

Proposal Form**Name: Katie White****This form should be submitted with your Year 3 Learning Plan and a copy of your Live CV****Overview of the project**

Briefly describe the task, the relevance of your industrial partner/placement, the role that you will be able to fulfill and the way that this will enhance your learning.

I have obtained a 12-month internship as a Design Intern at IBM in Hursley. The internship begins in July 2023, and I will take a year off from my academic studies to complete it. In 2024, I will return to finish my degree.

During this work experience, I expect to gain a variety of experience in preparation for a future career as a user-experience or user-interface designer. I mentioned in my interview that I would like to gain confidence when presenting in the presence of clients and improve my design/technology industry skills.

I expect to have the opportunity to work alongside a designer at some point during my internship, as this would provide me with insight into the skills, I need to develop in order to reach this level of professionalism. I hope to gain a deeper comprehension of what it's like to work on a project from start to end over a period of months, as opposed to the 12-week university semester I am familiar to.

I understand that I will collaborate with other interns to produce work for a real client, which will provide me with crucial knowledge. Throughout my time at university, I have primarily collaborated with designers; therefore, it will be beneficial for me to gain insight into the skills I need to develop when interacting with IBM's diverse workforce.

When I graduate, I hope to work for a large tech company such as IBM, and this experience will allow me to develop into an experienced designer while acquiring a year of industry skills and work experience in my dream job.

What key opportunities will this task offer you in the following areas

1. Practice

- To improve my confidence in presenting and talking to clients
- To improve my design work to an industry standard

2. Technology (inc software skills)

- To gain industry level experience in using Adobe software and Figma
- To gain proficiency using any software used regularly by IBM

3. Processes (Design Processes, Project Management / Time Management etc)

- To gain understanding of the responsibilities of a ux/ui designer
- To understand how the project task load operates within industry

4. Critical Analysis (Reflective Processes / research skills)

- To analyse the success and failures of my internship – what went well, what didn't and why?
- To analyse my responsibilities as a design intern

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Have a detailed knowledge and understanding of their practice in relation to the development of interactive products as well as the component disciplines	✓		✓	✓
Apply the methods and techniques that they have learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects		✓	✓	✓
Undertake a detailed analysis both the interpretation and setting of specifications or other briefs				✓
Identify and liaise with any relevant authorities to negotiate and obtain approval for their design specifications	✓			
Identify appropriate formats to digitise assets and deliver their designs so that others can easily implement them	✓	✓	✓	

Agreed Assessment Submission

Project Outcome

This will include:

The outcome(s) of the project(s) I will be tasked with within my internship.

Project Portfolio

This will contain:

- Project description, my role and team roles
- Any research undertaken by myself
- Sketches, sitemaps and wireframes
- The development of my designs
- My final designs
- Analysis of my role and the project
- The final project outcome
- Analysis of my internship

Signed & Agreed by:

Placement Representative

Supervising Tutor

Student

Kenny Steele-Jones
