KYIV IS HAPPENING.

ADMIT ONE

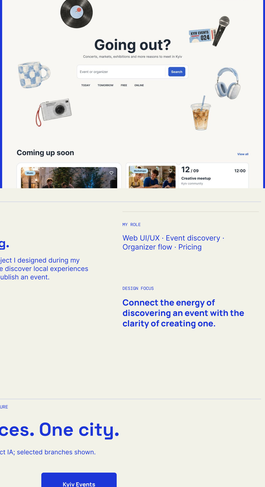
044

KYIV / CITY EDITION

DISCOVER / CREATE / GO

KYIV EVENTS

One city.
Many ways
to show up.



INTERNSHIP PROJECT · EDUCATIONAL CONCEPT

KYIV EVENTS / SELECTED WORK

01 / CONTEXT

Built for a city that keeps moving.

Kyiv Events is an educational project I designed during my internship. It explores how people discover local experiences and how organizers create and publish an event.

MY ROLE

Web UI/UX · Event discovery · Organizer flow · Pricing

DESIGN FOCUS

Connect the energy of discovering an event with the clarity of creating one.

KYIV EVENTS / DESIGN NOTES

THE STRUCTURE / INFORMATION ARCHITECTURE

Two audiences. One city.

Condensed from the original project IA; selected branches shown.

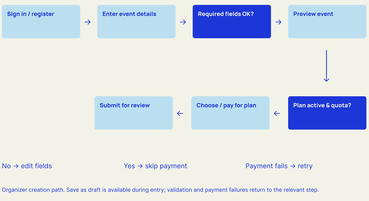
Kyiv Events

Visitor	Organizer access	My events	Create event	Plans & billing
Home & featured events	Sign up / sign in	Draft / published	Information & schedule	Current plan
Search & filters	Account recovery	Completed / needs update	Tickets & preview	Change plan
Event details → external ticket link	Organizer profile	Preview & edit	Plan → submit	Billing

KYIV EVENTS / DESIGN NOTES

THE LOGIC / USER FLOW

A draft is a valid next step.



No → edit fields

Yes → skip payment

Payment fails → retry

Organizer creation path. Save as draft is available during entry; validation and payment failures return to the relevant step.

KYIV EVENTS / DESIGN NOTES

THE HUMAN SIDE / CUSTOMER JOURNEY MAP

From an idea to a published plan.

01	02	03	04	05
Prepare	**Create**	**Review**	**Choose plan**	**Submit**
ACTION	ACTION	ACTION	ACTION	ACTION
Gather event details and images.	Enter information, schedule and ticket settings.	Check how the event will appear.	Compare allowance, price and current plan.	Send the event for moderation.
POTENTIAL FRICTION	POTENTIAL FRICTION	POTENTIAL FRICTION	POTENTIAL FRICTION	POTENTIAL FRICTION
Information is spread across channels.	A long form can feel like a commitment.	Errors may be hard to spot.	Uncertainty about limits or payment.	Unclear status after submission.
DESIGN RESPONSE	DESIGN RESPONSE	DESIGN RESPONSE	DESIGN RESPONSE	DESIGN RESPONSE
Give organizers a single place to publish.	Break input into steps and allow drafts.	Offer a preview and clear editing routes.	Make plan limits and payment status explicit.	Confirm submission and show the next status.

Proposed organizer CJM synthesized for this case from the source brief, IA and flow. Assumptions require validation. The UI ends at moderation; the original flow's publication step is shown here as submission.

KYIV EVENTS / SELECTED WORK

02 / THE EXPERIENCE

From city plans to real events.

The organizer journey starts with an event title, category, description and cover.

KYIV EVENTS / SELECTED WORK

03 / DESIGN DECISIONS

Expressive discovery. Structured creation.

The homepage uses familiar city-life objects, event cards and neighborhood browsing. For organizers, the interface switches to a step-by-step form with visible progress and a final review.

DISCOVERY → CREATION → REVIEW

KYIV EVENTS / SELECTED WORK

04 / JOURNEY

A sequence with a clear next step.

The selected screens show how the experience moves from an initial choice to a more specific action.

01	02	03	04
Event information	**Date & location**	**Tickets & pricing**	**Review & submit**

KYIV EVENTS / SELECTED WORK

05 / OUTCOME

What I delivered.

A homepage and organizer journey covering event information, date and place, tickets, review, plans and submission for moderation.

An educational concept designed for a local audience. These screens have been translated into English for this portfolio presentation.

Have a product worth making clearer?

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