

# UI/UX Design for UniiConnect

A Modern University Experience

## UniConnect



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## 2. Abstract

UniConnect is a mobile-based digital platform designed to centralize and enhance event discovery, participation, and engagement within NSBM Green University. The project focuses on addressing usability, accessibility, and engagement issues found in existing university event-sharing systems. Through user-centered design, inclusive principles, and iterative prototyping using Figma, UniConnect delivers a streamlined, visually engaging, and accessible experience for students, organizations, and administrators.

Figma Link: <https://www.figma.com/design/pQxbOFghCmHrgWB7FcSpkO/Untitled?node-id=0-1&t=woRyJnFpNnzujieD-1>

### Context of the Project

#### Introduction

University students often miss important campus events due to fragmented communication channels such as WhatsApp groups, posters, and social media pages. UniConnect solves this problem by offering a single, reliable platform where students can discover, register, and manage campus events efficiently.

#### Aim and Objectives

**Aim:** To design an inclusive, user-friendly mobile application that improves student engagement with university events.

**Objectives:**

- Improve discoverability of campus events
- Reduce information overload
- Support accessibility and inclusive design
- Enable easy event registration and management

#### Inclusive Design in Digital Learning

UniConnect follows inclusive design principles ensuring usability for students with diverse abilities, devices, and digital literacy levels.

## Accessibility Standards

- WCAG 2.1 guidelines
- High contrast text
- Scalable typography
- Touch-friendly UI components

### **Challenges in Existing LMS / Event Platforms**

- Poor navigation
- Information duplication
- Lack of personalization
- No centralized event hub

## 3. Literature Review

### Research Approach

A mixed-method research approach was used, including:

- User interviews (students & organizers)
- Competitive analysis of event apps
- Review of HCI and UX best practices

### Key Findings

- Students prefer visual-first event cards
- Quick registration is critical
- Personalized event feeds increase engagement



## 4. User Personas

### PERSONA 01-Student



#### Dilshan Perera - The Student

Age: 21

**Bio**

Dilshan is a busy 3rd-year undergraduate balancing studies and social life. He's active on campus but struggles to keep track of all the events, often finding out about them too late. He relies heavily on his phone for information.

**Demographics**

- **Location:** Colombo, Sri Lanka
- **Education:** Undergraduate, University of Colombo
- **Occupation:** Student

**Goals & Needs**

- Easy event discovery on campus
- One-tap registration & reminders
- See friends' attendance
- Centralized calendar

**Frustrations & Pain Points**

- Missing events due to cluttered emails
- Confusing registration processes
- Fragmented info across multiple platforms
- Fear of missing out (FOMO)

**Personality**

Introvert	<div><div></div></div>
Extrovert	<div><div></div></div>
Analytical	<div><div></div></div>
Creative	<div><div></div></div>

**Technology**

Mobile	<div><div></div></div>
Social Media	<div><div></div></div>
Desktop	<div><div></div></div>
Software	<div><div></div></div>

### PERSONA 02-The Club Patron



#### Dr. Anjali Silva - The Club Patron

Age: 45

**Bio**

Dr. Silva is a dedicated Senior Lecturer and faculty advisor for multiple student clubs. She is passionate about mentorship but struggles with the administrative burden of managing club activities and ensuring student engagement amidst her busy academic schedule.

**Demographics**

- **Location:** Kandy, Sri Lanka
- **Education:** Ph.D., University of Peradeniya
- **Occupation:** Senior Lecturer

**Goals & Needs**

- Simplified event creation & promotion
- Direct communication channel with members
- Real-time attendance tracking & analytics
- Centralized member management

**Frustrations & Pain Points**

- Complex and disjointed administrative tools
- Low student engagement & turnout
- Difficulty maintaining up-to-date member lists
- Time-consuming manual processes


**Personality**

Introvert	<div><div></div></div>
Extrovert	<div><div></div></div>
Analytical	<div><div></div></div>
Creative	<div><div></div></div>

**Technology**

Mobile	<div><div></div></div>
Social Media	<div><div></div></div>
Desktop	<div><div></div></div>
Software	<div><div></div></div>

## PERSONA 03-The Campus Admin



### Mr. Rohan Fernando - The Campus Admin

Age: 38

**Bio**

Mr. Fernando is the Campus Digital Experience Manager, responsible for the oversight and smooth operation of all university-wide digital platforms. He is highly analytical and systems-oriented, prioritizing data integrity, security, and efficient policy enforcement.

