



SM6P07NI Digital Media Project

50% Project | 2025-26 Spring

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Assignment Due Date: Sunday, May 4, 2025

Assignment Submission Date: Wednesday, May 7, 2025

Word Count: 3450

Project File Links:

Figma File Link:	<u>Figma Final Design</u>
Prototype Link:	<u>Prototype</u>
One Drive Link:	<u>Project</u>
Git Hub Link:	<u>github</u>

I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline in order for my assignment to be accepted and marked. I am fully aware that late submissions will be treated as non-submission and a marks of zero will be awarded.

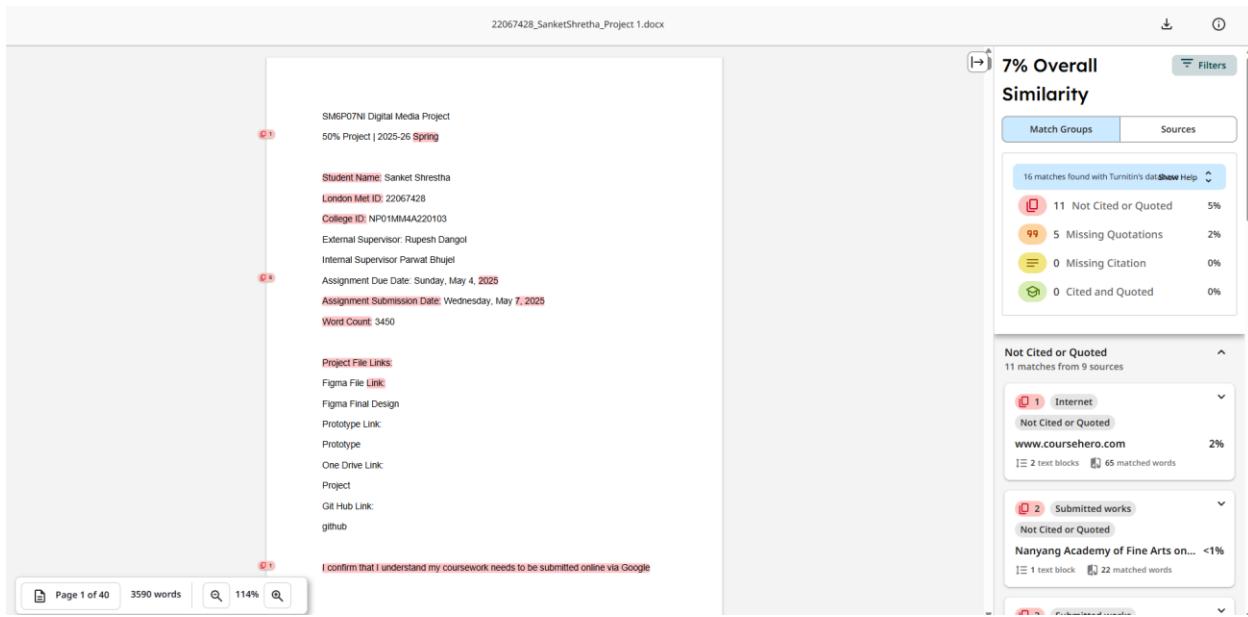


Figure 1: Turn it in report

Abstract

The SpaceChimp project was to design an accessible educational website which gives UI/UX design and motion graphics courses. The primary objective centered on designing an educational platform which would provide an intuitive and visually stunning experience for users utilizing multiple devices. The documentation includes detailed information about project development starting with sitemap creation and planning then continuing with wireframe development at low and high fidelity levels before Figma prototype completion.

Throughout accessibility test was done at the center of the entire designing journey. The accessibility tool Stark (Figma Plugin) enabled to evaluate contrast levels and font sizes while testing usability features which guaranteed the website worked for every user. The design maintained consistency while developing the brand identity through selections of intricate visual components such as colors, typography and illustrations.

Real users evaluated the design by completing surveys which was done using google form. The feedback shaped the final prototype so that it appeared attractive as well as simple to operate. The completed SpaceChimp platform successfully merged accessible functionality with well-designed elements to provide meaningful learning support.

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1 Introduction

1.1 Project Title

Project Title: **SpaceChimp**

SpaceChimp is an educational institute providing courses like UI/UX Design, Motion Graphics, and Figma/Framer Design.

1.2 Project Aim

The aim of this project is to design a fully responsive, adaptive and accessible website for SpaceChimp. The main goal of this project is to showcase the courses SpaceChimp offers and to get students enrolled in their institute through this website.

This project focuses on designing a user friendly website which aligns with the brand identity to boost course engagement and position SpaceChimp as one of the best educational institute in Nepal.

1.3 Project Objectives

The main objective of this project is to get the answer for “How can responsive, adaptive, and accessible design collectively improve user engagement and inclusivity on educational websites?”

To get the answer for this, the project involves:

- Research on design trends and other educational platforms
- Designing of wireframes and prototypes in Figma
- Designing a consistent website which aligns with the brand identity
- Implementing basic animations
- Maintaining the content hierarchy
- Doing user testing and creating a adaptive and accessible website for all

1.4 Unique Selling Point

SpaceChimp distinguishes itself through its specialization of design education with content developed by industry professionals. SpaceChimp provides accessible design education through high-quality visual elements alongside local content and interface design that makes learning comfortable for users from different backgrounds. SpaceChimp provides learners with an immersive educational experience through mentor-led sessions and real project briefs and its user-centric interface.

2 Client Overview

2.1 Client Background

The Nepal-based educational platform SpaceChimp delivers UI/UX design together with motion graphics along with Figma/Framer design. The company delivers industry-focused training by using mentors who guide practical lessons and real-world projects.

Managing director, Sandeep Shrestha at SpaceChimp works to build an open and creative educational space that supports young design students. The client needed a website design which is visually attractive with straightforward navigation while ensuring accessibility to all users.



Figure 2: SpaceChimp Logo

2.2 Project Requirements and Expectations

SpaceChimp's main requirement for the website project involved building responsive accessibility features alongside design elements that present both the creative essence of the company and an intuitive user navigation system. The design needed to feature:

- The website displays fluid layout systems which adapt their design for every screen dimension.
- A straightforward navigation system will decrease user friction.
- The website implements features that make it accessible for users with different abilities to use it easily
- A visually engaging design combined with brand consistency needs to establish a professional image of the platform.

The websites was mainly focused for people who fall within the age range of 16 to 30 and belong to every gender angle including students and professionals at their initial stages who examine UI/UX design principles. Usability stood as a central focus because the project needed to accommodate users with different digital literacy skills.

3 Project Timeline

The project of SpaceChimp was started with a Gantt Chart project plan that divided work into research then design then testing and at last monitoring and review before the project's end. The project structure included a plan which balanced workflow activities while meeting deadlines for all assigned tasks.

Timeline Comparison:

Initial Timeline:

The research by Gantt Chart indicated that the Design Phase would finish on March 25. The testing phase combined with final adjustments would continue from the late march through mid-April for creating appropriate documentation.

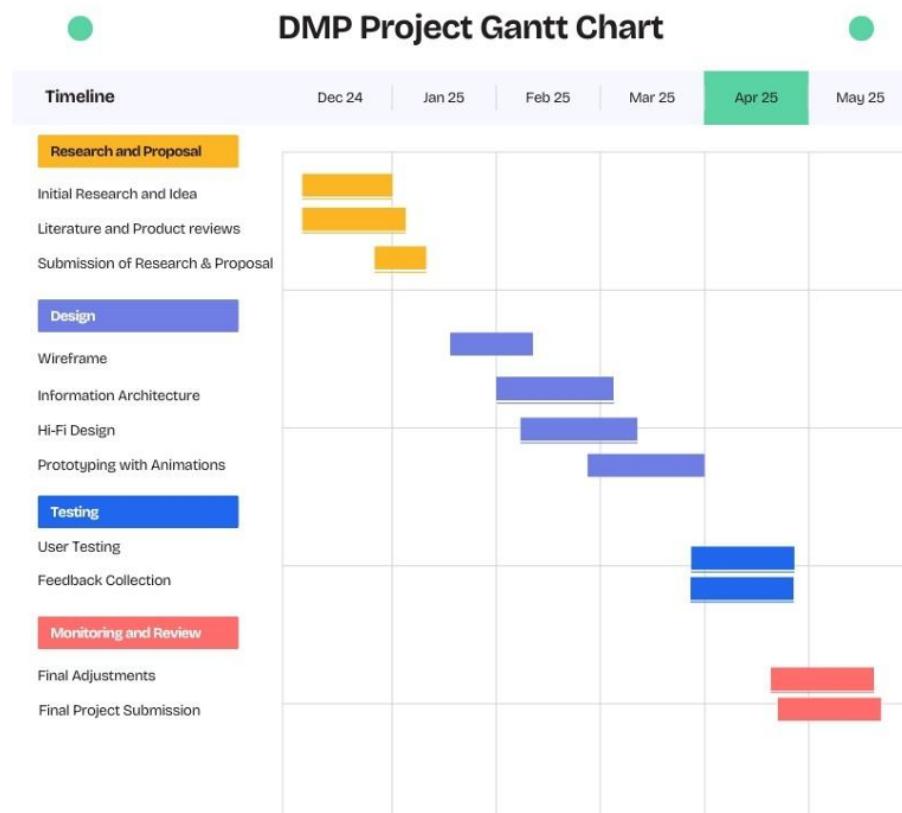


Figure 3: Initial Gantt chart

Updated Timeline:

The extensive design-related work necessitated longer execution of the Design Phase until April 25 because of increased requirements for accessibility and adaptability. Testing along with Final Adjustments within this phase needed intense work between April 26 and May 6 ahead of the May 7 deadline.

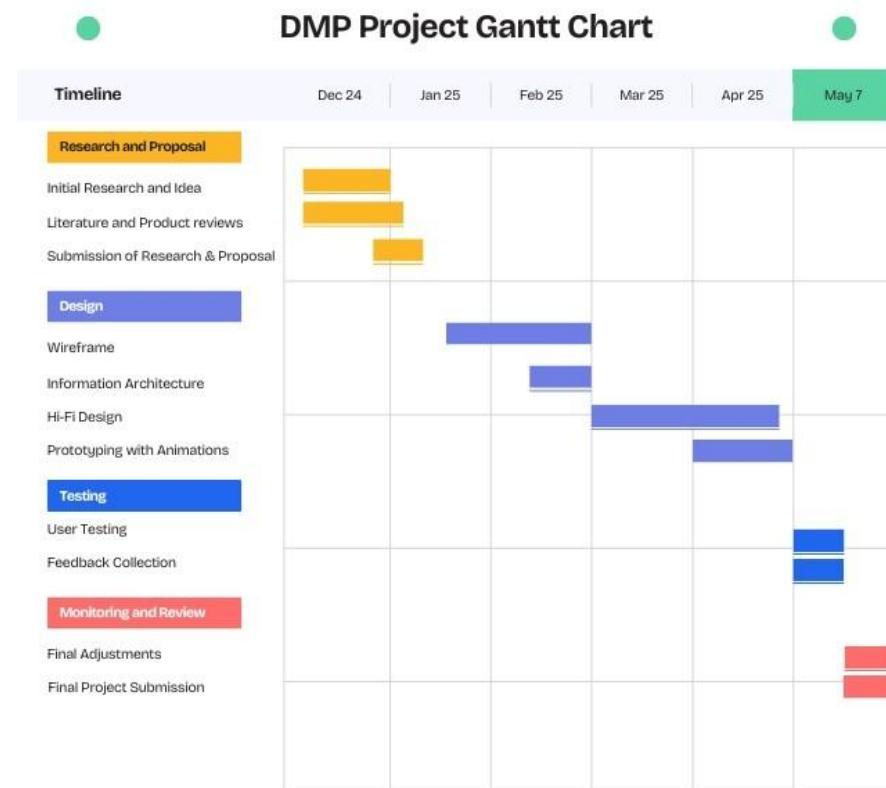


Figure 4: Final Gantt Chart

The schedule modification demonstrates a new priority to enhance design quality along with user experience before tackling final optimization. An important adjustment became necessary in order to match the outcome with the principal research questions together with design benchmarks.

4 Planning and Production Process

4.1 Research and Discovery

4.1.1 Proposal Letter


Islington college
(इस्लिङ्टन कॉलेज)

January 08, 2025

To,

Mr. Sandeep Shrestha,
Space Chimp,
Subidhanagar, Kathmandu.

TO WHOM IT MAY CONCERN

I am writing this letter on behalf of Mr. Sanket Shrestha. He is currently a final year student of BSc (Hons) Multimedia Technologies at Islington College. As a part of his Digital Media Project, he is looking to create a complete UI/UX design for the Space Chimp website, including desktop, tablet, and mobile views. For the same, he needs to conduct research and collect information from your organization.

