

Assignment Instructions - Select a project topic

For this week I would like you to think of a topic for your semester long assignments and project. You will apply the User Experience concepts you learn in this class to design and build a website/mobile application. In future weeks you will complete assignments on assorted topics for your proposed website/mobile application. At the end of this class you will have a fleshed out and coded product. Once you have come up with what you would like to do, submit your ideas in this assignment so that I can review and approve them. I will let you know if there are any issues with your idea so that you can revise your proposal.

1. What kind of website would you like to build?

I would like to build a learning website about HTML 5 and CSS 3.

What kind of mobile app would you like to build?

I would like to build a learning app where you can practice what you have learned on the website about HTML 5 and CSS 3.

2. Who would your targeted audience be for the website?

Anyone who would like to learn about HTML 5 and CSS 3.

3. How have you created web sites in the past? Examples – IMM 120 projects, personal websites, websites for other people. Provide details on the topic, how many pages, what kind of navigation, if it was responsive... etc.

I have created websites for IMM 120. In that class, I have created some projects. At the beginning of the class they were just basic websites but in the last classes they were responsive, multiple pages and using some internal and external navigation links. In the last project we had to upload a website to a web host, it had to be responsive for all platforms and we had to create different pages, all of them with navigation bars and internal and external links.

4. Who would your targeted audience be for the mobile app?

It would be for anyone who would like to practice what they had learned about HTML 5 and CSS 3. The app would have some exercises where the users have to pair, complete, or select the right answer to complete the line of code.

5. How have you created mobile applications in the past? eg – MIT App Inventor, native iOS app, native Android app, etc. Provide details on the

topic, how many screens in the mobile app and their functions, what kind of navigation... etc.

I have used MIT App Inventor in the past, to create some Android apps. Most of the apps that I have made only had one screen, two at most. Many of the apps were basic, making apps that have some interaction when moving the phone like playing a sound or making some changes in the objects when they are touched. My final project was a game like space invader, shooting asteroids, keeping a score, playing sounds, and with health. I consider that one like my biggest challenge in the class.