**Personality**

Introvert	<div><div></div></div>
Extrovert	<div><div></div></div>
Analytical	<div><div></div></div>
Creative	<div><div></div></div>

**Demographics**

- **Location:** Colombo, Sri Lanka
- **Education:** M.Sc. in IT Management, University of Moratuwa
- **Occupation:** Campus Digital Experience Manager

**Goals & Needs**

- Global platform oversight & control dashboard
- Robust moderation tools for content & users
- Comprehensive engagement analytics & reporting
- Seamless integration with existing university systems

**Frustrations & Pain Points**

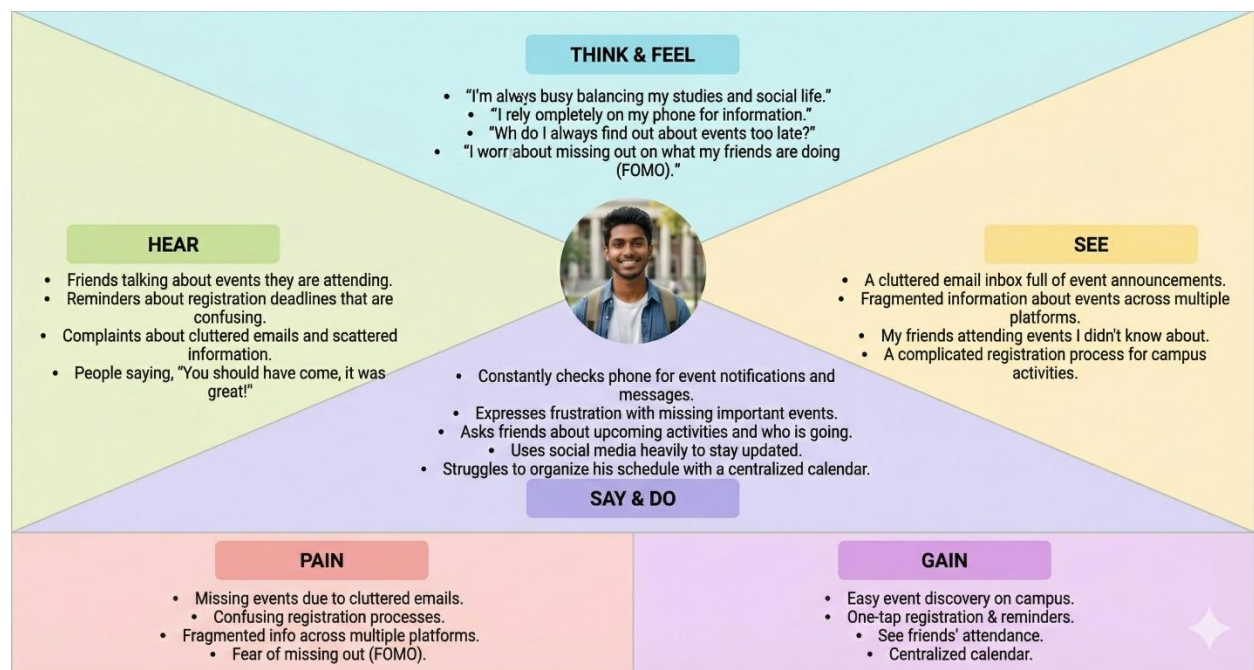
- Dealing with spam and inappropriate content
- Lack of centralized and consistent data
- Managing disjointed legacy systems
- acting as tech support for basic issues