I would like to humbly request you to assist him by providing the required permissions which will help him complete his project. Please assure him of his rights, permissions and approvals. I assure you that the information collected for the project will be used for academic purposes only and will be kept confidential. If the information is to be used in public capacity, we will first seek your approval.

Should there be any queries regarding this matter, please do not hesitate to contact me at sauharda.thapa@islingtoncollege.edu.np.

Thank you.


Sauharda Thapa
Manager, Student Services



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✉️ info@islington.edu.np
🌐 islington.edu.np



UNIVERSITY PARTNER
LONDON METROPOLITAN UNIVERSITY

Figure 5: Proposal Letter

4.1.2 Proposal Acceptance



To,
Islington College
Kamal Pokhari, Kathmandu

Subject: Approval for UI Design Project

On behalf of **SpaceChimp Pvt. Ltd.**, we are pleased to support dedicated young professionals in their creative and academic pursuits. We are delighted to accept the proposal of **Mr. Sanket Shrestha** to create a UI design for our website as part of your Final Year **Digital Media Project**.

Please note that all information provided for your research and design process is intended solely for this project and must be kept confidential. Should you wish to use this information elsewhere, prior notification and approval from SpaceChimp Pvt. Ltd. will be required.

Upon completion of the project, we kindly request a copy of the final design report. This will enable us to utilize the design and accompanying information within our organization without further notice.

If you have any questions or require further clarification, feel free to reach out to me at:
sandeep@spacechimp.academy

A handwritten signature in black ink, appearing to read "Sandeep Shrestha".
Sincerely,
Sandeep Shrestha
Managing Director
SpaceChimp Pvt. Ltd.
The SpaceChimp logo, which includes a small cartoon chimp head inside a circle followed by the word "SPACECHIMP" in its signature blocky font.

Figure 6: Proposal Acceptance Letter

4.1.3 Research

The core research component of this project revolved around the following question:
"How can responsive, adaptive, and accessible design collectively improve user engagement and inclusivity on educational websites?"

The research for SpaceChimp is divided into two main sections to analyze this core question.

Responsive, Adaptive, and Accessible Design Principles

Most of the conducted research concentrated on deepening the comprehension of responsive design principles along with adaptive design and accessibility features. An essential segment of research looked at maintaining visual consistency between multiple platforms across various screen dimensions as well as adapting layouts to adapt to differing screen sizes and applying WCAG guidelines for supporting users with unique needs. The analysis covered flexible grids together with media queries and alt text usage and color contrast and keyboard navigation to improve system usability and support inclusiveness.

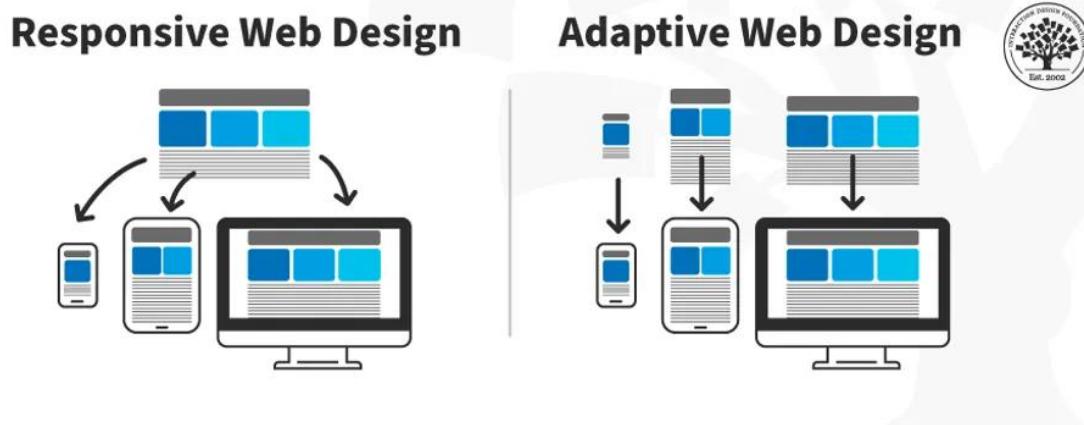


Figure 7 Responsive and Adaptive Web Design (Interaction Design Foundation, n.d.).

UI/UX Design for Educational Engagement

This project dedicated specific attention to studying how interface and experiential design elements impact learning participation and involvement. The analysis examined layout structures as well as interactive components and animation usage together with visual hierarchy elements which improve user flow and comprehension. Designers focused particularly on minimalistic interfaces with limited distractability and strategic visual elements that improve focus and foster brand identity and create positive learning settings.

4.1.4 Competitor Analysis

A competitor analysis focused on educational websites was done to help create a useful and intuitive educational website for SpaceChimp. The information help to serve as a guidance for the development of the final web design principles alongside functionality elements.

Broadway Infosys:

Broadway Infosys operates as one of the prominent IT training institutes throughout Nepal. SpaceChimp presents their website with an organized course layout and simple navigation through a clean interface. The layout system of SpaceChimp was shaped by prominent CTA button design and hierarchical content organization. SpaceChimp adopted their strategy of popular course emphasis along with expedient access to vital information to guide their homepage and course page organization.



Figure 8: Hero Section of Broadways Infosys

Skillshare:

The online learning platform Skillshare provides high-quality design and a great user experiences for its global market. The platform creates an inviting learning space because they implement engaging visuals alongside clear typography and consistent color schemes. SpaceChimp incorporated a well-structured table of contents of each courses this helped users to easily navigate thorough the course and understand the learning process.

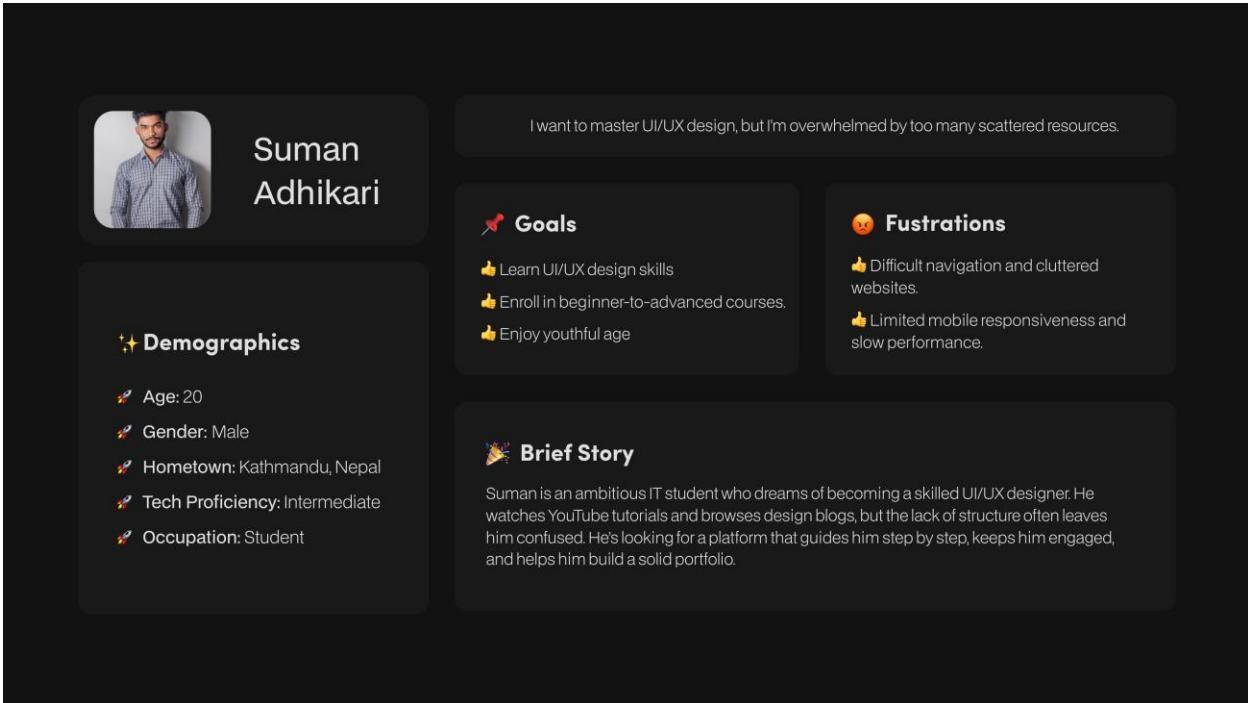
Lessons in This Class 17 Lessons (4h 0m)

Lesson	Title	Duration
1.	Introduction of class	1:30
2.	Introduction of interface	16:08
3.	Figma community workspace brief	19:43
4.	Basic tools	19:34
5.	Use of pages	17:52
6.	Prototyping	12:55
7.	Easing prototype animations	23:28
8.	Smart animation	16:03
9.	Usefulness of sharing adding comments	20:49

Figure 9: Class Content of Skill Share

The analysis of these platforms led to critical design decisions in SpaceChimp for presenting both visual attractiveness and functional capability through enhancements of accessibility and user engagement.

4.1.5 User Persona Development



A user persona card for Suman Adhikari. It includes a profile picture, name, demographic information, goals, frustrations, and a brief story.

Suman Adhikari

I want to master UI/UX design, but I'm overwhelmed by too many scattered resources.

Demographics

- Age: 20
- Gender: Male
- Hometown: Kathmandu, Nepal
- Tech Proficiency: Intermediate
- Occupation: Student

Goals

- Learn UI/UX design skills
- Enroll in beginner-to-advanced courses.
- Enjoy youthful age

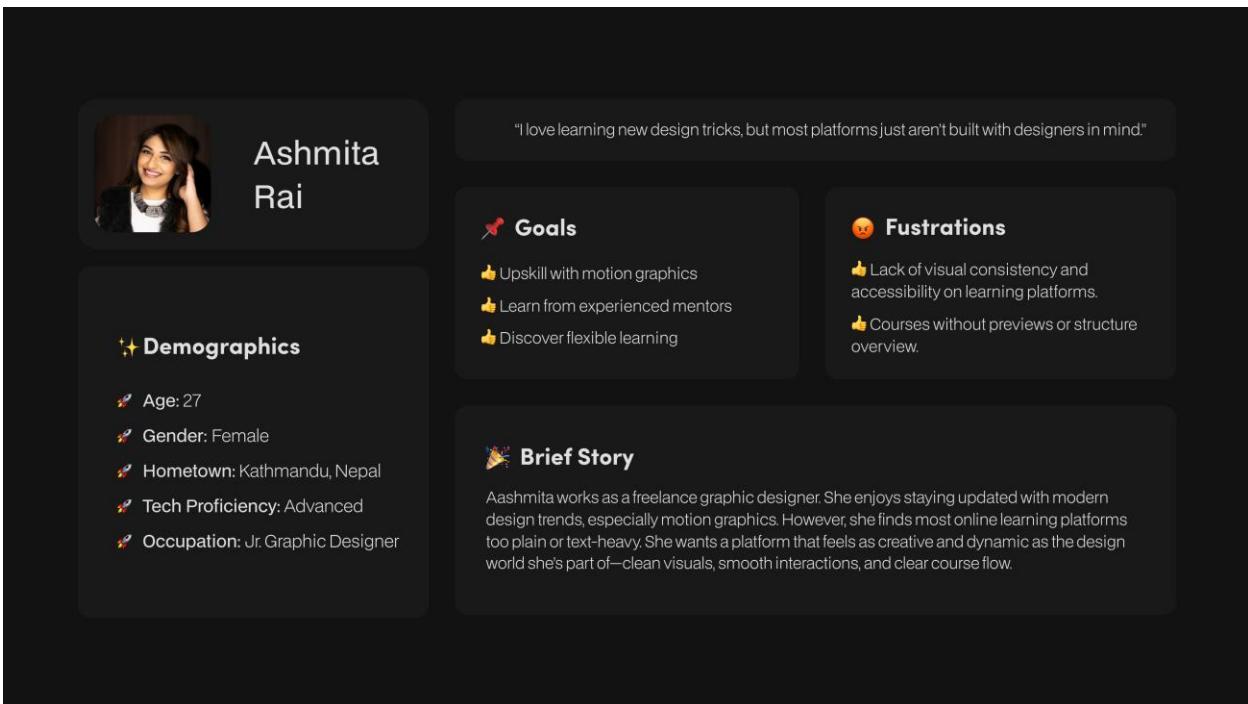
Frustrations

- Difficult navigation and cluttered websites.
- Limited mobile responsiveness and slow performance.

Brief Story

Suman is an ambitious IT student who dreams of becoming a skilled UI/UX designer. He watches YouTube tutorials and browses design blogs, but the lack of structure often leaves him confused. He's looking for a platform that guides him step by step, keeps him engaged, and helps him build a solid portfolio.

Figure 10: User Persona 1



A user persona card for Ashmita Rai. It includes a profile picture, name, demographic information, goals, frustrations, and a brief story.

