CareerSwami · UI / UX & Product Design

FREE TWO-WEEK INTERNSHIP

Project 1 — Make student volunteering easier to join

A university volunteering office has a listings board that nobody uses properly. Places go unfilled while students say they cannot find anything that fits. Your job is to work out why, and design the path that does not lose them.

2 weeks	1 project	6–8 hrs
START TO SUBMIT	ONE SUBMISSION	PER WEEK

WHAT IS IN THIS BRIEF

1. The situation — the problem you are being handed
2. Who you are designing for — the cases your work must survive
3. What you are given — your data and starting files
4. What finished looks like — the two things you hand in
5. How the two weeks run — week by week
6. Before you start — rules, tools and your starter kit
7. How the work is judged — the marking scheme
8. How to submit — one link, pasted into your dashboard

Read 1 to 4 before you do anything. They take five minutes and they are what the marking scheme is built on. Sections 5 to 8 are the how — come back to them once you know what you are solving.

1 The situation

Treat this as a real client brief. The organisation is fictional, but the problem is not — it is the one almost every volunteering board has.

The volunteering office at a large city university lists around forty opportunities a term: beach clean-ups, tutoring, event stewarding, food bank shifts. Each is posted by a different organiser, in whatever words they chose.

The board works, technically. Students can see every listing and there is a sign-up button on each one. And yet roughly a third of places go unfilled every term, while the office keeps hearing the same thing in feedback: *there was nothing for me*.

Both things are true at once. The listings exist; students cannot find the one that fits. Nobody has looked at what happens between a student opening the board and giving up.

WHAT YOU ARE BEING ASKED TO DO

Find out what actually stops a student signing up, then design the path that does not. You are not redesigning the brand or adding features — you are fixing a journey that currently leaks people.

2 Who you are designing for

Four students arrive at that board. Each one hits a different wall. These are the cases your design has to survive — the brief is considered met when all four can get through.

Priya, second year, commutes

Has exactly two free hours between classes on a Wednesday.

Where it breaks today — No listing says how long anything actually takes. She cannot tell what fits, so she opens six, gets tired, and closes the tab.

Arjun, first year, never volunteered

Wants something where being new is fine.

Where it breaks today — Every listing reads like it expects experience. Nothing tells him which ones are genuinely open to a beginner, so he assumes none are.

Nisha, uses a screen reader

Needs every control named, in an order that makes sense.

Where it breaks today — Buttons announce as "button". She cannot tell which one signs her up and which one opens a map, so she will not risk either.

Rohit, has a clash

Signed up for Saturday, then his exam moved.

Where it breaks today — There is no obvious way to cancel. He simply does not turn up — so the place is wasted and the organiser is left short.

Notice that Rohit's problem is the organiser's problem too. A missing cancel path does not just annoy a student; it is where the unfilled places come from.

3 What you are given

You are given one data shape and four people. Everything else is yours to decide — and the gaps are deliberate.

Each volunteering opportunity carries these fields

`title` `date` `duration` `location or remote` `places available` `organiser contact` `accessibility notes`

One row, so the shape is concrete

`title`	Saturday beach clean — Marine Drive
`date`	14 March, 08:00
`duration`	3 hours
`location or remote`	Marine Drive, north gate
`places available`	12 of 30 taken
`organiser contact`	coastcare@example.org
`accessibility notes`	Uneven sand; seated roles available on request

Four flows have to work

`Search` `Details` `Sign up` `Cancel`

Use fictional organisations throughout. Keep one untouched copy of the raw data. Where a detail is missing, choose a reasonable assumption and write it down — an assumption you have recorded is good practice; an assumption you present as an observation is not.

4 What finished looks like

At the end of two weeks you should be able to put two things in front of someone and have them understand your thinking without you talking.

- **A short research brief** that says who this is for, what they are trying to do, and what gets in the way — with every claim pointing at the evidence behind it, not at your intuition.
- **A low-fidelity walkthrough**: a sitemap, two task flows drawn end to end, and six wireframes. Paper, slides or a tool — fidelity is not the point. Someone should be able to follow a finger along it and see how a student gets from “I have two hours” to “I am booked”, and back out again if they need to cancel.

This is not a visual design exercise. Nobody is scoring your colour choices. They are scoring whether you understood the problem and whether your path holds up when a real person walks it.

5 How the two weeks run

Work through it in two parts — but you submit **once**, at the end, not once per week.

PART 1 · WEEK 1

Listen before drawing

Resist opening a design tool. Turn the four cases into stated needs and a research plan — use labelled scenario analysis, or real conversations if you can get them. Either is fine, as long as you say which you did.