**Technology**

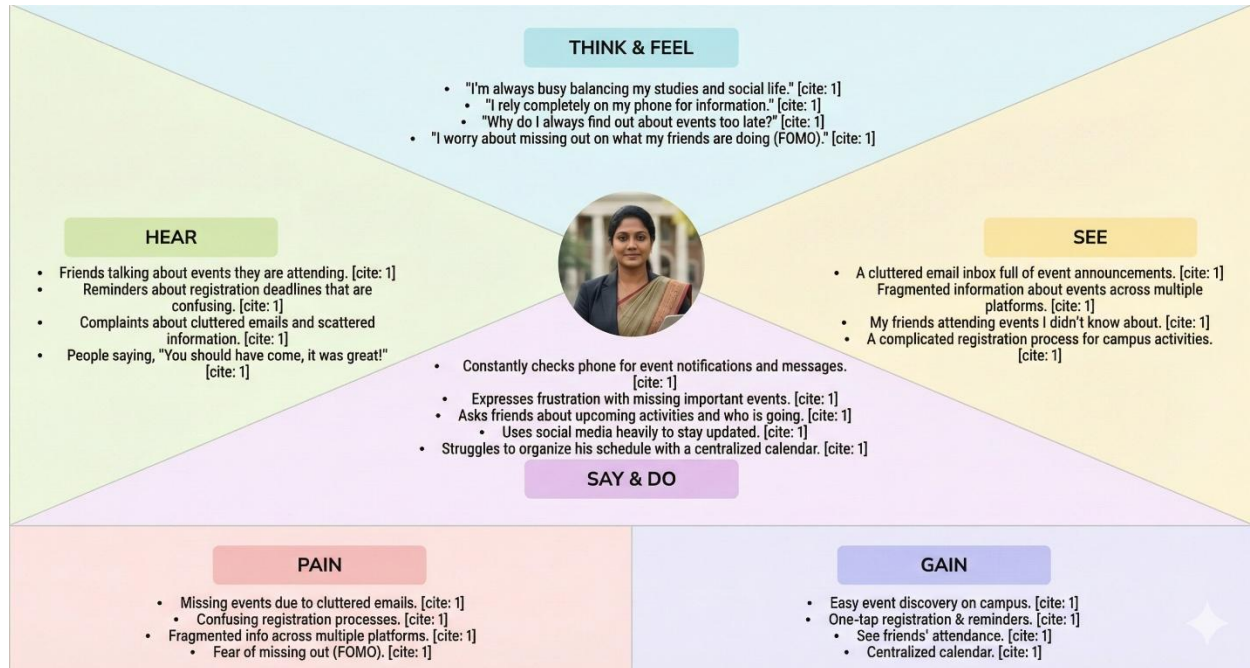
Mobile	<div><div></div></div>
Social Media	<div><div></div></div>
Desktop	<div><div></div></div>
Software	<div><div></div></div>