Ashmita Rai

"I love learning new design tricks, but most platforms just aren't built with designers in mind."

Demographics

- Age: 27
- Gender: Female
- Hometown: Kathmandu, Nepal
- Tech Proficiency: Advanced
- Occupation: Jr. Graphic Designer

Goals

- Upskill with motion graphics
- Learn from experienced mentors
- Discover flexible learning

Frustrations

- Lack of visual consistency and accessibility on learning platforms.
- Courses without previews or structure overview.

Brief Story

Ashmita works as a freelance graphic designer. She enjoys staying updated with modern design trends, especially motion graphics. However, she finds most online learning platforms too plain or text-heavy. She wants a platform that feels as creative and dynamic as the design world she's part of—clean visuals, smooth interactions, and clear course flow.

Figure 11: Asmita Rai

4.1.6 Information Architecture

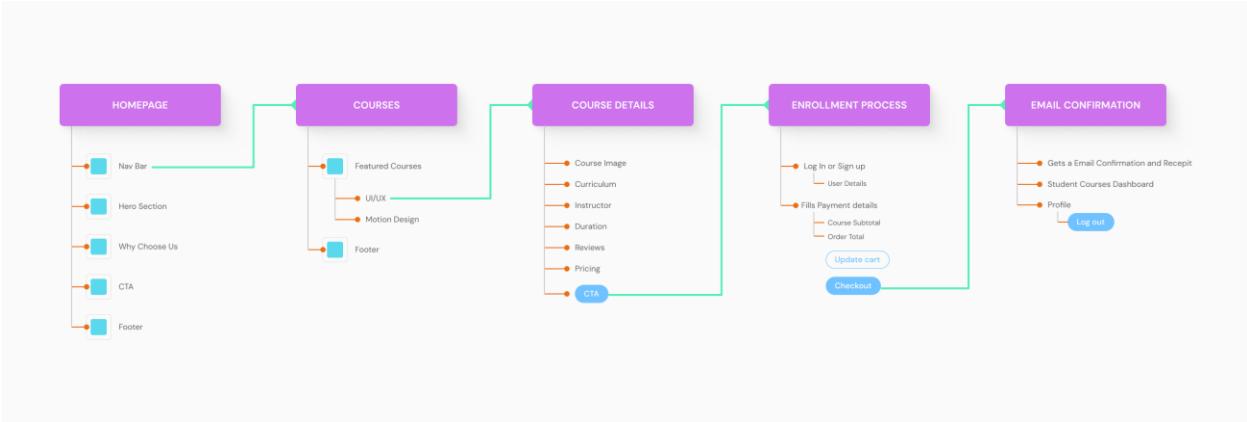


Figure 12: Information Architecture

4.1.7 Sitemap

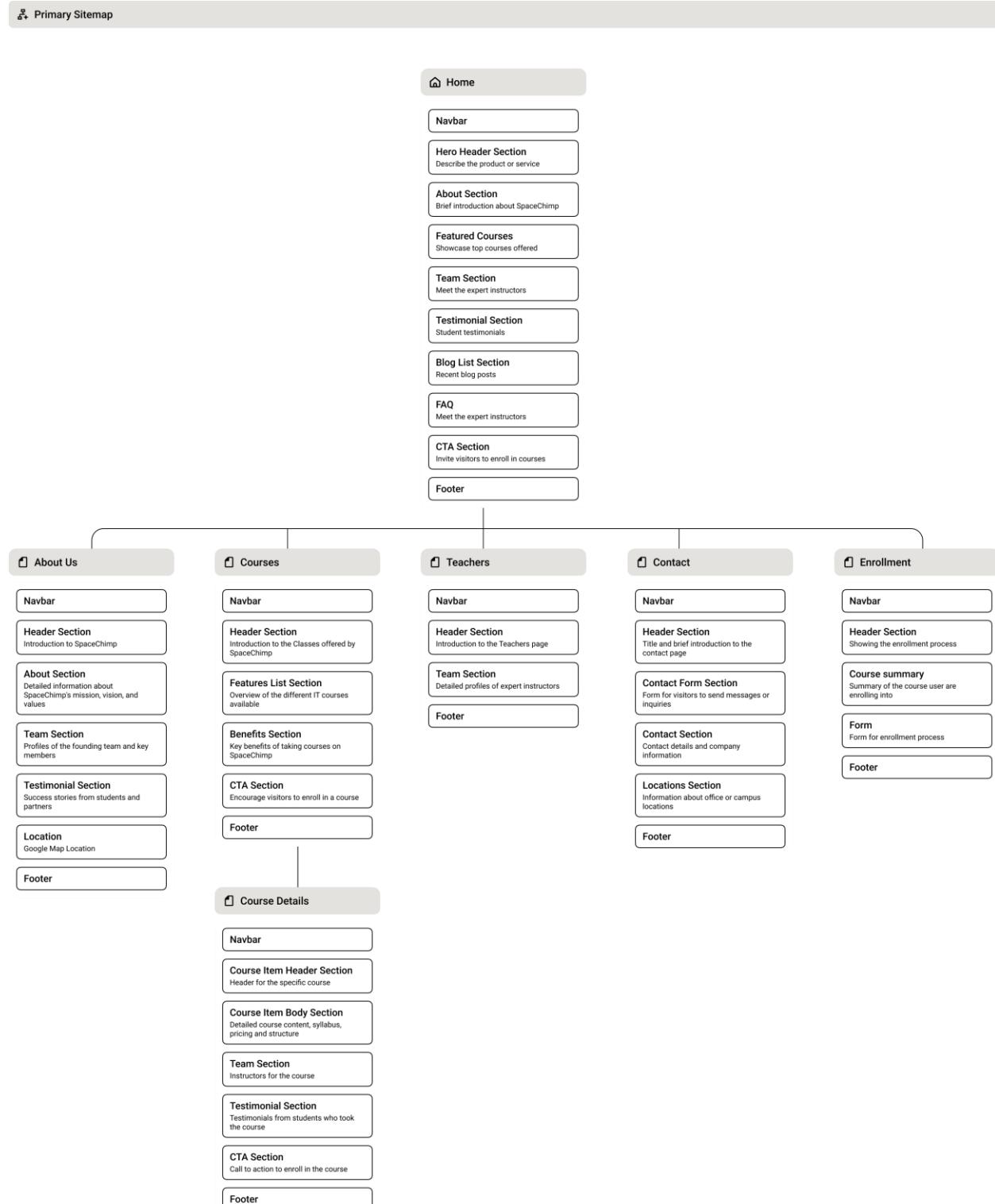


Figure 13: Sitemap

4.1.8 Functional Specification Document

The SpaceChimp website offers its users access to five primary pages including Home and Courses and Instructors and About and Contact. Users can navigate through Home, Courses, Instructors, About, and Contact pages from the website. Users can access these pages through a top navbar that appears on every page of the site. Recipients can follow two main paths on the website - either click the logo in the navbar to reach the home page or experience visual highlights on active pages. All website pages hosts a footer section that provides direct links to major sections of the site.

Home Page

Users can navigate to featured courses and see instructor profiles and student feedback alongside contact buttons that direct them to explore learning materials and contact information. Responsive hover effects on cards along with delicate animations create a visually pleasant user experience while attracting user engagement.

About Page

SpaceChimp defines its mission alongside its vision and why spacechimp through the About page. Visual content shows brand identity along with platform purpose through selected sections. Simple on-click transitions enhance readability.

Courses Page

Users can view multiple course offerings through an organized presentation on this page. Each course box shows its name length and teaching contents with an learn more button for course detail page. Link interactions become visible when hovering over the cards in order to provide users clear feedback. Users can smoothly view courses.

Teachers Page

The Teachers page provides information about SpaceChimp mentors together. Each teachers card presents an image along with their name and expertise area. The auto marquee animation on this page displays teachers profiecy in tech highlights dynamically.

Smooth animations with simple transition between teacher on click interactions make the user experience more interactive through movements.

Contact Page

The Contact page presents at once all necessary contact details together with a simple form for submitting general inquiries. The platform provides users with a dedicated form they can use to contact spacechimp admins.

Across the site, consistent hover effects, microinteractions, and animation elements contribute to a clean, modern, and interactive experience that aligns with SpaceChimp's design-focused identity.

4.2 Wireframing

After the sitemap was created Figma was used to build low-fidelity wireframes according to the sitemap. Started by creating basic design maps that showed how users move through the platform and where content goes. These wireframes focused on visualizing navigation, user movement, and content placement free of visual design influences.

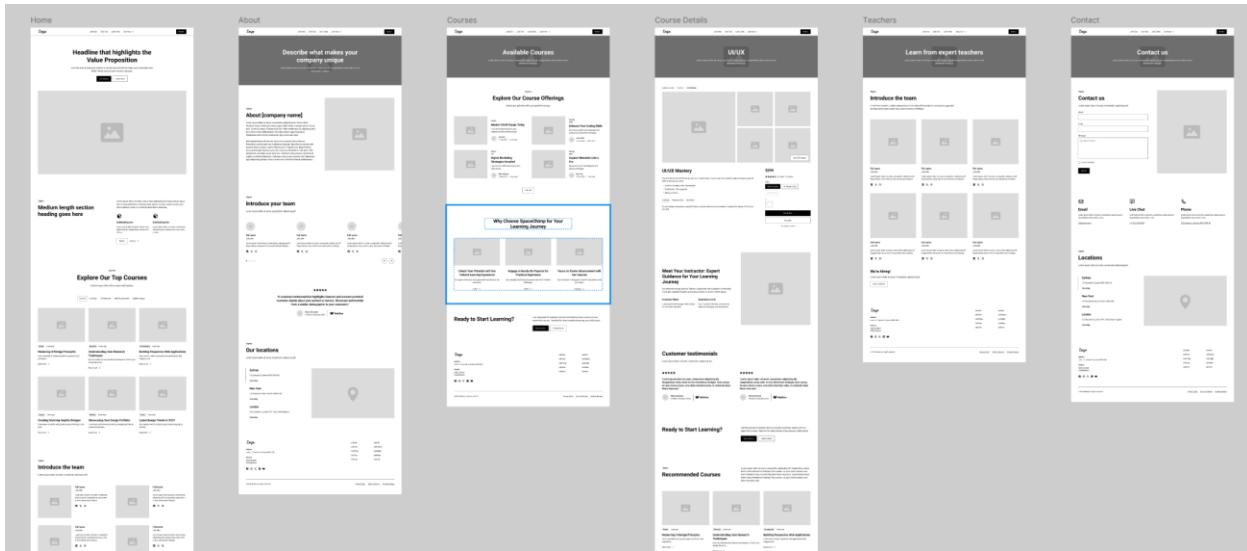


Figure 14: Low-Fi Wireframe

4.3 Branding and Visual Identity

4.3.1 Logo



Figure 15: Space Chimp Logo

4.3.2 Typography

The website employed Clash Grotesk to display all headlines and titles thereby achieving an aggressive contemporary design. The designers selected Neue Montreal to serve both body text and buttons for maximum readability with a tidy design. A full typography style guide included designs for screens that ranged from desktop to tablet and mobile. The Figma Stark plugin performed accessibility tests to validate contrast and readability functions across various devices.

