AN INTERNSHIP REPORT

ON

USER INTERFACE / USER EXPERIENCE

AT

TEXAS IMAGINOLOGY

Submitted to:

Office of Dean

Faculty of BIT & BCS

Lincoln University, Malaysia

Submitted by:

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Texas College of Management and IT

*In partial fulfillment of requirement for the degree of*

Bachelor of Information Technology (BIT)

Kathmandu, Nepal

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# Declaration

I Aditya Adhikari, student of Texas College of Management and IT, hereby declare that the internship report entitled “AN INTERNSHIP REPORT ON USER INTERFACE / USER EXPERIENCE” submitted to the Lincoln University in partial fulfillment of the requirement for the award of the degree of BIT is a record of project work carried by me under the guidance of Ram Kumar Shrestha. This report records all the original work of me.

I further declare that the work report has not been submitted and will not be submitted, either in part of in full, for the award of any other degree in this institute or any other institute or university.

……………………………………

LC00017000293

Texas College of Management and IT

Lincoln University College, Malaysia

# Acknowledgement

It is great for me to undertake this project for the partial fulfillment of Bachelor in Information Technology (BIT) as a practical based assignment for final (3rd) year of Lincoln University syllabus.

I am grateful to my guide Ram Kumar Shrestha for his support, guide and suggestion. This wouldn’t have completed without his enormous help and worthy experience. Whenever I was in need, he was there behind me to support.

Also, I would like to thank Texas Imaginology staffs to give opportunities to work with them and provide a platform for me to learn and experience the workplace.

Although this report has been prepared with utmost care and deep routed interest, even then I accept respondent and imperfection. I perceive this opportunity as big milestone in my career development. And I will continue this learning as best way possible in way of improvement of my skill and knowledge in order to get desired career. Hope to continue cooperation with all of you in near future.

Aditya Adhikari

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# Abbreviations

BIT – Bachelor in Information Technology

UI – User Interface

UX – User Experience

UI/UX – User Interface / User Experience

HTML – Hypertext Markup Language

CSS – Cascading Style Sheets

SDLC – Software Development Life Cycle Model

SWOT – Strength Weakness Opportunities Threats

STP – Software Test Plan

# Executive Summary

This internship report has been prepared for the partial fulfillment of requirement for the degree of bachelor in information and Technology (BIT) at Texas Collage of Management and IT. I carried out my internship at Texas Imaginology, Siphal, Kathmandu for three months. The objective of my internship was to work User Interface and User Experience.

The company Texas Imaginology is incorporated as private corporation under government of Texas College of Management and IT. The company was founded in 2017 AD.

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# CHAPTER 1: INTRODUCTION TO INTERNSHIP

An internship is a large part of a student’s formula for job search success. Students who have good internship experience can be hired faster and earn more than students who do not have good experience. More and more employers are seeking students who have relevant experience and are familiar with the work environment. After a student completes an internship, there is greater potential for the employer to hire him or her for a full-time position, the advantage here is that these students are already familiar with the organization’s culture and work style.

## 1.1 What is an Internship?

A temporary, hands-on work experience in an organization or company for which students earn academic credits. The opportunity to add practical, relevant experience to your field of study.

## 1.2 Why an Internship?

An internship is a good way to check out your interest in a possible career field. Not only will you have the opportunity to build your knowledge base and test your skills by doing your job, but you will have the opportunity to be exposed to the work of others within the organization and find out about additional job possibilities.

**Grow personally** - The value of an internship often extends beyond career exploration; a good experience can have a significant impact on your personal growth by developing your intellectual, interpersonal, and leadership qualities.

**Get experience and skills and enhance your resume with career-related experience** - Employers’ number one criteria when interviewing potential candidates for employment is related work experience.

Develop future employment opportunities - The high demand for skilled employees have convinced employers of the prudence of sponsoring internship programs to identify, test, groom and recruit candidates.

**Gain valuable contacts and references** - Networking is an essential part of the job search process and who better to ask for a reference or contact than someone who knows your work style and habits. Getting to know people working in the career field you’re interested in is easier when you’re working side-by-side with them.

## 1.3 Benefits of Internship

* Gain valuable work experience.
* Explore a career path.
* Give yourself an edge in the job market.
* Develop and refine skills.
* Gain confidence.
* Transition into a job

## 1.4 Methodology of Study

This report has been prepared on the basis of experience that I gain during the time period throughout internship and my own personal growth. The whole report and process has been made by collecting primary data which played a very important role and easy to write down the report and secondary data was needed for supportive structured build up to the report.