## Empathy Maps

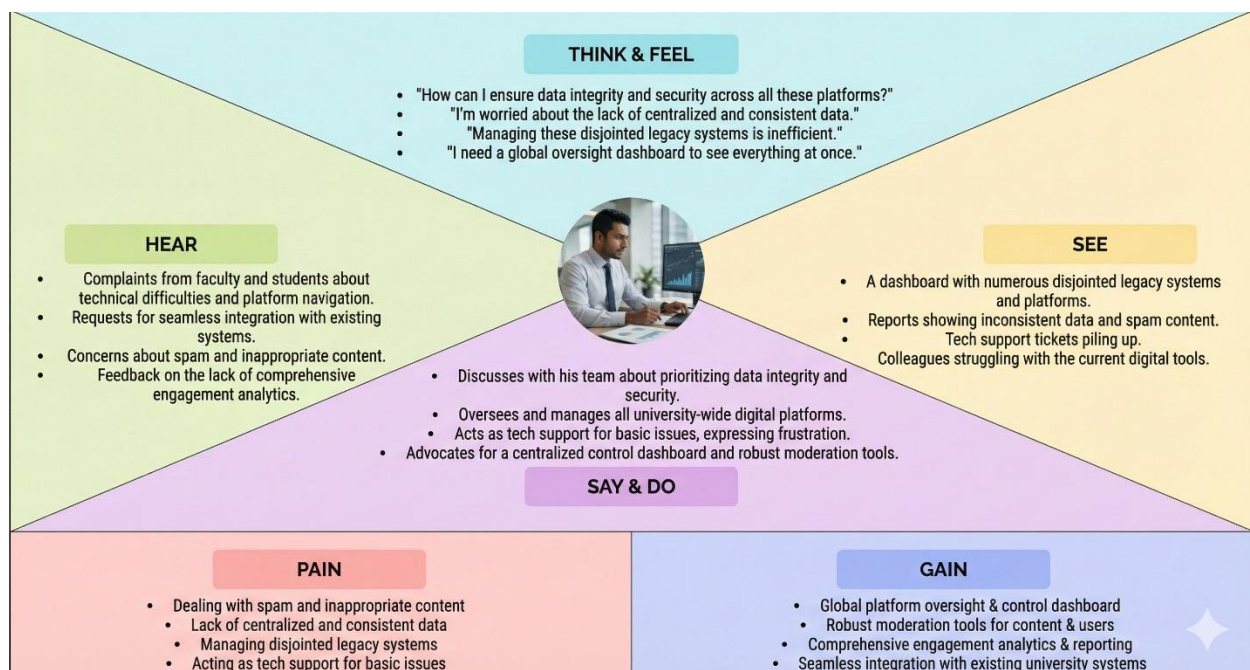
### Student Empathy Map



## Lecturer / The Club Parton Empathy Map



## Administrator Empathy Map





## Design Process

### UNI CONNECT DESIGN PROCESS

1

#### EMPATHIZE

- Conducted user research with students & staff (interviews, surveys).
- Studied existing campus platforms & pain points.
- Created user profiles & personas (e.g., The Student, The Admin).
- Identified communication & engagement gaps. [cite: 22]



2

#### DEFINE

- Defined key objectives for UNI CONNECT.
- Centralized campus information & events.
- Simplified event registration & tracking.
- Secure communication channels.
- Role-based dashboards (Student, Admin). [cite: 22]



3

#### IDEATE

- Brainstormed solutions for key pain points.
- Unified mobile-first dashboard.
- Smart notification system.
- Integrated calendar view.
- Secure messaging platform.
- Admin tools for content moderation. [cite: 22]



4

#### PROTOTYPE

- Developed low-fidelity wireframes for user flows.
- Created high-fidelity interactive prototypes.
- Refined UI/UX based on initial feedback.
- Designed consistent visual language.
- Tested navigation & feature placement. [cite: 22]



5

#### TEST

- Conducted usability testing with students & staff.
- Gathered feedback on prototypes.
- Identified usability issues & areas for improvement.
- Iterated on design based on test results.
- Validated key features & workflows. [cite: 22]



6

#### IMPLEMENT

- Finalized UI components & design system.
- Created detailed user flow diagrams.
- Documented interaction models.
- Prepared design assets for development handover.
- Supported backend integration teams. [cite: 22]



