Terms of Reference (ToR)

Position: UI/UX Designer
Deadline: *December 27, 2024*
Link to Application Form: https://forms.gle/eK9NxsCy587yZBJP6

About Open Learning Exchange Nepal

Open Learning Exchange Nepal (O.L.E. Nepal) is a social benefit organization dedicated to enhancing teaching-learning in schools through the integration of technology and to provide uniform access to quality educational materials across different geographic areas and socio-economic strata.

O.L.E. Nepal develops and distributes free educational content, trains teachers to integrate technology in classrooms, implements technology interventions in rural schools, and helps build local capacity in technology and education.

We are a team of social workers, educators, designers, developers, and individuals dedicated to leveraging technology to improve the quality of education in public schools across Nepal. To learn more about our team, visit: https://olenepal.org/our-team/ .

Project Overview

This Terms of Reference (ToR) is for the project titled "Expanding Educational Access and Skills through Technology," which focuses on expanding O.L.E. Nepal's ICT in Education programs in schools across Madhesh and Karnali provinces and developing new content for E-Paath, our platform for curriculum-aligned, subject- and grade-specific interactive activities. The ToR also entails supporting the development and enhancement of other digital learning content and resources as needed, ensuring alignment with the organization's educational goals and meeting the diverse needs of learners.

Specific goals for the relevant digital learning applications for the ToR are listed below for reference:

Hamro Ramailo Kathaharu (HRK) App Goals:
katha.olenepal.org
- *App Enhancement:* Upgrade the HRK app to introduce a language-switching feature, enabling users to access content in multiple languages. Enhance the app to allow users to download content for offline usage, ensuring accessibility even in remote areas.
- *Content Translation and Adaptation:* Translate and adapt the existing catalog of animated stories and interactive digital activities into Newar language, Maithili, Tibetan, and English, making the app a multilingual educational tool.

- *Local Story Integration:* Collaborate with the three partner language communities to source local indigenous stories, enriching the app's content and making these stories available in all supported languages.
- *Print-Ready Adaptations:* Adapt HRK stories into print-ready formats to facilitate physical book production, bridging digital and traditional reading experiences.
- *Community Training:* Conduct training workshops for parents and teachers to maximize the HRK app's effectiveness, coupled with workshops promoting holistic early childhood development strategies.

Seepalaya App Goals:

seepalaya.olenepal.org
- *App Upgrade:* Enhance Seepalaya's features to cater to youth audiences, incorporating personalization options and progress tracking to foster a tailored learning experience.
- *Community-Driven Content Development:* Engage with partner communities to assess learning needs and source ideas for vocational and skill-based courses, ensuring relevance and local significance.
- *Course Development:* Create and integrate 10 new vocational and informal training courses into Seepalaya, expanding its educational scope and utility.
- *Educational Integration Workshops:* Organize training sessions for educators to facilitate the integration of vocational skills training into the standard curriculum using Seepalaya, promoting a comprehensive educational approach.

E-Paath App Goals:

epaath.olenepal.org
- *App Upgrade:* Develop an enhanced development platform for E-Paath activities with improved user experience and compatibility with mobile devices.
- *Content Development:* Create and integrate 150 new E-Paath activities for English, Science and Math subjects for Grades 6-8.

About the Position

The **UI/UX Designer** will play a crucial role in this project, focusing on creating user-centered designs and ensuring an intuitive user experience for stories, interactive activities, and other digital learning resources. This position requires a good understanding of design principles, user behavior, and the latest trends in UI/UX design, preferably in educational technologies.

Specific Responsibilities

- **Design Innovation for Educational Content:** Design engaging and intuitive UI/UX for digital educational content, focusing on interactive storytelling and gamified learning experiences. Create design frameworks that cater to animated children's stories and interactive courses, ensuring they are adaptable for multiple languages and culturally inclusive.
- **Prototyping and Iteration:** Create detailed prototypes for new design features, specifically tailored to educational storytelling and interactive learning. Iterate on designs based on

feedback from usability testing, stakeholder input, and user analytics to optimize the educational impact.
- **Content Collaboration:** Work in tandem with content developers to design visually appealing and interactive learning templates. Ensure that the visual design enhances the narrative and educational value of the content, making it more relatable and impactful for users.
- **User-Centered Research and Testing:** Conduct user research and testing, focusing on the target audience's interaction with educational content. Utilize insights to refine user interfaces, ensuring they resonate with children's learning behaviors and teachers' pedagogical needs.
- **Accessibility and Inclusivity:** Prioritize accessibility in design, ensuring that the apps are usable for learners with different abilities and preferences. Incorporate inclusive design principles to cater to a broad spectrum of users, reflecting OLE Nepal's commitment to educational equity.
- **Design Documentation and Knowledge Sharing:** Maintain detailed documentation of design processes, decisions, and style guides. Share knowledge and insights with the broader design and project teams, fostering a collaborative environment that encourages innovation and continuous learning in educational technology design.
- **Field Work Support:** Travel to project locations based on project needs, working as part of a team to conduct studies, user tests, learning assessments, and other field implementation related activities in project schools in various regions of the country.

General Responsibilities
- **Project Contribution:** Actively contribute to project planning and strategy sessions, ensuring UI/UX perspectives are integrated into the project development lifecycle.
- **Stakeholder Engagement:** Engage with project stakeholders, including teachers, students, and community members, to gather feedback and iterate on design solutions.
- **Documentation:** Maintain comprehensive documentation of design processes, decisions, and guidelines, ensuring clarity and consistency across the project.
- **Professional Development:** Stay abreast of the latest UI/UX trends, tools, and best practices, particularly in the context of educational technology.

Organizational Responsibilities
- Assume ownership of the project, coordinating closely with various internal teams to ensure alignment and integration.
- Contribute to broader organizational initiatives, sharing insights and resources across projects.
- Act as a representative and ambassador for the project and OLE Nepal, both internally and externally.

Eligibility and Personal Traits
- **Relevant Experience:** Proven experience in UI/UX design, preferably in creating designs for mobile and web applications in the education sector.

- **Educational Background:** A degree in Design, Human-Computer Interaction, or a related field is preferred but not required. Relevant work experience in digital learning design may substitute for formal education.
- **Technical Proficiency:** Expertise in design softwares (e.g., Sketch, Figma, Adobe XD, After Effects, etc.) and an understanding of HTML/CSS principles.
- **Communication Skills:** Excellent communication and collaboration skills to work effectively with cross-functional teams.
- **Innovative Thinker:** Creative and innovative thinking, with a passion for designing educational technologies that enhance learning experiences.
- **Cultural Sensitivity:** Sensitivity to cultural nuances, ensuring designs are inclusive and resonate with the target user communities.

What we offer:
- 5 days work week (9 to 5:30 PM, Saturday and Sunday Holidays)
- Festival allowance
- Facilities such as accidental and medical insurance of Rs 700,000-
- Leave Entitlement such as annual 21 days, casual 7 days and sick leave 7 days
- Opportunity to work with international organizations
- Annual performance and salary review
- Great work culture