Some of the primary and secondary data that are used are as follows:

1. Primary Data:

* Inspection and observation of working environment of Texas Imaginology.
* Visiting office as the intern and working in different scenario and also talking with the employees in the office.
* Surveying and interaction with staff and the work done in intern period.

1. Secondary Data:

* Data collected from the office website.
* Extensive and elaborate study of the existing files.

## 1.5 Limitation of the study

The company have very nice working environment and well co-operate working system. There are only few limitations that I can point out:

* Since our mentor assigned us a task to perform, we have to limit our learning in our self like reaching from internet.

# CHAPTER 2: INTRODUCTION TO IT INDUSTRY

## 2.1 Introduction

Over the past decade, the Information Technology (IT) industry has become one of the fastest growing industries in India because of which it has caught world attention. The IT industry has also created significant demand in the education sector, especially for engineering and computer science. IT industry trade association defines IT as the “utilization of computing via hardware, software, services, and infrastructure to create, store, exchange, and leverage information in its various forms to accomplish any number of objectives. One of the strategies that have been subject to wide implementation of remote-control methods for valves in the process industry is information control technology. Information and communication technology (ICT) introduces the role of telecommunications (telephone lines and wireless signals) in modern information technology. ICT consists of all technical means used to handle information and aid communication, including computer and network hardware as well as necessary software. In the context of Nepal, IT sector is one of the growth sectors. IT in Nepal is just on starting phase. Some of the organization is following the IT in their working lifestyle. IT sector in Nepal mainly based on the foreign outsourcing jobs. Before ten year no one knows about IT in Nepal but now days directly indirectly they are involved in IT and IT in Nepal is quite emerging and hot term but the entire task is not bounded in IT boundary. Many organizations are migrating to IT embed task which create more and more job opportunities in IT sector for Nepal IT professionals. IT in Nepal is fast growing sector among other IT moves forward in the high pace..

## 2.2: Present Situation of IT Industry in Nepal

The IT sector is an emerging area in Nepal. The Government of Nepal has identified IT and business process outsourcing (BPO) as one of the 5 priority potential export service sectors in the Nepal Trade Integration Strategy (NTIS) 2010. IT has the potential to generate high growth, investment, and significant profits in the coming years and is expected to be one of the most significant growth contributors to the Nepali economy.

## 2.3: Opportunities and Challenges

It also provides opportunity to make your and other’s life easy innovate ideas and techniques. Information Technology (IT) has now become a core aspect of almost all business in Nepal which adds more stars on the IT qualifications and increased the scope of professional in Nepal.

• Generate high growth, investment and significant profits.

• Providers focuses on the local market, export-oriented providers (e.g., offshore center) and hybrid providers.

• Potential rewards can be determined easily.

• Leadership opportunities.

**Whereas general challenges are listed below:**

• IT suffers from bad reputation when it comes to satisfying customer needs.

• Make the best use of technologies like cloud and mobile computing.

• Meeting budget constraints is though even in the best of times.

• Culture of teamwork among members with diverse backgrounds and varying ethnicities.

• Manage and tame the complexity i.e., one single developer can no longer knows everything needed to be proficient at his or her job.

# CHAPTER 3: INTRODUCTION TO UI/UX

## 3.1 Introduction to UI/UX

User experience, or UX, is a term used to describe the overall experience a user has when interacting with a product or service in a given context. Depending on how the product or service is designed, the experience can range from delightful to downright frustrating. UX is all about the user’s interaction or experience with a product or service.

We often hear about UX in relation to digital products, such as websites and apps, but UX isn’t limited to the digital space. Anything that can be experienced can be designed, from the packaging of a toothbrush to the wheels of an orthopaedic chair.

The impact of good (and bad!) UX is everywhere. That’s one of the reasons it’s such an exciting field, and also explains why you already know a lot more about UX than you realize. Every time we curse a push door that has a pull bar, or close a confusing website in frustration, you’re making a judgement on the quality of its UX design.

### 3.1.1 Introduction to Adobe XD

Adobe XD is a vector-based user experience design tool for web apps and mobile apps, developed and published by Adobe Inc. It is available for macOS and Windows, although there are versions for iOS and Android to help preview the result of work directly on mobile devices. Adobe XD supports website wireframing and creating click-through prototypes.