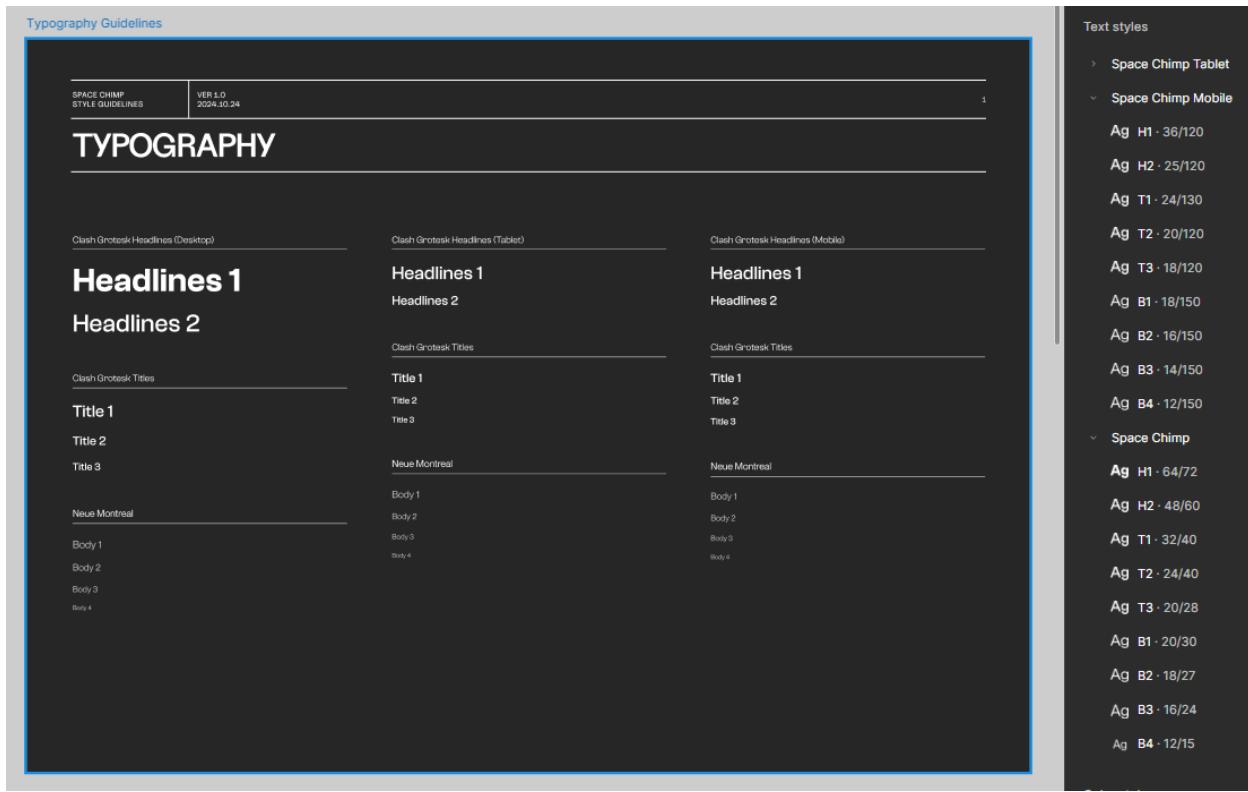


Figure 16: Typography Guidelines

4.3.3 Color Palette

The client had shared the color palette of SpaceChimp which was thoroughly checked for color contrast to verify that the colour passes the WCAG standard guidelines or not. It was crucial to check because many people with visual impairments can have problems with color that doesn't pass through the WCAG Guidelines. Using stark plugin the Color were thoroughly tested to make the website accessible for all.

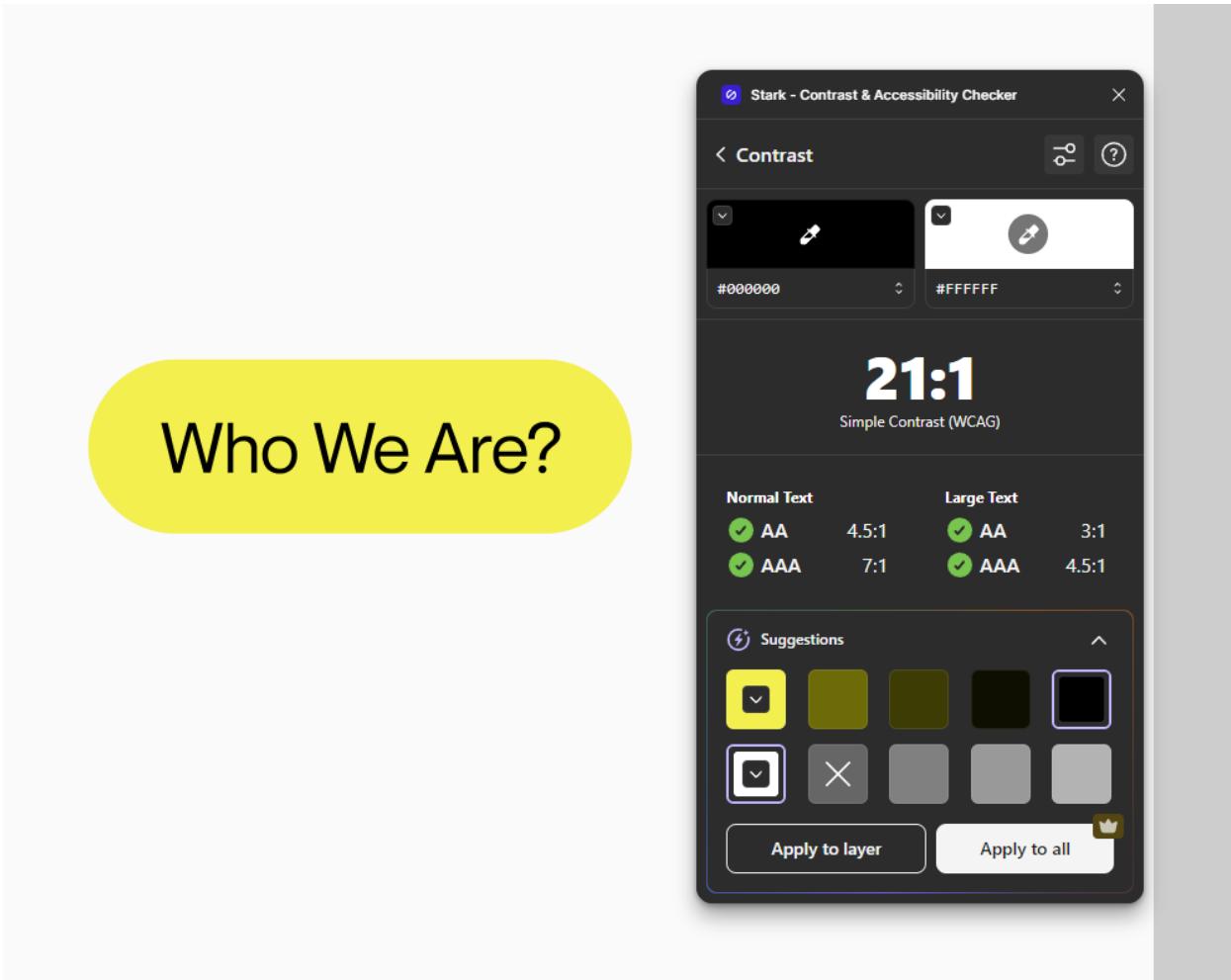


Figure 17: Color Accessibility Checking on Tag

4.3.4 Illustrations and Assets

The illustrations of mascot elements was provided by the client. The SpaceChimp mascot serves as an essential visual element which appears throughout different website sections including footers and navigation bars. The SpaceChimp mascot incorporating its distinctive design throughout the website gives visitors a pleasant and inviting experience. The mascot appears in multiple site sections thus strengthening the brand and enhancing user end retention.

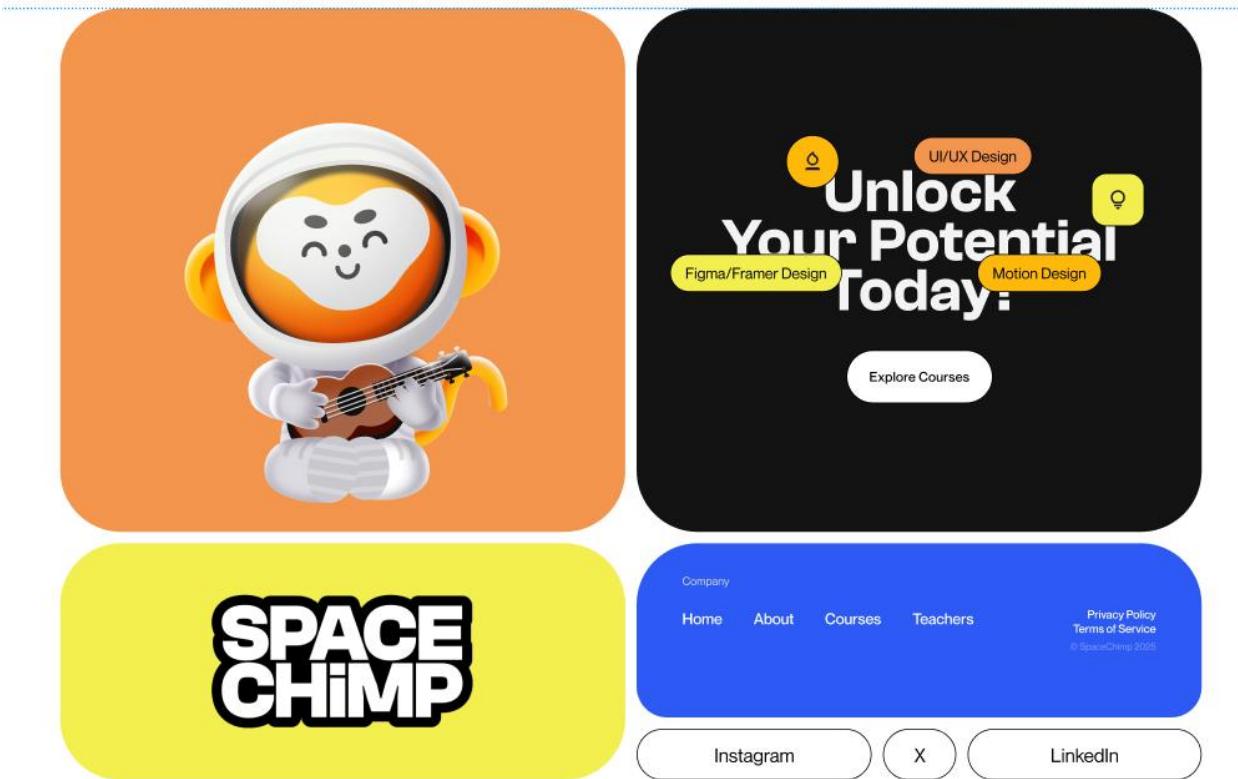


Figure 18: Mascot being utilized in footer

4.3.5 Component System

Component Library: Reusable UI components such as buttons, navigation bar, footer, etc., were built to maintain consistency and speed up the design process.

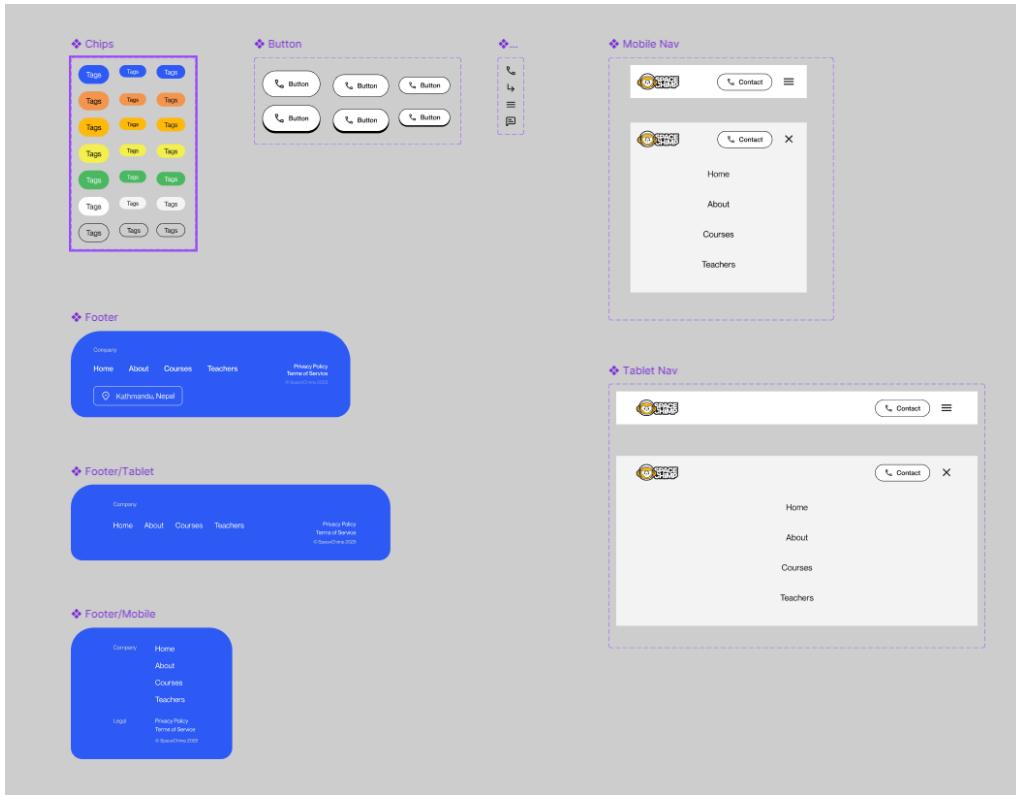


Figure 19: Components

4.4 High-Fidelity Design

Figma was used for designing the High-Fidelity Design. This process includes the implementation of brand colours, typography and managing the content hierarchy.