Produce

- A research brief: who this is for, what they are trying to do, what gets in the way
- Your working notes
- A problem statement with each claim tied to the evidence behind it

> No invented interviews. Time constraints and accessibility must both appear — they are the two things this product keeps getting wrong, and a brief that skips them has not understood it.

PART 2 · WEEK 2

Structure the journey

Now turn those needs into structure: what lives where, how someone moves through it, and what each screen has to show.

Produce

- A sitemap
- Two task flows, drawn end to end
- Six wireframes

> Show the awkward states, not just the happy path: no results found, an opportunity at full capacity, and a cancellation. A flow that only works when everything goes right has not been designed.

6 Before you start

- Build six to eight core screens, plus notes on the states they can be in.
- Week 2 only needs two flows drawn in full, but your design must still account for all four.
- A prototype cannot prove screen-reader compatibility. Annotate the intended semantics, focus order, labels, error messages and keyboard actions — then say plainly which parts you specified and which you actually tested.
- To test your own work: write down a task, hide your design notes, follow the flow as a stranger would, and record every point of friction. Rate each one 1 cosmetic, 2 slows the task, 3 blocks the task.

- Testing your own design is useful. It is not user research, and should never be presented as though it were.

Your tools

Paper, slides, or any prototyping tool you already have. A clickable slide deck is perfectly acceptable — one screen per slide, joined by links or labelled arrows. No paid tool is required, and no ID document is ever required.

CS_ui-ux-product-design_Starter_Kit.zip — opportunities.csv with six listings, a research brief template, a problem-statement sheet, a wireframe index, an evidence log, and a file index. https://careerswami.com/wp-content/uploads/careerswami-projects/CS_ui-ux-product-design_Starter_Kit.zip

7 How the work is judged

WHAT IS ASSESSED	WEIGHT
Problem and requirements — did you understand what you were solving	20%
The core artefact — the thing you actually made	40%
Validation and evidence — how you know it works	25%
Clarity and reproducibility — can someone else open and follow it	15%

Strong	Complete, correct, evidence-backed and easy to inspect.
Developing	A useful partial result, with the gaps explained.
Needs revision	Core deliverable missing, claims unverified, or the work cannot be opened.

Credit reflects demonstrated work, not visual polish. A small, honest result beats a large, unsupported one.

What counts as evidence

expected result → actual result → screenshot, table or test ID → conclusion. Then say what the evidence does not establish.

Why this one is worth doing. Every product team has a version of this problem: something that works on paper and leaks people in practice. Showing that you found the leak, and that you can prove where it was, is the thing an interviewer will actually ask you to talk through. Pretty screens are easy to find; a documented line from evidence to decision is not.

8 How to submit

One link, pasted into your dashboard

1. Put your work somewhere with a link — Google Drive, Figma, GitHub, Notion, Loom. Whatever fits the work.
2. **Set it so anyone with the link can view.** A locked link is the single most common reason a submission comes back.
3. Include a short README or cover page saying what to open first, and where each deliverable lives.
4. Open your dashboard, paste the link into the submit box, and add a line or two on anything you want the reviewer to know.

Name files `CS_ui-ux-product-design_YourName_v1`. Keep your own copy. A screenshot on its own is not enough for anything interactive. A video is optional — annotated screenshots or narrated slides are fine.

Submitted and heard nothing, or the link came back? Email **support@careerswami.com** with the email address you enrolled with.

Work honestly. Use fictional data and your own work. Credit anything you reused, and disclose AI assistance — including what you checked yourself. Never invent interviews, users, tests or results. Nothing here requires you to spend money, contact real organisations, or deploy anything publicly. Never upload identity documents, real customer records or credentials.

Stuck, confused, or something is broken? Write to us.

`support@careerswami.com`

Or WhatsApp **+91 7383138418**. We answer on working days. Use it for anything at all — a part of this brief that does not make sense, a starter file that will not open, a dashboard link that has stopped working, a deadline you need moved, or a submission you are not sure about.

To get a useful answer fast, spend twenty minutes narrowing the problem down first, then tell us four things: what you expected, what actually happened, what you already tried, and your one specific question. Include your track name and the email you enrolled with.

Asking is not penalised. Submitting partial work with a clearly stated blocker always scores better than a finished answer you copied, and better than a silent no-show.

Optional stretch

Optional, and only once the main work is done — cap it at an hour. Test a second audience, compare an alternative approach, or push the accessibility further. Label it clearly as a stretch.