Adobe XD is one of the most commonly used tools for designing the front end and exporting it into the required format. It is completely designed for the developers who are in the mindset of making their front-end products the most attractive. The tool is provided by Adobe free of cost so that everyone is able to download and use this software for their use. There's a lot of useful work that can be done with this tool. Let's discuss this tool briefly in this article.

The design process with Adobe XD is more comfortable compared to other tools. There are many predefined templates and artboard sizes available in XD. You can choose whichever you require to design, or you set the size of the artboard based on your requirements. The artboard is available for different devices, such as Android, iPhone, I-pad, and other tablets/devices.

### 3.1.2 Introduction to HTML/CSS

HTML and CSS are mainly used to develop and design the websites. The HTML is used to create and develop web-based websites and the CSS is used to design and maintain the websites. The CSS is used to change the design and make the user interaction and experience more reactive.

## 3.2 History of UX

Cognitive psychologist and designer Don Norman coined the term “user experience” in the 1990s, but UX predates its name by quite some decades.

1966: Walt Disney

He might not seem like the most obvious candidate, but Walt Disney is often hailed as one of the first UX designers in history.

Indeed, Disney was obsessed with creating magical, immersive, near-perfect user experiences, and the way he set about building Disney World was a true stroke of UX genius.

Disney envisioned a place where “the latest technology can be used to improve the lives of people” - a vision that today’s UX designers no doubt share.

1970s: Xerox, Apple and the PC era

The 1970s kicked off the era of personal computers, with psychologists and engineers working together to focus on the user experience. Many of the most influential developments came out of Xerox’s PARC research center, such as the graphical user interface and the mouse. In many ways, PARC set the tone for personal computing as we know it today.

And now over to Apple. In 1984, the original Macintosh was released—Apple’s first mass-market PC featuring a graphical user interface, built-in screen and mouse. Since then, Apple has been a true innovator of user experience, from the first iPod in 2001 to the iPhone in 2007. The tech giant even had a hand in coining the term UX design…

1995: Donald Norman gives UX Design a name

By this point, user experience design was very much happening—it just didn’t have a label yet. Cue Donald Norman!

Donald Norman, a cognitive scientist, joined the team at Apple in the early 90s as their User Experience Architect—making him the first person to have UX in his job title. He came up with the term “user experience design” as a way of encompassing all that UX is. As he explains, “I invented the term because I thought human interface and usability were too narrow: I wanted to cover all aspects of the person’s experience with a system, including industrial design, graphics, the interface, the physical interaction, and the manual.”

In 1988, Norman published The Psychology of Everyday Things (later updated to The Design of Everyday Things)—which continues to be a UX design staple to this day.

2018 and beyond: History in the making

UX design is constantly evolving, and the fascinating journey continues. From Artificial Intelligence to voice technology, from Virtual Reality to design without interface—today’s UX designers face new challenges every day. Whatever the future holds, we’re sure it’ll be just as exciting as the history that precedes it.

## 3.3 Present Scenario

User Interface and design industry is growing at a rapid speed. Every new or old business is going for digital transformation, the designing come hand in hand with it. Business houses knows where their audience is and they are making every effort to reach up to them. That is where designers are getting chance to show their skills and help business through design thinking, strategy and execution.

Considering the current scenario this will keep growing for upcoming years as the technology will keep on evolving and empowering everyone.

## 3.4 Challenges and Opportunities

User Interface and User Experience is recently widely used in all the web-based applications and websites. The User interface and user design is used to make the web sites more reactive, so the UX is important in every aspect of the web and application design.

I have worked and have some experience with the HTML language and CSS, but User Interface or Adobe XD was a new term form me to work on. Despite the face, I have tried my best to learn and use it.

Still there are some opportunities as well as some challenges in this field:

### 3.4.1 Opportunities

Future of the UX career can be a radical one. Brands have started to give a serious thought about experiences and the industry is skyrocketing. We as UX designers really need to catch up with the fast pace of new innovation and technologies. Industries like VR and AR is expected to take a complete change in the way we used to design experience and interfaces. AI, chat bots have started to change the way we interact, buy, sell, order, and in getting information.

Humans interact in multiple mediums like Click, type, touch, speak and Ink. Brands like Amazon, Google, Microsoft, and Apple sets a serious challenge in giving a seamless design experience in multiple mediums.

### 3.4.2 Challenges

* Misconceptions about what you do
* Deciding which problem to solve
* Bridging the gap between design and development
* Navigating the ever-changing landscape of UX job titles

# CHAPTER 4: INTRODUCTION TO COMPANY

Internship is the process Of On-the-job training, which particularly beneficial for students with major in technical courses.