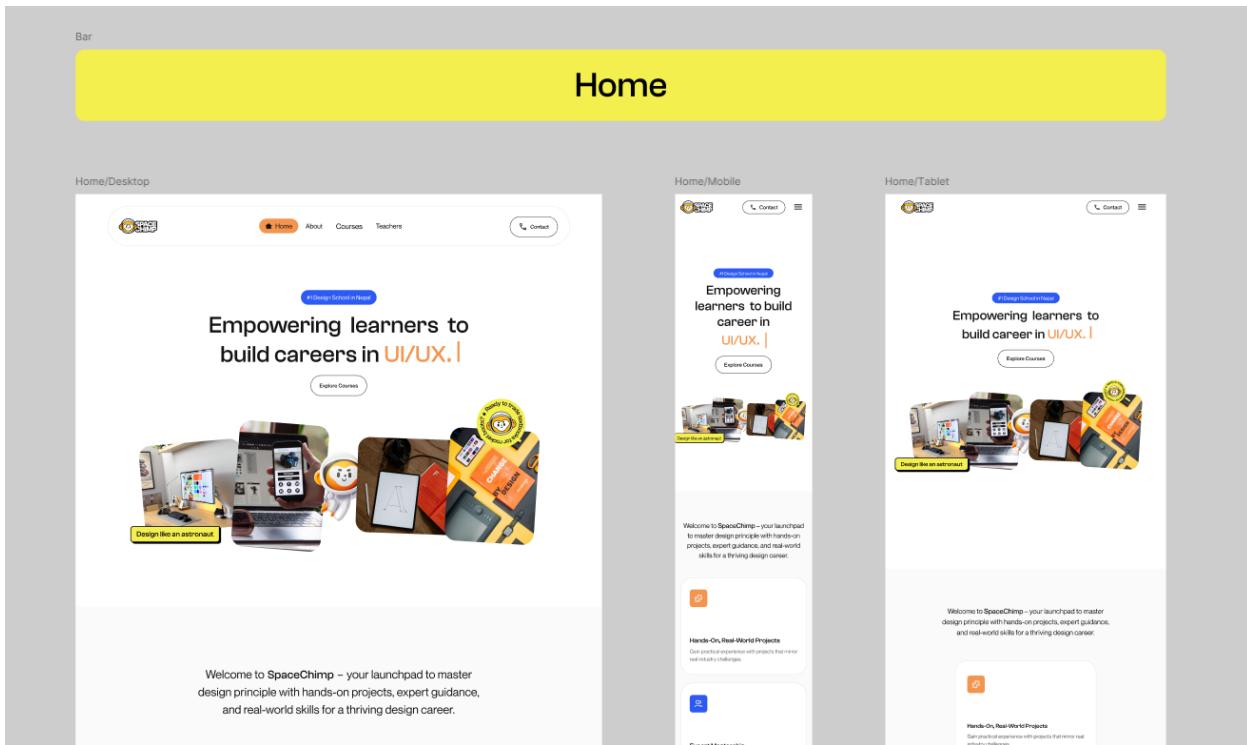


Figure 20: Home Page Hero Section (Desktop, Mobile, and Tablet)

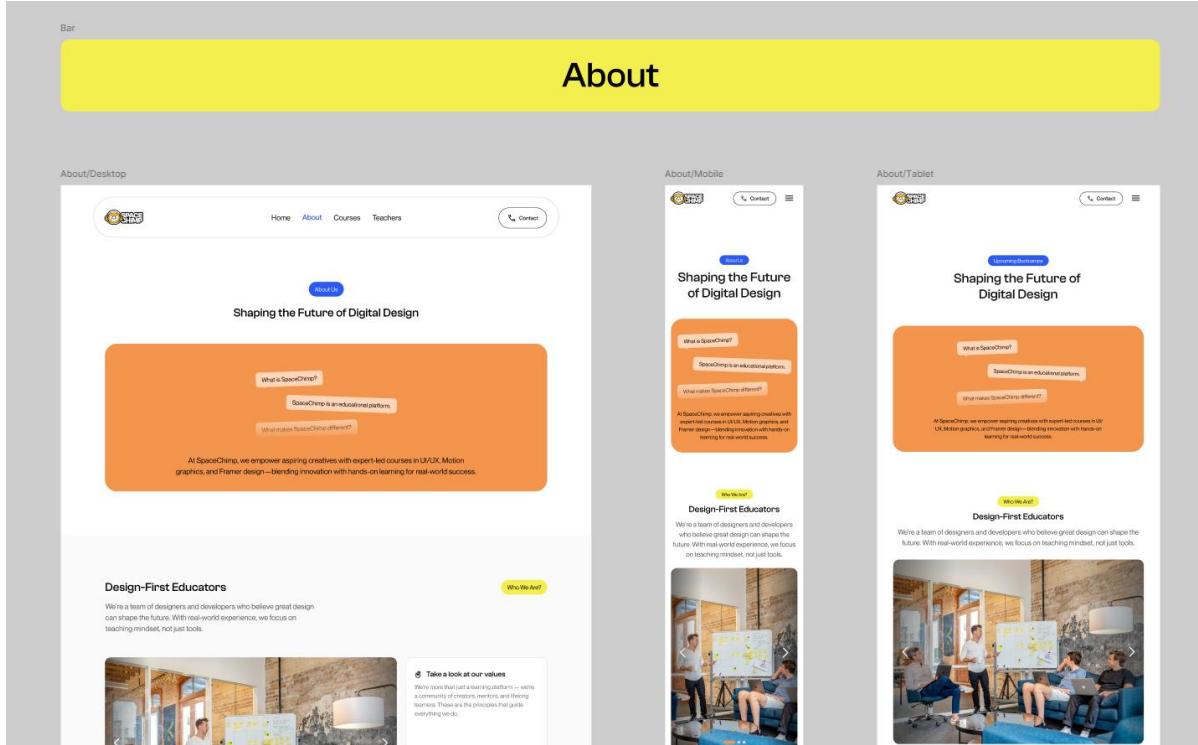


Figure 21: About Page Hero Section (Desktop, Mobile, and Tablet)

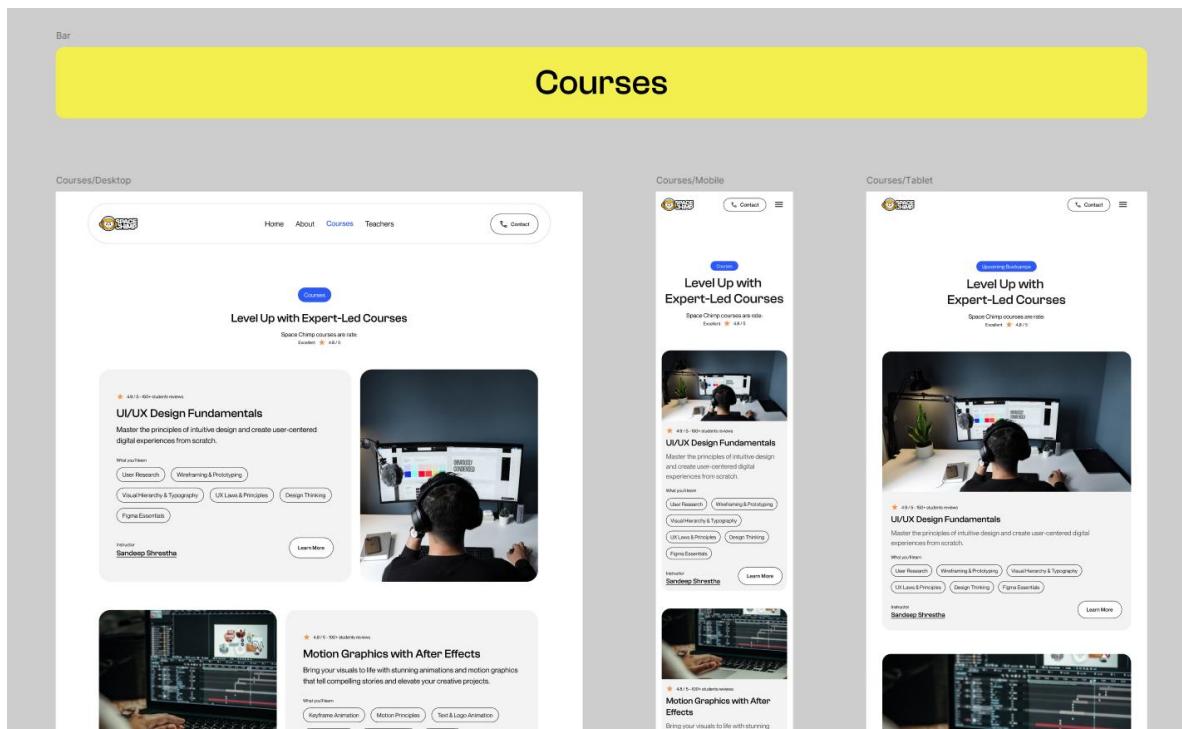


Figure 22: Courses Page Hero Section (Desktop, Mobile, and Tablet)

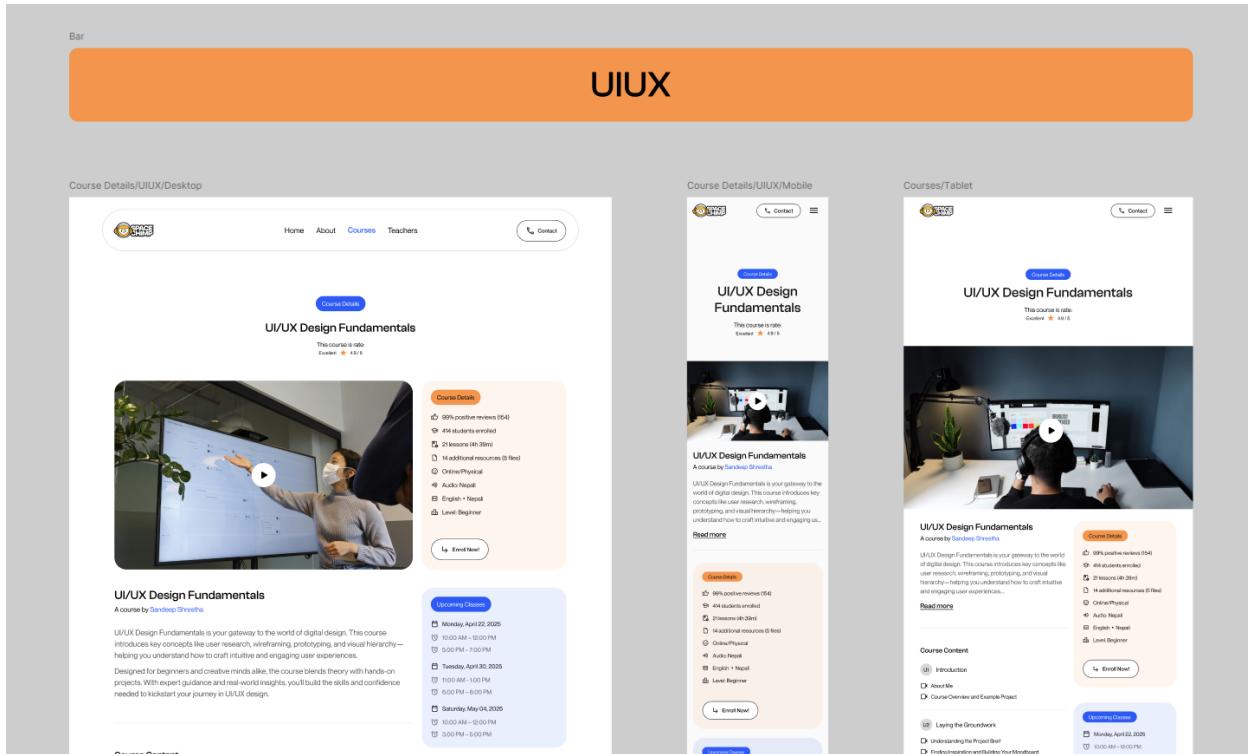


Figure 23: Course Detail Page Hero Section (Desktop, Mobile, and Tablet)

