Unit 1, Outcome 2

• 2.1) Review the ongoing use of IT tools and change approach as needed – in making your own website, are you happy with the tools you used? E.g. Visual Studio Code, Trello

I was happy with the tools I used as Visual Studio Code is very helpful in the sense that it will pop up choices for the next part of the code which speeds up the process, it also highlights words in different colors so it is alot easier to read and understand. Trello helps you keep track of what you are doing so nothing is missed out and keeps tasks nicely organised.

• 2.2) Describe whether the IT tools selected were appropriate E.g. Visual Studio Code, Trello

The tools I used Visual Studio Code and Trello were fit for purpose so were very appropriate, Visual Studio Code allowed for writing code in both CSS and HTML5 all within the same software and was easy to understand what was written with various part of code highlighted in different colors wich helped speed up the project. Trello was perfect for planning out tasks making sure the project was organised.

• 2.3 Assess the strengths and weaknesses of your final project – are you happy with your website? Why? Why not? You should review it on the website itself in the interests of openness. What would you change?

The strengths of the website are that it is easy to read and navigate which is good because it is a text heavy website, the weaknesses are that maybe it could be more engaging with some images or icons to balance out that it is a very text heavy website. Overall I am still happy with the final result because it is fit for the purpose its meant for which is to provide information, the elements I'm not happy with are minor and this could be further developed.

• 2.4 Describe further improvements you can make to your project

I could make further improvements by researching the full capabilities of CSS online on [www.w3schools.com](http://www.w3schoold.com/) and also by learning Javascript to further enhance the webpage with different features ie a button that makes the page scroll to the top of the page rather than just jumping to the top in a flash.

• 2.5) Review outcomes to make sure they match requirements and are fit for purpose

My webpage is simplistic in design, contains all of the required content. The webpage is easy to read which is a requirement of a page containing alot of text. The ability to get around the website is also made simple with the navigation bar at the top so the user can see the options and select where they want to go to next with ease.

Unit 1, Outcome 3

• 3.1) Review the benefits and drawbacks of IT tools and systems used in terms of productivity and efficiency – could you have been more efficient when making your website? How? Could you have done it in teams?

The benefits of the IT tools I were that in Trello I could quickly see which tasks needed to be done and this was kept very organised.A drawback was that i had to stop productivity to update the Trello board. Visual Studio Code was very benificial to use as the code is easier to read with the different colors the program uses for key areas of code, a drawback was that every time something was done in CSS and HTML it had to be done splitscreen which meant saving files individually and then refreshing the webpage manually to check everything was working correctly. Working in a team would have made the process easier ie discussing layout ideas, theme, researching knowledge to implement on the page and also updating Trello would have been more efficient.

• 3.2 Describe ways to improve productivity and efficiency

In hindsight i could have improved my efficiency and productivity if I had drawn a design for my project first, to help visualise what looked good and to check if the content would be easy to read ie against different images or colors. I spent alot of time thinking about design rather than doing it because i had no clear plan of what the layout for the page would be.

• 3.3 Develop solutions to improve own productivity using IT in digital projects – what would you do differently next time? Team work? Use of Slack?

In the interest of improving my own productivity next time i would create a drawing of my page layout to make the design process much smoother and clear. Researching by looking at other websites would have been more beneficial to get a good idea of the types of layouts used in successful published websites or even working as a team to discuss ideas because everyone approaches projects with different thought processes, Slack could have been used to discuss ideas whilst working on the projects and to get assistance with the code needed for particular features like for example, dropdowns as they may already have the knowledge.

• 3.4 Describe how you would go about testing digital solutions

How I would test digital solutions for example a webpage design, I would check the functionality of each feature to make sure it is fit for purpose, has maximum compatibilty by testing on different devices and browsers. Features that work on Google Chrome may not work on Internet Explorer so to reach the maximum amount of users this has to be checked.

Unit 2, Outcome 1

• 1.1 Describing the content and layout for each page

The layout I chose was a basic header, navigation bar, content and a footer, a simplistic design with a background gradient so it wasn't plain. I avoided using images from the internet as images are protected by copyright law, also the design I created was fit for purpose and didn't require advanced features and layout