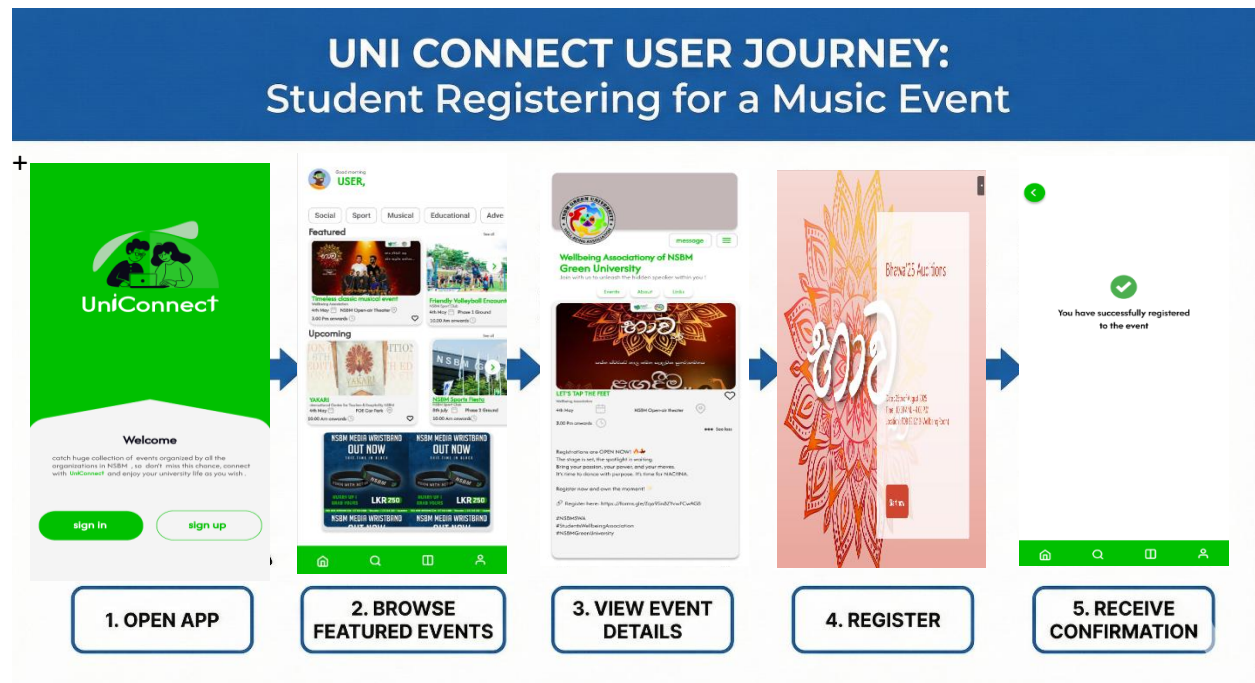
7

#### INTEGRATION WITH INSIGHTS

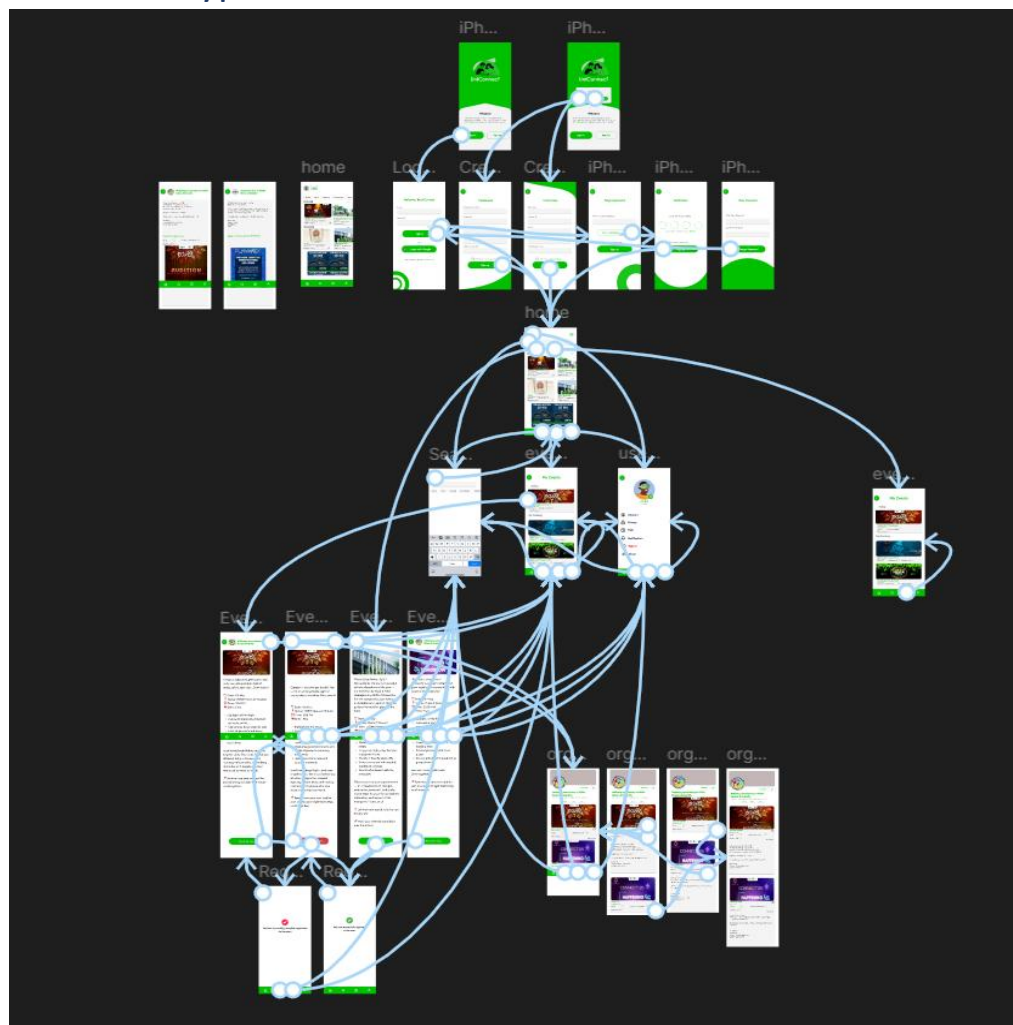
- Persona insights shaped feature prioritization.
- User feedback refined dashboard layouts.
- Testing data improved navigation & accessibility.
- Admin persona needs influenced moderation tools. [cite: 22]