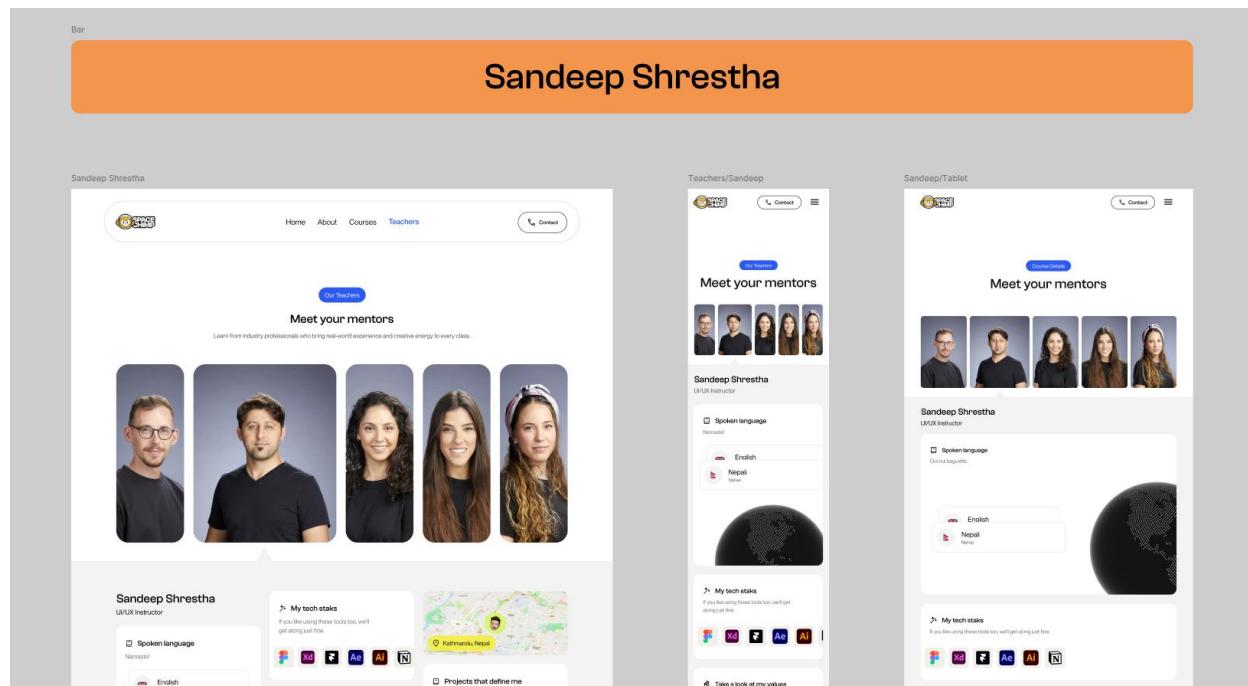


Figure 24: Teacher Page Hero Section (Desktop, Mobile, and Tablet)

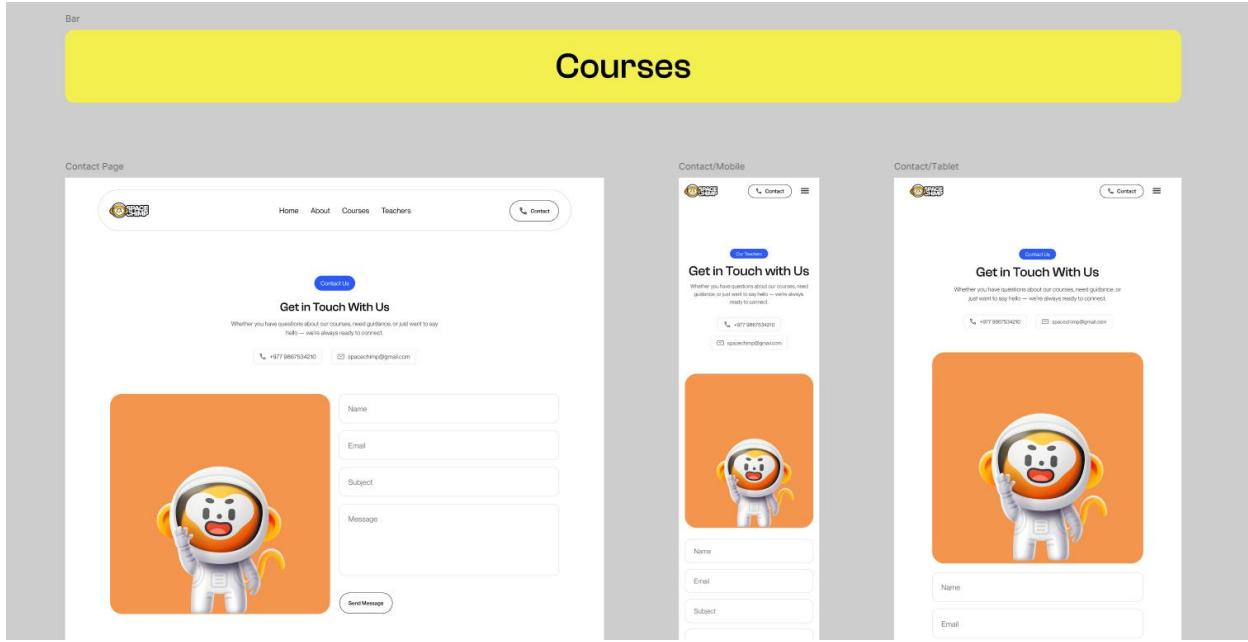


Figure 25: Contact Page Hero Section (Desktop, Mobile, and Tablet)

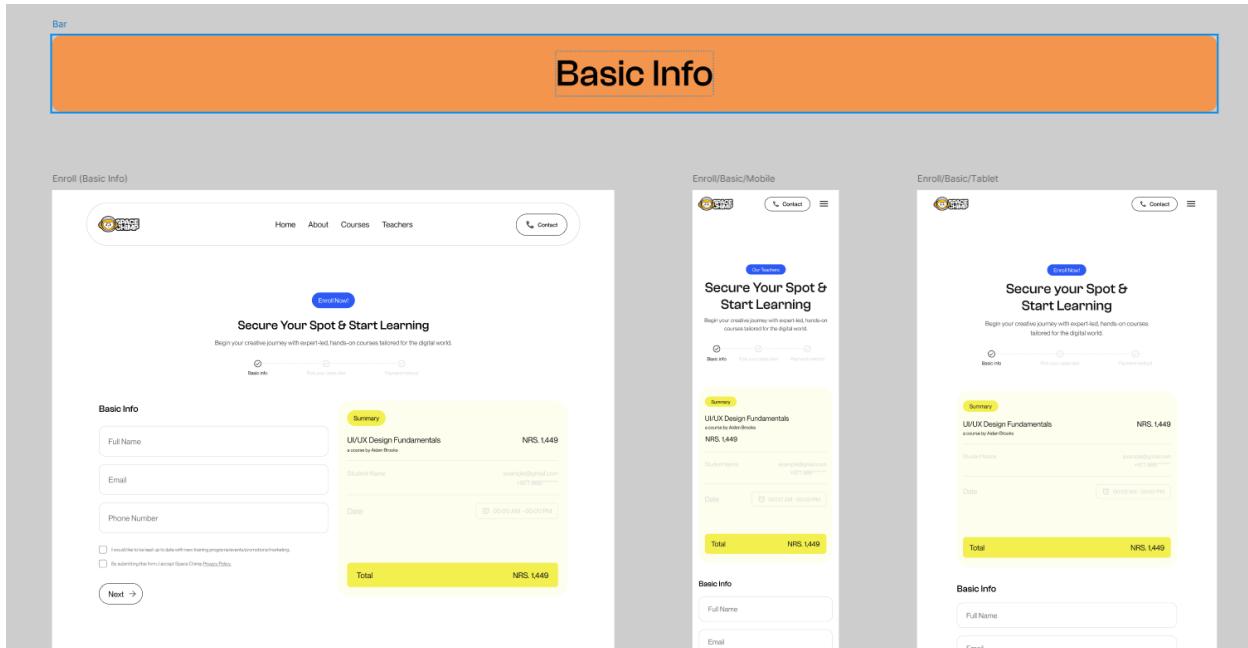


Figure 26: Enrolment Page Hero Section (Desktop, Mobile, and Tablet)

4.5 Interactive Prototyping

Prototyping has been done in Figma by navigating all the links and buttons to their right pages along with some simple animation to get a realistic feel of the final product. This prototyping has helped to do user testing and get early feedback for refinements.

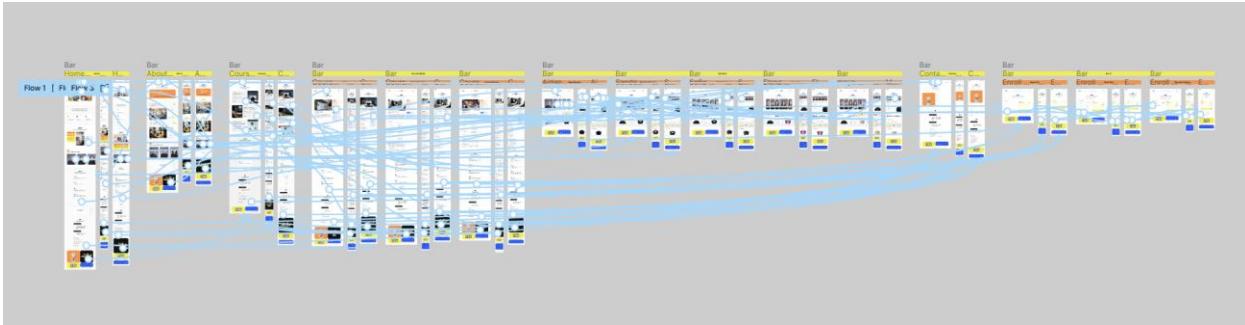


Figure 27: Prototyping

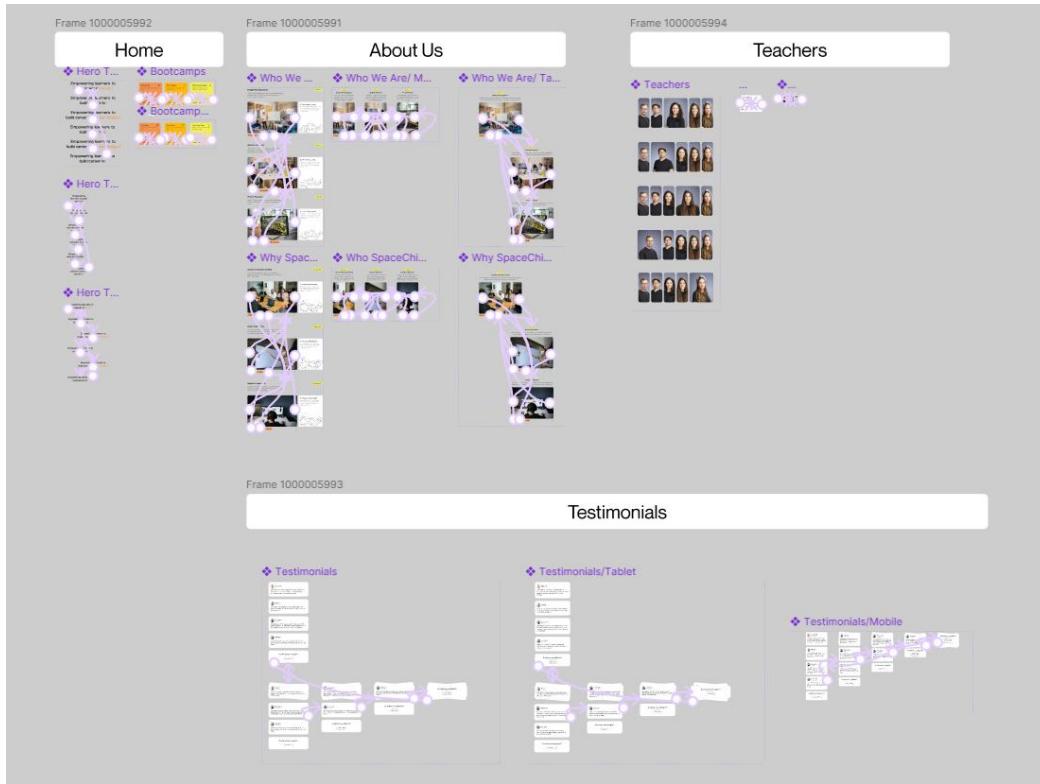


Figure 28: Animation

4.6 User Testing and Insights

A user testing session was evaluated to test both the effectiveness and usability along visual look of the SpaceChimp website. The evaluation examined how the website design combined with user reception in addition to content readability and website functionality. Users performed tests with the deployed prototype and through an established Google Form questionnaire session.

Twenty participants from various demographic groups representing different industries along with diverse device orientations conducted the testing. A combination of demographic information and detailed questions about the user interface, visual design along with usability assessments were included in the questionnaire.

The main areas of evaluation included:

1. Understanding the demographics of the participants

- Participants aged 18–24 made up the majority of users at 55% while those under 18 represented 45% of the total sample.
- Males made up the largest participant group at 75% while others and females followed.
- Research participants represented three distinct fields where 50% were students within education alongside 35% who worked in creative and design and 15% pursued careers in tech development.
- Desktop devices were used by 55% of participants whereas 25% used mobile and 20% used tablet devices for their interactions.

