**Lab 4**

**This is the last lab that will be marked. It must be completed by Wednesday 28th February.**

**Part I – Coding a Fish Creek Website**

1. Alter your Fish Creek code (from previous labs) to use the following:

1. Classes and ids
2. Centring layers
3. The **position** attribute
4. The **float** attribute

**Ensure No. 1 is complete before you answer 2 & 3.**

1. Test your code with the HTML validator (http://validator.w3.org/ ) and the CSS validator (http://jigsaw.w3.org/css-validator/ ). *(record in blog)* 
   1. What are the problems that are highlighted?
   2. Were you able to fix them?
2. Test your code across **three** browsers. *(record in blog)* 
   1. Were there any?
   2. If so, were you able to fix them?
3. Try the following CSS game: http://flukeout.github.io/ *(record in blog)*
   1. What level did you get to?
   2. What did you learn from the game??

**Part II – Web Development Tools** *(record in blog)*

1. Look at the “Developer Tools” in the Chrome Browser and answer the following:
   1. What does your page look like from a mobile perspective?
   2. What will you use this tool for when developing a website?
2. Research and describe **one** other extension/add-on that could be helpful when developing a website for **each** of the following browsers:
   1. Firefox
   2. Chrome

**Part III – Perception, Attention & Memory** *(record in blog)*

1. **Visual perception (attention and memory)**

Play the following games - https://www.freebrainagegames.com/

1. Comment on how you did overall.
2. Comment on what strategies you used to get the best score you could.
3. **Visual memory** – play the following game: https://www.proprofs.com/games/pattern-memory/
4. Comment on how you did.
5. Did you use the *Gestalt principles* (https://www.interaction-design.org/literature/topics/gestalt-principles) during this game?
6. How can this exercise help you as an interaction designer?
7. **Testing attention & working memory** – do the following activity: <https://youtu.be/vJG698U2Mvo>
   1. How selective was your attention?
   2. How is this relevant to usability?