## User Journey



## Wireframes and Prototypes

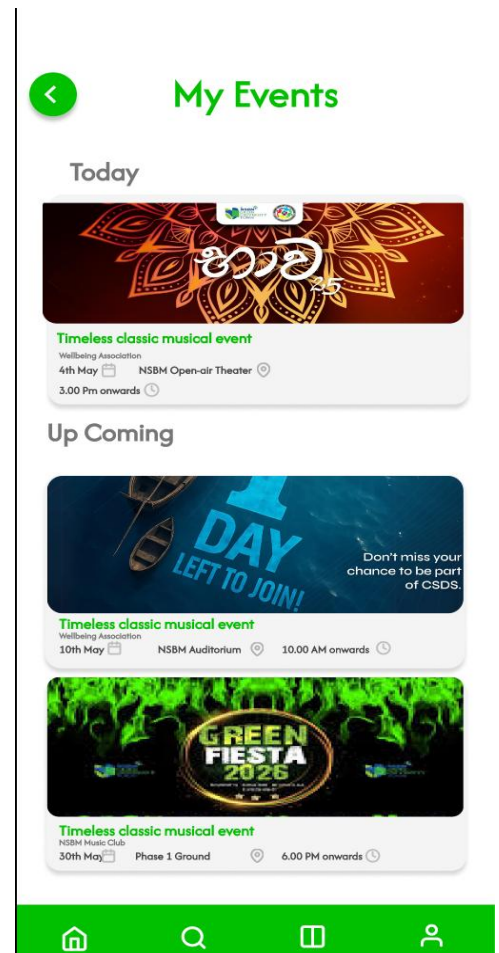
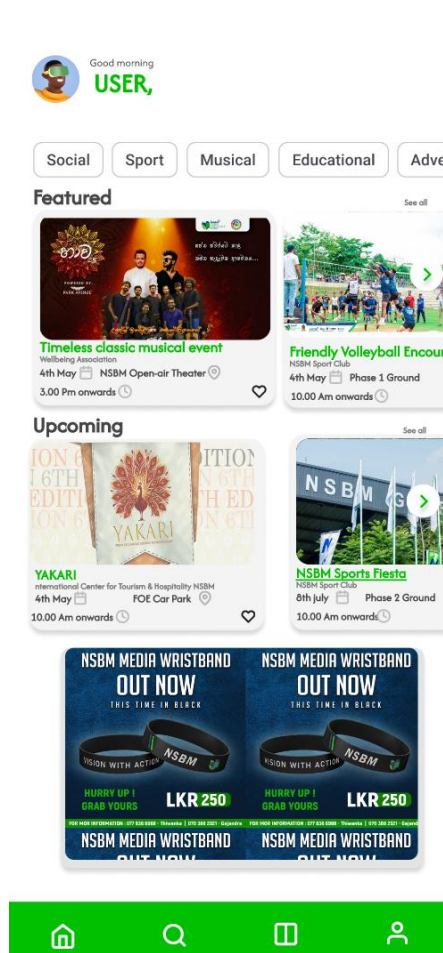
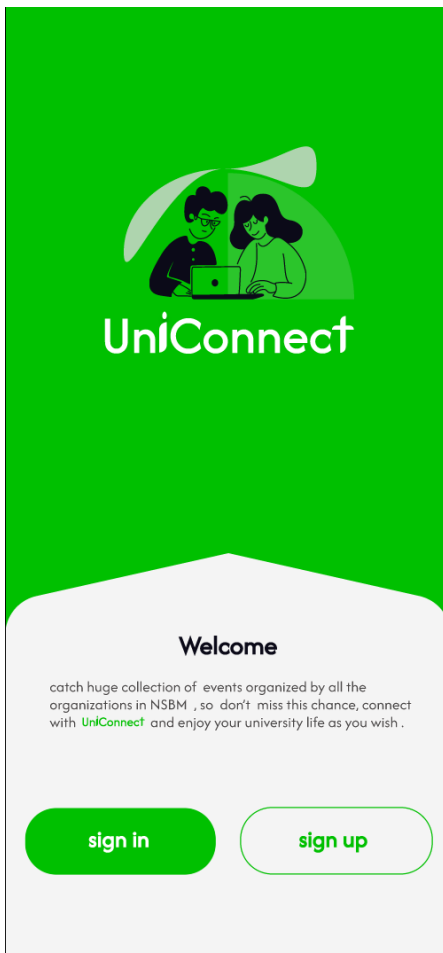


## High-Fidelity Prototypes

High-fidelity prototypes refined the interface using consistent typography, spacing, and color usage. Interactive elements provide immediate feedback, guiding users through each step of the process.

