

Unreal Cyber Academy Vision Site Evaluation

Overview

Unreal Cyber Academy's **Vision** site is intended to showcase a cyber-security learning platform with tracks for *Networking*, *Ethical Hacking* and *Programming*, plus session videos and course modules. The landing page uses a dark cyberpunk aesthetic with vivid typography and gradient cards. A Google login button (in Arabic) sits on the top right, suggesting authentication. Below the hero heading ("Unreal Cyber Academy") are three track cards for *Network*, *Ethical Hacking* and *Programming*. Each card is supposed to lead to a section or dedicated page for that topic.

Desktop Experience (Chromium)

Navigation & content loading

- **Track cards** – Clicking any of the three cards (Network / Ethical Hacking / Programming) scrolls the page to an anchor rather than loading a full module. The **Networking** and **Ethical Hacking** sections show a dark card with a heading and description but the content area remains "Content loading..." and never renders any videos or modules. Their pill buttons (e.g. *Routing*, *Switching*, *Pentesting*, *Recon*, etc.) do not load anything and only scroll the page ¹.
- **Programming section** – The Programming card eventually scrolls to a section with a video preview titled "Python-project.mp4". It provides pill filters (*Python*, *JS/TS* and *Automation*). However, clicking the play button or the external-link arrow simply scrolls to the bottom of the page and no video player appears. Selecting pill filters navigates to `/vision/programming` but shows "No videos added yet." ².
- **Open session** – On an earlier attempt the Networking track indicated 1 session with a card labelled "Intro to Networking." Clicking the play icon or *Open session* link navigated to a track page but the page quickly replaced the session list with "No videos added yet." This inconsistency suggests the data fetch fails or is gated behind authentication.
- **Header navigation** – The top nav bar has links *About*, *Network*, *Ethical Hacking*, *Programming*. These links just jump to anchors on the same page rather than to full content. They may be placeholders.
- **Footer** – The footer contains a brief description ("elite training ground ... join the collective") and a paper-plane icon (likely a contact or subscribe link) but it is inactive.

UI/UX observations

- **Visuals** – The dark palette and neon highlights create a premium cyber-aesthetic. The large hero heading and gradient session cards stand out. However, the empty loading states detract from trust – users expect to see content immediately.
- **Cards** – The large cards for each track take up significant vertical space. On high-resolution displays there is still a lot of unused whitespace around them. Consider scaling down the cards or displaying them in a responsive grid.

- **Interactive hints** – Buttons such as *Routing*, *Switching*, *Pentesting*, etc. lack hover or click feedback. Without dynamic content, these look inactive.
- **Videos** – The “*Featured Academy Session*” on the hero has a play icon overlay on a thumbnail but clicking it does nothing (likely due to missing embed or authentication). Similarly, the track videos do not load.
- **Internationalisation** – The Google login button is in Arabic (“المواصلة باستخدام Google”) while the rest of the UI is English. This could be confusing; ensure consistent language or provide locale detection.
- **Performance** – Parallax backgrounds and gradient cards are smooth on desktop. However, the page scroll can feel jumpy because clicking elements unexpectedly scrolls to the bottom, likely due to anchor mis-management.

Mobile/Responsive Considerations

The site does not provide a dedicated mobile view. Resizing the browser reveals potential issues:

- **Navigation bar** – The nav links remain horizontally aligned and can overlap or compress on narrow widths. A hamburger menu would improve usability on mobile.
- **Cards** – The large track cards and video containers may exceed the viewport width on phones. Without responsive scaling or stacking, text can be truncated.
- **Padding** – Generous padding and margins produce excessive whitespace on small screens. Spacing should adjust based on breakpoints.
- **Play icons and pill buttons** – These small targets could be difficult to tap on mobile; they need larger touch areas.

Because the site relies heavily on scrolling to anchored sections, mobile users may have to swipe through large blank areas to find content. A responsive, paginated layout with clear calls to action would improve the experience.

Issues & Recommendations

Issue	Evidence & Impact	Suggested Fix
Content fails to load for Networking and Ethical Hacking sections (“Content loading...” remains).	The cards never populate with videos or modules ¹ . Users cannot access learning materials and may think the site is broken.	Implement API calls or database connections for these sections. If content is gated, show a login prompt or message instead of an empty placeholder.
Track navigation inconsistent – clicking card or pill buttons sometimes scrolls unpredictably or shows 0 sessions.	Programming section shows one video but clicking “Python” filter shows <i>No videos added yet</i> ² . Buttons scroll instead of filtering content.	Audit anchor links and onClick handlers. Ensure each button fetches the correct filtered list. Provide visible loading states while fetching.

Issue	Evidence & Impact	Suggested Fix
Video player not functional.	Clicking play icons or external link arrows scrolls to bottom; no player appears ³ .	Embed a video player component (e.g., React Player) and ensure that videos are stored and accessible. If authentication is required, prompt the user.
Mixed language sign-in button.	Google sign-in is in Arabic; rest of site is English.	Match the button language to the site's primary language or detect user locale automatically.
Poor mobile responsiveness.	Large cards and nav items may not adapt on narrow screens.	Implement responsive breakpoints using CSS (e.g., Tailwind or media queries). Collapse the nav bar into a hamburger menu and stack cards vertically. Increase touch target sizes for pill buttons.
Unclear calls to action.	Buttons like <i>Pentesting</i> or <i>Routing</i> give no feedback and do nothing.	Add hover states, tooltips, or disable them if content isn't available. Clarify whether features are "Coming soon."
Empty session pages.	Navigating to <code>/vision/programming</code> sometimes lists zero videos though one exists earlier.	Check backend logic and caching; ensure session lists reflect available content. Provide fallback messaging if none exists.
Unexpected scroll behaviour.	Clicking elements sometimes jumps to the bottom of the page.	Avoid using anchor links on interactive elements. Use routing or modals for video playback.

Summary

The **Unreal Cyber Academy Vision** site presents an attractive cyber-themed interface but suffers from significant functionality gaps. Many sections show perpetual loading states or empty placeholders, and interactive elements do not produce the expected results. Basic tasks like playing a video or viewing course modules are not possible without fixes to backend data loading and front-end routing. To improve user experience, the site should ensure content loads reliably, refine navigation (especially on mobile), provide clear feedback for buttons, and embed functional media players. Once these issues are addressed, the strong visual design will better support the learning objectives of the platform.

¹ [title unknown]

<https://unrealcyberacademy.up.railway.app/%23networking>

² ³ UnrealCyber Vision

<https://unrealcyberacademy.up.railway.app/%23programming>