**Department of Computer Sciences LU** provides that glorious opportunity to their students of having an internship within their bachelor program. For these purpose industry people are invited to Cs Department to talk about their companies and experiences, often technical courses are entirely conducted by The 3 month internship program is another, possibly most effective, way Of achieving industry orientation. Internship helps the students to link-up their academic experience with industry practices. I have tried my best to combine both together. I hope I am successful, the future semesters of my degree will prove the fact of success and failure.

The company I was sent for internship is **Texas Imaginology**. It is one of the leading software companies in Kathmandu.

## 4.1 About Texas Imaginology

**Texas Imaginology** is a Custom software company in Kathmandu. It started as a Start-up software outsourcing company in 2014 and it shifted at Siphal, Kathmandu Near Mitrapark chowk in December 2017 and have been growing every year. It finds technical solutions for the clients and students final year projects. Typically, this would mean it builds software products for the clients. It has a group of designers, Software engineers and content specialists. Together they form one of the leading custom software companies in Kathmandu for software development outsourcing. It offers software and content management services to international customers across multiple industries. It understands the challenges that its clients face within and across these industries. It provides practical, pragmatic and powerful solutions to address those challenges. Getting software out to its users is the single goal that drives Step Up. It's a mix of skills and talent means it has everything to meet that goal in one place. Design, development, content, testing, deployment and anything in between those clearly defined roles — Texas Imaginology cover it all.

## 4.2 Policy of the Texas Imaginology

**General**

First priority of the Texas Imaginology management is committed to delivering quality software to their Clients. They recognize that consistent satisfaction of Clients needs is essential to business survival.

**Planning**

A Software Project Management Plan Must be establish for all projects.

**Monitoring and controlling**

Project managers shall produce project performance reports at intervals agreed with the project sponsor.

**Documenting requirements**

All projects shall prepare a Software Requirements Specification describing functions, performance and the interface requirements of the software product.

**Architectural design**

All projects shall conduct a design Input review to establish that design inputs such as Software Requirements Specifications are unambiguous, complete and correct and possess sufficient quality to support the development of a design solution.

**Coding**

Projects shall develop software in compliance with predefined coding standards. Coding standards shall be updated to reflect any project specific practices.

**Testing**

All projects shall describe the approach to testing in a Software Test Plan. The STP shall describe the project's approach to unit, integration and acceptance testing.

**Managing quality**

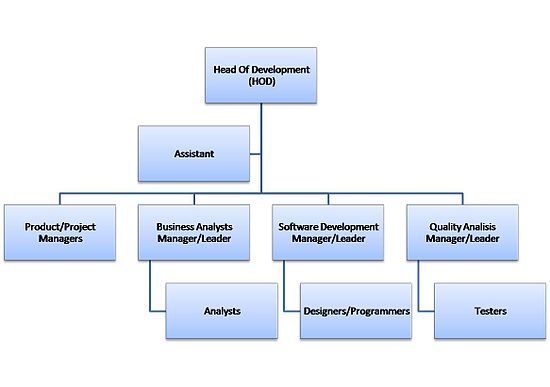
All projects shall plan and perform the software quality management activities required to ensure that the customers stated and implied needs are met and that the software product is developed in compliance with recognized best practice.

**Managing people**

Project managers shall be responsible for ensuring that development team numbers are aware of their quality responsibilities and appropriately trained to perform their assign task.

# 4.3 Organizational Structure

### 4.3.1 Hierarchy chart

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### 4.3.2 List of Employees

According to two factor theory of job satisfaction, salary is just a hygiene factor. Motivation factors are important for high productivity. Step Up provides several facilities for the employees.

Here is the Number of Employees in Texas Imaginology:

|  |  |
| --- | --- |
| Status/Position | Number of employees |
| Android Developers | 4 |
| Asp Net Developers | 2 |
| Graphic Designers | 3 |
| HR Managers | 2 |
| CTO | 1 |
| CEO | 1 |
| Web Designers | 5 |
| SEO & ASO Experts | 2 |
| IT Experts ( Software & Hardware  controls) | 5 |
| Teacher & instructors | 8 |

Table 1: List of Employees

This company contains of 5 board members:

|  |  |  |
| --- | --- | --- |
| 1. | Suman Thapaliya | Chief Executive Director |
| 2. | Kumar Poudyal | Executive Director |
| 3. | Chiran Rayamajhi | Member |
| 4. | Prabin Khadka | Member |
| 5. | Omkar Basnet | Member |