Link: <https://www.figma.com/design/pQxbOFghCmHrgWB7FcSpkO/Untitled?node-id=0-1&t=woRyJnFpNnzujieD-1>

## Sample screens





**NSBM GREEN UNIVERSITY**  
WELL-BEING ASSOCIATION

message

**Wellbeing Association of NSBM Green University**

Join with us to unleash the hidden speaker within you !

Events About Links

**නාචන**  
සැරසීම

සජ්ජා භාර්යාව නාල නමින් සැදුම්ලත් ප්‍රතිරෝධයක්

**LET'S TAP THE FEET**

Wellbeing Association

4th May

NSBM Open-air theater

3.00 Pm onwards

Register now and own the moment! ✨

Register here: <https://forms.gle/Zqo9Sn8Z7vfwCwAG8>

#NSBMSWA  
#StudentsWellbeingAssociation  
#NSBMGreenUniversity

A green circle with a white checkmark icon, indicating a successful registration.



# 5. Visual Design

## Research Approach

Inspired by modern event and social platforms.

## Color Palette

- Primary Green (NSBM identity)
- Dark backgrounds for contrast
- Accent highlights

### Welcome, To UniConnect


E-mail

Password


forgot password?

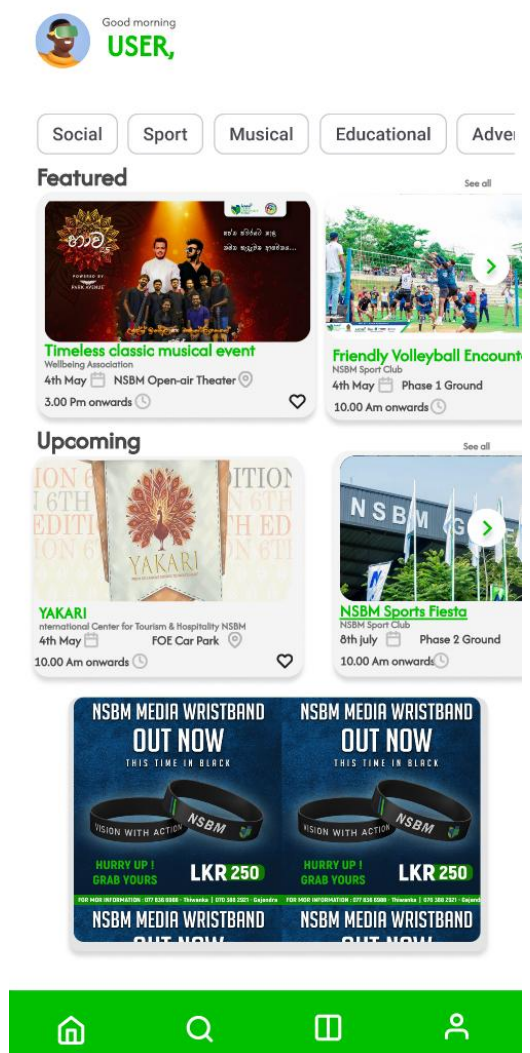
sign in

Or

 Login with Google

Don't have an account, [Create one](#)





## 6. Accessibility, Security and Inclusivity

### Visual Accessibility

- High contrast
- Large tap targets

### Interaction Accessibility

- Keyboard support
- Error feedback

### Assistive Technology Support

- Screen reader compatibility

### Inclusivity

- Gender-neutral language
- Multiple event categories

## 7. Feedback

### Introduction

User testing was conducted with NSBM students.

### Participants

- 10 students
- 3 organizers

### Improvements from Feedback

- Improved navigation labels
- Faster registration flow

## 8. Future Roadmap

- Push notifications
- AI-based event recommendations
- Calendar integration
- Analytics dashboard for organizers

## 9. Critical Evaluation and Reflection

The project successfully applied HCI principles, though future iterations can further optimize performance and personalization.

## 10. Conclusion

UniConnect provides an effective solution for improving student engagement and campus connectivity. Through thoughtful UX design, accessibility, and iterative feedback, the platform demonstrates how digital solutions can enhance university life

Student Name	Student ID
H.W.G.G.N Weerasekara	32773
W.G.S.H Premachandra	32775
H.R.P.M Wickramanayake	32553
J.M.T Bandara	32729
H.A.N Sandunsara	32280
N.W.G.G.C Sandakemlu	32664
W.M.J.N Gunathilaka	33084
A.G.I.H Vijeveera	32878