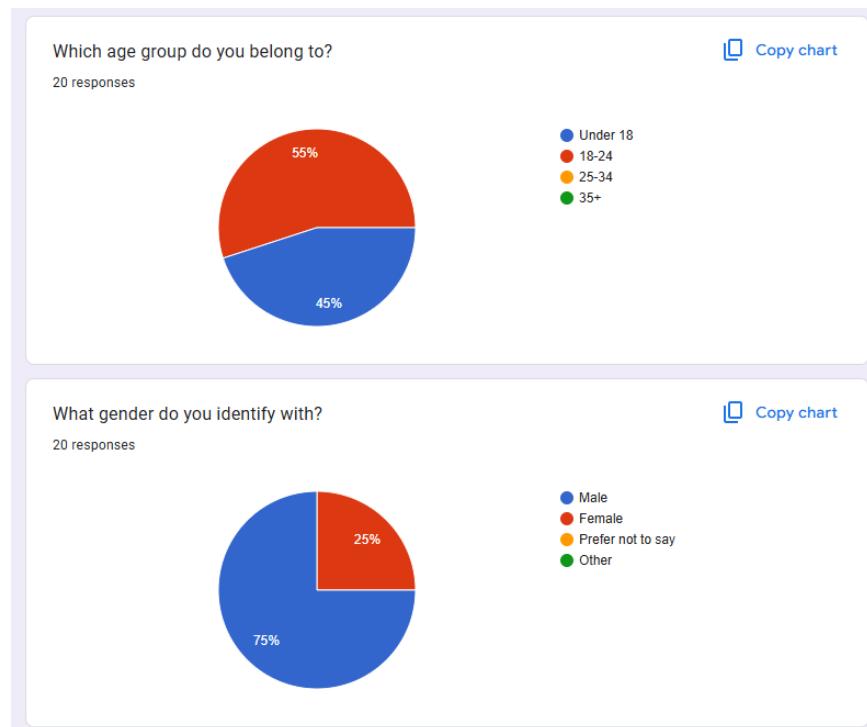


Figure 29: QA Result 1

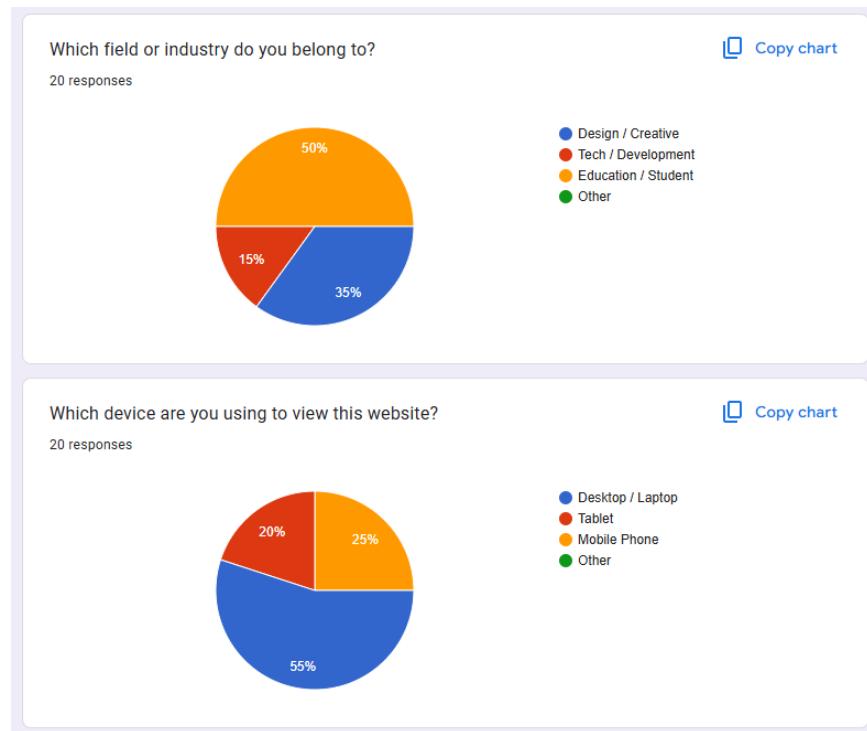


Figure 30: QA Result 2

2. Initial impression of the landing page

- Participants responded positively to the homepage design:
- The website's first glance received strong positive feedback from 75% and received neutral reactions from the remainder.
- The homepage effectively communicated organizational purpose according to 85% of respondents even though a couple said it had unclear messaging.

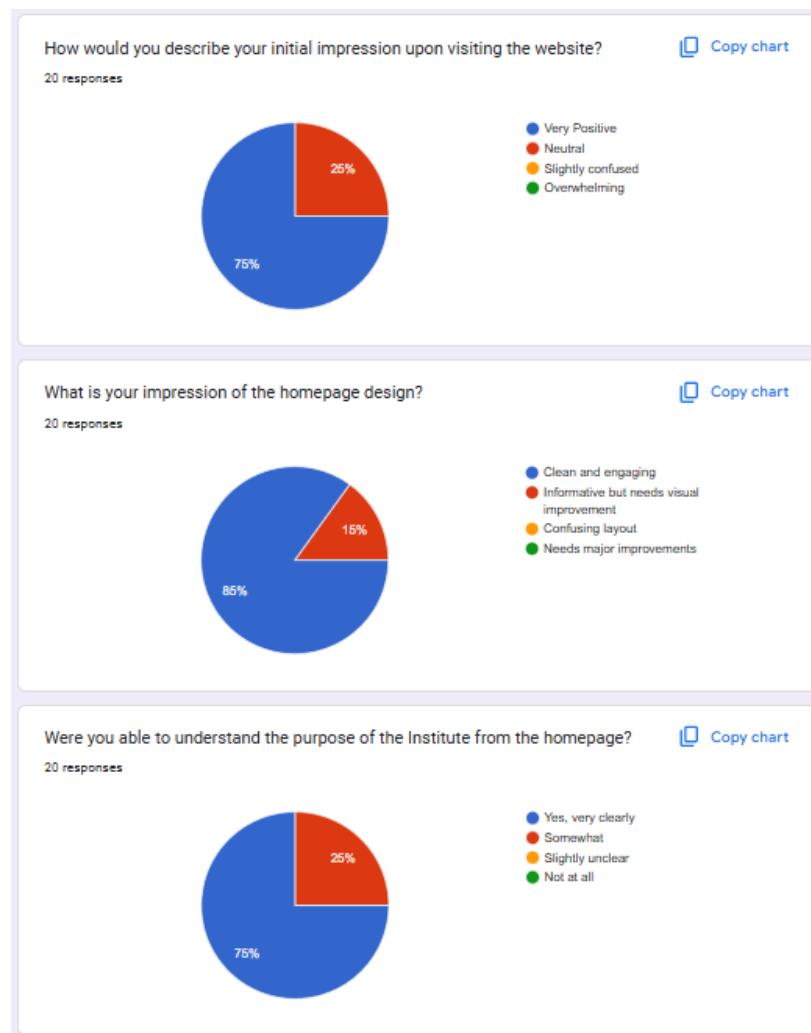


Figure 31: QA Result 3

3. Analysis of navigation and usability across the website

- Users found navigating the website simple 85% of the time even though some believed it needed improvements.
- Page loading and elementrialization provoked no issues for 90% of users yet minor obstructions were recorded by 15%.
- A significant number of users (85%) found the website's contact form easy to use.
- The participants graded the website navigation system mostly between 8–10 points on a navigation ease scale.

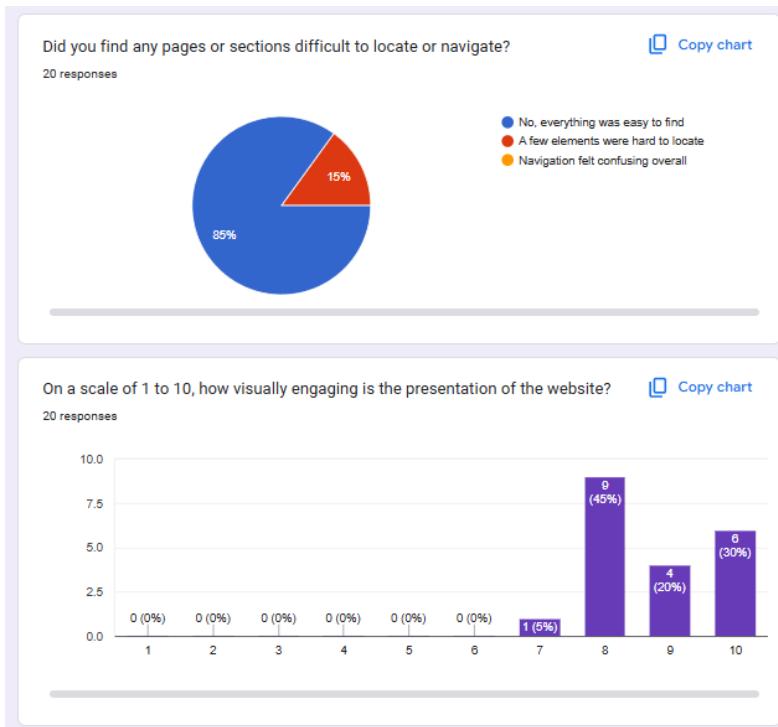


Figure 32: QA Result 4

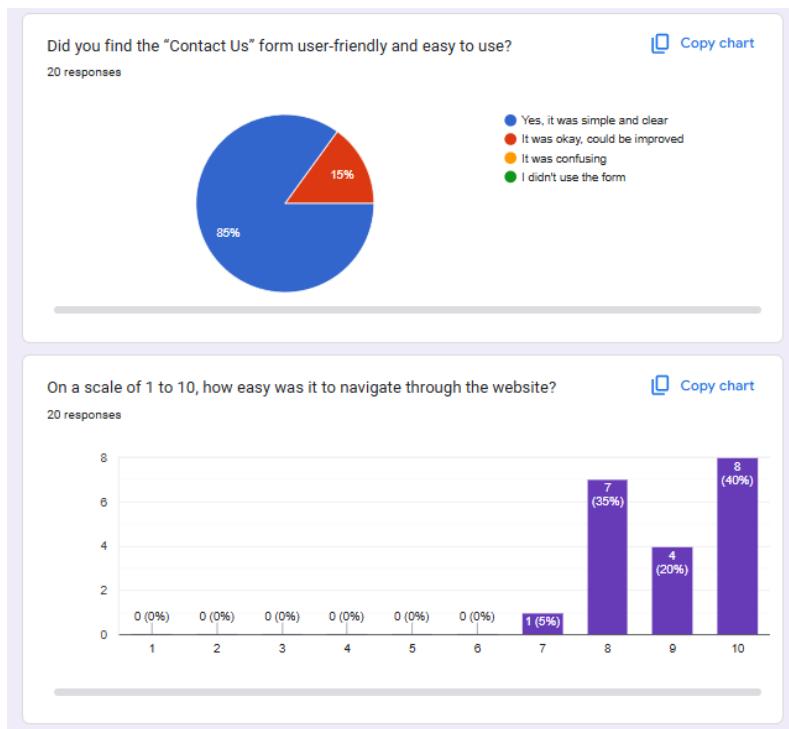


Figure 33: QA Result 5

4.7 Final Evaluation

4.7.1 Self-Evaluation

I found the experience of working on SpaceChimp website to be truly satisfactory. Every development step of the project delivered fresh obstacles and educational insights. The main investigative question "*How can responsive, adaptive, and accessible design collectively improve user engagement and inclusivity on educational websites?*" about design approaches for educational platforms shaped every aspect of project development toward maximizing user engagement and inclusivity.

To ensure a smooth experience regardless of device type adaptive design was created adjusted automatically. By giving specific attention to accessibility by evaluating elements like color contrast and text to provide usable interfaces for users with diverse needs.

The initiative paid special attention to both the visual representation and the usability dimension of the system. All design decisions starting from system arrangements up to text styles and artwork selection function to promote educational practices while sustaining user engagement. Continuous feedback from users and client testing enabled to enhance sections that required improvement. The project revealed proper design goes beyond mere aesthetics because it needs to serve every individual effectively.

4.7.2 Third Party Evaluation

4.7.2.1 Aryan Shrestha – Jr. UIUX Designer



Figure 34: Aryan Shrestha

The entire design of SpaceChimp website presents a contemporary clean style. The strong brand identity emerges immediately from the landing page because the mascot illustrations maintain consistent use throughout. The platform maintains a professional and creative note through its chosen fonts while its layout and typography structure facilitates simple content scanning.

I liked how the platform updated for different screen sizes because it maintained visual continuity throughout. The padding within some sections on smaller mobile screens appeared too close together so it decreased readability to the point where adjustments would benefit display. The transitions as well as the hover effects appeared subtly yet effectively. Users experience a responsive interface which feels engaging without becoming cluttered.

4.7.2.2 Parkash Shrestha – Developer



Figure 35: Prakash Shrestha

From the develop perspective I find the SpaceChimp website both structurally sound and technically sophisticated. The website demonstrates responsive design features through its fluid performance across multiple screen dimensions implemented through media queries. The interface maintains proper alignment across all screen sizes from desktop to tablet and mobile which is among my key inspection areas.

One minor note: Slower internet speeds result in delayed loading of image-heavy sections so lazy loading would enhance performance. The project demonstrates solid understanding of design and development principles with a positive focus on accessibility since its initial planning phase.