Table 2: List of Board Members

# CHAPTER 5: ANALYSIS OF ACTIVITIES DONE

## 5.1 Objectives of Industry Based Internship

The objectives of the Industry Based Internship Program are -

* To provide an opportunity for the Student Interns to apply the concepts learnt in real-life situations.
* To make them aware of the corporate culture by assigning time-bound projects in a company.
* To create awareness among Student Interns about their strengths and weaknesses in the work environment.
* To provide Student Interns a platform to take up on-the-job Training and develop a network which will be useful in enhancing their career prospects.
* To do a study on any one aspect of the company to enhance their research and report writing skills.

Industry Based Internship can be broadly classified into three phases-

1. Orientation in the Company,

2. On – the - Job Training and

3. Project/research work leading to Industry Based Internship Report.

## 5.2 Orientation in the Company

During the first two weeks of Industry Based Internship, the student intern will undergo an extensive Orientation program in the Internship Company. During this period, the student intern will understand the company, its customers and the competitors. S/he will thoroughly study and understand the policies of the company, study the macro-environment in which the industry is operating and prepares a SWOT analysis.

The student intern may also get oriented to various departments of the company and get to know the key functionaries. The student interns may meet these functionaries with prior appointment and understand the various perspectives from them in managing their departments. This provides a unique opportunity for the interns to gain insights into managing the departments directly from the head of those departments. The student interns will also get to know their company guide and other executives/supervisors who will be closely guiding them during the period of Industry Based Internship.

The intern will also understand the organizational structure and the top management team including the Chairman, Managing Director, Chief Executive Officer, etc. By the end of the orientation program in the company, the Student Intern should be able to clearly state his/her business objectives which would include specific and measurable targets to be achieved during the On-Job Training, break-up of targets on a weekly basis, synopsis for the Industry Based Internship Report, etc.

## 5.3 Roles Played as Intern

I worked for three months as intern in Texas Imaginology as a Web designer and graphics designer. I worked in Adobe XD, HTML and CSS to make the user interface of a website more reactive. I had some experience with HTML and CSS, but getting into the Adobe XD was new to me, I have to start my learning from the starting phase. I get chance to work in real working environment and work procedure. Though I was under the guidance I have given a lot of responsibility to fulfill on for better understanding about my work and many more. I was monitored by my mentor and I have done many works accordingly.

Some of the work I have done under my mentor are:

* Researching, designing, implementing and managing software programs.
* Testing and evaluating new project.
* Determining operational practicality.
* Developing quality assurance procedures.

## 5.4 On – the - Job Training

The Student Interns should keep this in mind that their future employers will assess them on their internship - and whether or not their temporary employer liked them enough to invite them back permanently. So, work as hard as you can. At best, you may discover a fabulous new field you'd never considered before. At a minimum, you'll get a full-time offer, which will make you more marketable to future employers. The industry-based Internship should be a time to make an investment in your future.

On – the - Job Training may stretch from the beginning to the end of Internship. During this period, the Student Intern may be assigned various tasks by the organizations, which are part of the day-to-day functioning of the department within the organization. On – the - Job Training gives direct exposure to execution and support functions of the department. It gives a flavor of teamwork, organizational culture, team dynamics, result orientation, organizational pressures, complexities in achieving the desired results, etc. A Student Intern should take this as a learning experience and be ambitious of achieving the desired targets or accomplishing the required tasks, through professionalism and business acumen. On - the -Job Training provides good scope for developing necessary managerial skills and positive attitude.

## 5.5 Attendance Policy

Absolute attendance (100%) is a symbol of dedication and commitment of a Student Intern. Unless there is dire need for availing leave, the Student Intern should not ask for any leave. Dedicated effort from the Student Intern paves the way for healthy relationship with the organization and enhances the placement opportunity. Analysis of the previous Internship experiences prove that those with good attendance record performed better during Internship and secured Pre-Placement Offer (PPO). 100 percent attendance is mandatory. If a Student Intern is not in a position to attend on any day during Internship, he/she shall obtain prior approval of leave from Company Guide and Faculty Guide.

For all the leaves availed, there will be a penalty in terms of marks. Absence without prior approval of leave will be viewed seriously and may lead to termination of Internship.

