

- All of the posters have a resolution of 1080 x 1080 with 1:1 aspect ratio.
- Collected stock photos of human models from Envato for my design. Then I removed their background using Photoshop.
- Used clean and readable fonts: Hind Shiliguri[27] for Bangla text and Inter[28] for English text.
- Used bold fonts for the headline to emphasize the key message. For text style modification I used Illustrator.
- Ensured the "Apply Now" button was highly visible to prompt user interaction.
- Used the Job Media brand colors (blue and white) as the primary palette for text and buttons.
- Applied a soft gradient to enhance the background's vibrancy without overpowering the foreground.
- Added the App Store and Google Play badges at the bottom to guide users toward app downloads.

CHAPTER 05

CONCLUSION

As a UI/UX Designer, my internship with IT Media has been educational and exciting. In addition to improving my professional and social abilities, it gave me a chance to put my academic knowledge to use in a real-world situation. I developed practical expertise in user interface design during this internship. I worked with a fantastic team to produce digital products that are both visually pleasing and easy to use. I faced a variety of obstacles, which helped me improve my problem-solving abilities and flexibility. In addition to improving my knowledge on UI/UX principles, this experience has provided me with insightful knowledge about the dynamics of working in a real-world, fast-paced workplace. I have no doubt that the skills and knowledge I have gained from this internship will greatly benefit my future undertakings and career.

Overall, the internship has been a pivotal step in my career journey. I am deeply grateful to IT Media and my mentors for their guidance, support and encouragement throughout this learning process.

REFERENCE

1. Interaction Design
<https://www.interaction-design.org/literature/topics/ux-design?page=7&srsltid=AfmBOoobV8uBXu-K5fZdgUkCml1oqtveHaysUVDPwvnXWixnXjsf8ESO>, last accessed on December 10, 2024 at 10:23 PM.
2. Careerfoundry. Available on <https://careerfoundry.com/en/blog/ux-design/what-is-user-experience-ux-design-everything-you-need-to-know-to-get-started/>, last accessed on December 12, 2024 at 7: 02 PM.
3. IT Media Ltd. Available on <https://itmedia.com.bd/>, last accessed on December 10, 2024 at 12:25 AM.
4. Figma. Available at <https://www.figma.com/>, last accessed on October 12, 2024 at 12: 12 PM.
5. Figma. Available at <https://help.figma.com/hc/en-us/articles/5731482952599-Add-auto-layout-to-a-design>, last accessed on December 12, 2024 at 7:43 PM.
6. Figma. Available at <https://help.figma.com/hc/en-us/articles/360038662654-Guide-to-components-in-Figma>, last accessed on December 12, 2024 at 8:33 PM.
7. Figma. Available at <https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-prototyping-in-Figma>, last accessed on December 13, 2024 at 10: 09 AM.
8. Figjam. Available at <https://www.figma.com/figjam/team-collaboration/>, last accessed on January 01, 2024 at 10:20 PM.
9. June Escalada (April 4, 2022), Illustrator How. Available at <https://illustratorhow.com/what-is-adobe-illustrator>, last accessed on 17th December, 2024 at 10:27 PM.
10. Gloria Lotha and Erik Gregersen (September 22, 2022), Britannica. Available at <https://www.britannica.com/technology/Adobe-Illustrator>, last accessed on 17th December, 2024 at 12.39 AM.
11. Wikipedia. https://en.wikipedia.org/wiki/Adobe_Photoshop, last accessed on December 16, 2024 at 12:33 PM.

12. American Graphics Institute. Available at <https://www.agitraining.com/adobe/photoshop/classes/what-is-photoshop>, last accessed 16th December, 2024 at 05:39 PM.
13. National University. Available at <https://www.nu.edu/blog/what-is-edtech-education-technology/>, last accessed on January 5, 2025 at 5:09 PM.
14. Interaction Design. Available at https://www.interaction-design.org/literature/topics/information-architecture?srsltid=AfmBOorLhGxQk4AHUdA0s_cQgc7P6sEkQG9zBmmbH-6FSHcWJvD136sV, last accessed on January 5, 2025 at 10:03 PM.
15. Tableau. Available at <https://www.tableau.com/dashboard/what-is-dashboard>, last accessed on January 6, 2025 at 12:05 PM.
16. Medium. Available at https://medium.com/@h_locke/mind-mapping-as-a-ux-tool-6efcab021146, last accessed on January 6, 2025 at 2:25 PM.
17. Google Play Store. Available at <https://play.google.com/store/apps/details?id=com.jobmedia.jobseeker&hl=en&pli=1>, last accessed on January 7, 2025 at 10:23 PM.
18. Wikipedia. Available at https://en.wikipedia.org/wiki/Customer_relationship_management, last accessed on January 8, 2025 at 12: 02 AM.
19. Wikipedia. Available at https://en.wikipedia.org/wiki/Target_audience, last accessed on January 8, 2025 at 10:23 AM
20. Facebook. Available at https://www.facebook.com/photo.php?fbid=122166869366107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 5:03 PM.
21. Facebook. Available at https://www.facebook.com/photo.php?fbid=122168484560107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 5:33 PM.
22. Facebook. Available at <https://www.facebook.com/photo.php?fbid=122167832384107779&set=pb.61>

- [553233388627.-2207520000&type=3&_rdc=1&_rdr](https://www.facebook.com/photo.php?fbid=122160634250107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr), last accessed on January 8, 2025 at 6:07 PM.
- 23.** Facebook. Available at https://www.facebook.com/photo.php?fbid=122160634250107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 6:13 PM.
- 24.** Facebook. Available at https://www.facebook.com/photo.php?fbid=122172141020107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 6:23 PM.
- 25.** Facebook. Available at https://www.facebook.com/photo.php?fbid=122172141020107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 7:32 PM.
- 26.** Facebook. Available at https://www.facebook.com/photo.php?fbid=122161730420107779&set=pb.61553233388627.-2207520000&type=3&_rdc=1&_rdr, last accessed on January 8, 2025 at 7:53 PM.
- 27.** Google Fonts. Available at <https://fonts.google.com/specimen/Hind+Siliguri>, last accessed on January 8, 2025 at 8:06 PM.
- 28.** Google Fonts. Available at <https://fonts.google.com/specimen/Inter>, last accessed on January 8, 2025 at 8:41 PM.