

ABSTRACT

The purpose of writing this final report is to fulfill the requirements for the internship course at the Software Engineering Study Program and to meet the graduation requirements for the Certified Independent Study Program at PT. Impactbyte Technology Education. One of the Learning Paths provided by PT. Impactbyte Technology Education is a UI/UX Design Mastery that focuses on product development to build high-fidelity designs and clickable prototypes. In this program, there are six learning modules that will be taught, namely User Interface Designing & Prototyping, Research & Usability Testing, Intro to UI/UX, Design Thinking, User Experience Design, and Softskills & Career Development. The learning curriculum implemented refers to the UNICEF 12 Core Life Skills, covering 12 basic skills needed for the 21st century. It is hoped that when participating in this program, participants will be able to understand the concept of UI/UX design from start to finish and become proficient enough to become work-ready UI/UX designers. Students who take this program are required to choose a challenge partner for their final project.

Keywords: msib, ui/ux, design, career development, soft skills, high fidelity, prototype