## 5.6 CONDUCT OF INTERNS

The Student Interns must bear in mind that they are the ambassadors of Lincoln University College and conduct themselves in the manner befitting the Lincoln University Collage standards. Lincoln University College expects the Student Interns to maintain high professional and social standards. Lincoln University College expects that the Student Interns will at all times during Industry Based Internship conform to the rules and regulations of his/her place of work. It is particularly important to be regular, punctual, obedient and sincere at work. Unprofessional behavior, dishonesty, misconduct, indiscipline, irregularity at work and unsatisfactory performance will lead to cancellation of internship of the student.

### 5.6.1 DO'S AND DON'TS FOR STUDENTS DURING INTERNSHIP

**Do's: Student Interns should -**

* Get an overview of the Company/Industry in which they are placed. This includes

understanding the core business of the company, organizational chart, key personnel in the company, manufacturing units, marketing channels, financial policies, etc.

* Make an analysis of the company vis-à-vis the industry and prepare SWOT analysis.
* Always maintain formal dress code.
* Always be polite in dealings and maintain cordial relationship with the Company Executives. Always be positive and open to suggestions.
* Maintain strict confidentiality of company information.
* Consult Faculty Guide or refer textbooks to reinforce relevant concepts.
* Always submit bills in time when reimbursement is to be claimed. Get conversant with company policies/rules before incurring expenditure.
* Always be present whenever the Faculty Guide and/or Placement Manager visit the company.
* Focus on assignment and complete the individual tasks allotted on schedule.

Don'ts: Student Interns should not -

* Criticize the company policies and/or Company Executives.
* Criticize or make adverse comments about Lincoln University College and/or Faculty Guide.
* Misuse the facilities offered by the company.
* Go to meetings and presentations unprepared or ill-prepared.
* Be late.
* Leave the office without prior permission from the Company Guide.
* Be impolite or rude to Company Executives.
* Exceed the work given by the Company Guide and collect information that is confidential in nature.
* Hold back any material/equipment/accessories provided by the company on a returnable basis.
* Interfere in third party assignments.
* Encourage friends visiting workplace during office hours and cause inconvenience to others.

## 5.7 Industry Based Internship Evaluation

Internship carries a weightage and therefore the evaluation of Industry Based Internship is critical to the Student Interns’ overall performance. The evaluation will be based on the performance of the Student Intern.

The various stages of evaluation and weightage at each stage are given below:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SN** | **Particulars** | **Weightage** | | **Remarks** |
| 1 | Presentation part | 50 | 25 | Evaluation by external |
| 25 | Evaluation by LUC External or  By Coordinator |
| 2 | Final report + Industry Feedback | 50 | | Evaluation by faculty guide / Supervisor |
| Total | | 100 | | |

Table 3: Industry Based Internship Evaluation

# CHAPTER 6: CONCLUSION

The internship program helped me to gain important knowledge on the software industry, there culture, work environment and all about software development. Participating in the weekly team meeting with CTO, project manager and other team members and discussing the threats of the projects helped me attain the faith to develop a never give up attitude. At the same time, it helped me to learn the software life cycle (SDLC) used in the software industry and inspired me to be striver, responsible and confident. The internship program has increased my teamwork capabilities as well respect to the team mate's ideas and suggestions. Team discussions like brainstorming sessions helped me identify and solve numerous problem issues which would have been impossible to solve otherwise. I would like to convey my thanks to the Department of Computer Sciences, LU for providing me with an opportunity to gain an idea of the competitive environment in the professional field. It has certainly lifted my software development skills in terms of design and coding. I now look forward to facing the upcoming challenges of the world.

## 6.1 Self-Assessment and Lesson Learnt

Throughout this time working in real working environment under a best guidance I was able to grow my knowledge step by step, day by day not only in term of knowledge I feel change in my perceptions to deal with problem and gain a lot of confident.

* Experience the professionalism in work.
* Develops the confident level.
* Time management for work.
* Punctual to every work.
* Decision making.

# REFERENCE

* Book References
* Annual Report

# Website Reference

<https://www.facebook.com/texasimaginologyofficial/?ref=page_internal>

<https://texascollege.edu.np/>

<https://www.adobe.com/products/xd.html?sdid=12B9F15S&mv=Search&ef_id=CjwKCAiAp4KCBhB6EiwAxRxbpMfFJuu9_P4PPNVXWV5-ft-uiUL_W9ut0l_0fE_CjFDnjR6jZTBKBRoCfQ8QAvD_BwE:G:s&s_kwcid=AL!3085!3!315272242705!b!!g!!experience%20design%20adobe!1641846445!65452677271>

Screenshots of intern project:

