<http://www.washington.edu/accesscomputing/webd2/student/unit4/module1/lesson1.html>

**Activities**

1. See the web page [Purpose and Guidelines for Effective Use of Web Graphics](http://www.washington.edu/accesscomputing/webd2/student/unit4/module1/guidelines_for_web_graphics.html).
   1. Because the content/text of the page can be resized to fit a person’s vision, but graphics cannot.
   2. In a presentation or prezi, you can let the graphics lead the information.
2. For each guideline, think about why you think that guideline is important to web design.
3. done
4. done
5. done
6. done
7. Go on to the Internet and find a web page of your choice. Identify where graphic images have been used on the page. Back to your graphics.html file, under the new "Evaluation of web graphics" subheading, use any HTML tags that you feel are appropriate to record the title and URL of the site you chose, and your responses to the following two questions:
   1. Referring to the section in the handout titled *Purpose of graphics in web design*, what do you feel is the purpose of the graphics on the page you selected?
   2. Referring to the section in the handout titled *Guidelines for effective use of web graphics*, how well does the page you selected meet these guidelines? Which guidelines does it do especially well on, if any? Which guidelines does it fail to meet?