5 Conclusion

The final project successfully reached its outlined objectives according to documentation. The project – “SpaceChimp” has addressed the research question: “How can responsive, adaptive, and accessible design collectively improve user engagement and inclusivity on educational websites?” All phases from research to design as well as prototyping and product testing are fully documented in this record.

Figma was used to create wireframes along with high-fidelity prototypes as well as animations and components during the design phase. Stark plugin was used for accessibility checks while analyzing responsive design with browser developer tools (google inspect element). Stylescape along with a site map was designed to preserve layout consistency and branding elements and typography standards across the design.

The completed digital product presents SpaceChimp's unified brand message alongside a user experience that remains straightforward and accessible. Users and project goals both benefited from the final design which achieved recognition from the target audience.

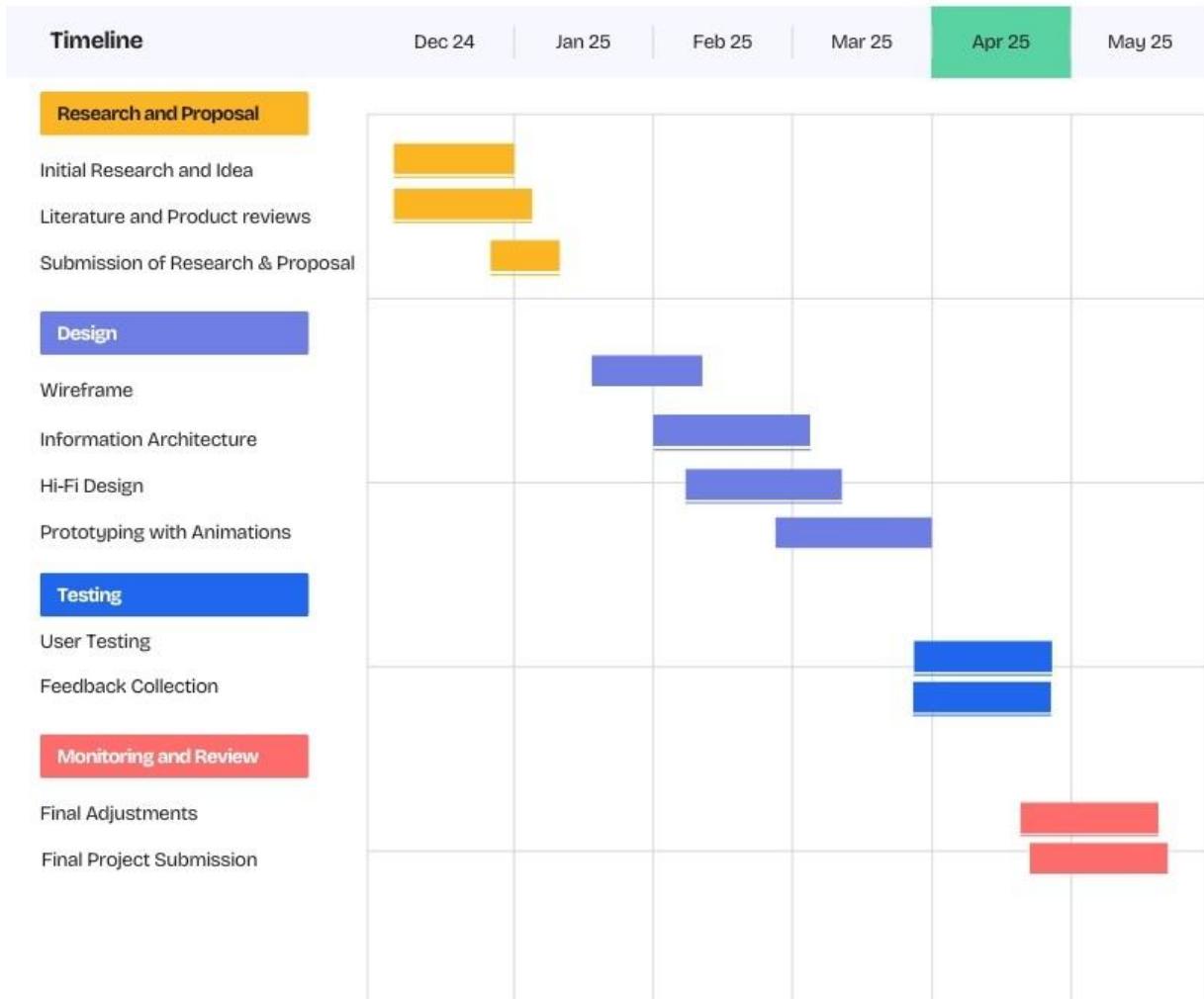
All project requirements for designing and producing digital media delivery were achieved successfully. The prototype website was showcased to users who provided feedback which helped improve the final design output. The final design received positive feedback from users while achieving all project requirements and user needs.

6 Bibliography

Interaction Design Foundation. (n.d.). Retrieved from <https://www.interaction-design.org/literature/article/should-you-choose-between-responsive-and-adaptive-design>

7 Appendix

DMP Project Gantt Chart





January 08, 2025

To,
Mr. Sandeep Shrestha,
Space Chimp,
Subidhanagar, Kathmandu.

TO WHOM IT MAY CONCERN

I am writing this letter on behalf of Mr. Sanket Shrestha. He is currently a final year student of BSc (Hons) Multimedia Technologies at Islington College. As a part of his **Digital Media Project**, he is looking to create a complete UI/UX design for the Space Chimp website, including desktop, tablet, and mobile views. For the same, he needs to conduct research and collect information from your organization.

I would like to humbly request you to assist him by providing the required permissions which will help him complete his project. Please assure him of his rights, permissions and approvals. I assure you that the information collected for the project will be used for academic purposes only and will be kept confidential. If the information is to be used in public capacity, we will first seek your approval.

Should there be any queries regarding this matter, please do not hesitate to contact me at sauharda.thapa@islingtoncollege.edu.np.

Thank you.

Sauharda Thapa



Islington college

Manager, Student Services

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◊ +977 1 5970012 | 4512929
✉ info@islington.edu.np
🌐 islington.edu.np



UNIVERSITY PARTNER
LONDON METROPOLITAN UNIVERSITY



To,
Islington College
Kamal Pokhari, Kathmandu

Subject: Approval for UI Design Project

On behalf of **SpaceChimp Pvt. Ltd.**, we are pleased to support dedicated young professionals in their creative and academic pursuits. We are delighted to accept the proposal of **Mr. Sanket Shrestha** to create a UI design for our website as part of your Final Year **Digital Media Project**.

Please note that all information provided for your research and design process is intended solely for this project and must be kept confidential. Should you wish to use this information elsewhere, prior notification and approval from SpaceChimp Pvt. Ltd. will be required.

Upon completion of the project, we kindly request a copy of the final design report. This will enable us to utilize the design and accompanying information within our organization without further notice.

If you have any questions or require further clarification, feel free to reach out to me at:
sandeep@spacechimp.academy

Sincerely,
Sandeepraj Shrestha
Managing Director
SpaceChimp Pvt. Ltd.

Logbook Entry Sheet

Meeting No: 1

Date: 9th Sep 2024

Start Time: 8:30

End Time: 10:00

Items Discussed: I discussed my project with both my internal and external supervisors. The project involves designing the UI for a website named Spacechimp, an educational platform.

Achievements: ~~With my supervisors~~ I explored multiple educational websites and gather inspiration.

Problems (if any):

Tasks for Next Meeting: I need to do more research and present my vision for the website design.



Student Signature


DD Nov 18

External Supervisor


AB

Internal Supervisor

Logbook Entry Sheet

Meeting No: 2

Date: 16th Sept 2024

Start Time: 8:30

End Time: 10:00

Items Discussed: I presented my collected inspirations (website's) and a idea of what my website might look like. My Supervisors emphasized the need for a unique design reflecting a year-long effort and an exceptional prototype with great animations.

Achievements:

1. I explored more websites and collected examples with great animations for inspiration.
2. I learned about Dora and Vitten, both tools that can be used to create animate a webdesign.

Problems (if any):

Tasks for Next Meeting: Try to finalize the website design concept that I am planning to create.



Student Signature


20/09/24

External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 3

Date: Nov 18

Start Time: 8:30

End Time: 10:00

Items Discussed: Discussed about the research I've done for 5 similar platforms (website's) also discussed about what extra I could do to reflect a year long project

Achievements: Learned about how I should do research. ^{cooperative} Got some idea how I can do my project So it reflects a year long work progress

Problems (if any):

Tasks for Next Meeting: ^{need to} Can do more depth research and pin points what are the good and bad points of the websites that I had researched



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 4

Date: Nov 25

Start Time: 8:30

End Time: 10:00

Items Discussed: Researched I had done on inspirational website. Also discussed about the previous project workflow, including starting with research, followed by IA and Userflow.

Achievements: Learned about the proper flow of a website Designing (UI/UX) project.

Problems (if any):

Tasks for Next Meeting: Create Information Architecture(IA) and User Flow for the project.



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 5

Date: Dec 02

Start Time: 8:30

End Time: 10:00

Items Discussed: Discussed about Userflow and IA. Also discussed about documentation.

Achievements: Learned about how I should carry out documentation.

Problems (if any):

Tasks for Next Meeting: Documentation upto review part.



Student Signature


Dec 2

External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 6

Date: Dec 09

Start Time: 8 : 30

End Time: 10 : 30

Items Discussed: Discussed about the documentation for research & proposal.

Achievements: Learned how I should carry out my documentation.

Problems (if any):

Tasks for Next Meeting: Complete the documentation upto literature review and product review.



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 7

Date: Dec 16

Start Time: 6:30

End Time: 10:00

Items Discussed: Discussed about the documentation upto review part.

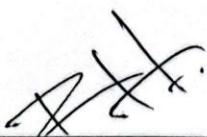
Achievements: Learned how I should manage the sections in documentation also learned how I should write it properly in a documentation.

Problems (if any):

Tasks for Next Meeting: Updates in research part and explore more on documentation.



Student Signature


~~External Supervisor~~
~~Internal Supervisor~~

Logbook Entry Sheet

Meeting No: 8

Date: Dec 23

Start Time: 8:30

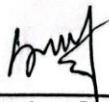
End Time: 10:00

Items Discussed: Discussed about the documentation

Achievements: Got a better understanding on how I should carry out the project proposal part for documentation.

Problems (if any):

Tasks for Next Meeting: Complete the whole documentation.



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 3

Date: Dec 30

Start Time: 8:30

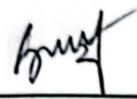
End Time: 10:30

Items Discussed: Discussed about the documentation.

Achievements: Got a better understanding where I should focus more on documentation?

Problems (if any):

Tasks for Next Meeting: Changes to be done and finalize the documentation.



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 10

Date: Jan 06

Start Time: 8:30

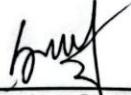
End Time: 10:00

Items Discussed: Discussed about the documentation

Achievements: I was missed some part in documentation,
From this meeting I got the learned what
things were missing in the documentation.

Problems (if any):

Tasks for Next Meeting: Finalize documentation with a
Gannt Chart.



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 11

Date: March 3

Start Time: 8:30

End Time: 10:00

Items Discussed: Discussed about the Sitemap, & Wireframe

Achievements: From this meeting I got the idea how I should carry out the project

Problems (if any):

Tasks for Next Meeting: Site map & wireframe



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 12-

Date: March 30

Start Time: 09:00

End Time: 10:00

Items Discussed: Discussed about the wireframe that I had created

Achievements: Got a better understanding how I should create the wireframe

Problems (if any):

Tasks for Next Meeting: Sitemap & Wireframe Define



Student Signature



External Supervisor



Internal Supervisor

Logbook Entry Sheet

Meeting No: 13

Date: March 24

Start Time: 2:20

End Time: 10:00

Items Discussed: Discussed about the about page.

Achievements: Learned what things should I include in about us page

Problems (if any):

Tasks for Next Meeting: Finish About Us page



Student Signature


~~External Supervisor~~

External Supervisor

Internal Supervisor

Logbook Entry Sheet

Meeting No: 14

Date: March 31

Start Time: 8:30

End Time: 10:00

Items Discussed: Discussed about the Home and about Page

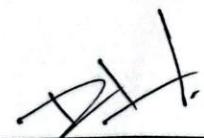
Achievements: Learned how I should created a more consistent design.

Problems (if any):

Tasks for Next Meeting: Fix design flaws, try to be more consistent with the design.



Student Signature



External Supervisor

Internal Supervisor

15

Logbook Entry Sheet			
Meeting No:	15	Date:	Apr 7
Start Time:	8:20	End Time:	10:00
Items Discussed: Discussed about Courses Page			
Achievements: Learned how I should design courses page, what kind of content should I include.			
Problems (if any):			
Tasks for Next Meeting: Complete the all the ^{desktop} design of the webpages .			



Student Signature



External Supervisor

Internal Supervisor