### **DIG22 WEB DESIGN 1**

# **ASSIGNMENT 3 – FINAL WEBSITE**

### Introduction

Over the duration of this semester, you will conceptualise, design and create a single page scrolling HTML5 and CSS3 website. This last assignment will engage you in the final two stages of the web design process: Development and Launch. Your website should look a lot like the chosen screen mockups presented in your in Assignment 2. However, design is an iterative and evolving process, and certain design elements are bound to change and improve as you gain experience and knowledge. This is normal and expected, you will not be marked down for 'deviating' from your initially specified designs, though you should reflect and comment upon these changes in your website's accompanying 'Progress Report'.

#### **Deliverables**

- 1. Final Website
- 2. Progress Report

### **Final Website -** must adhere to the following requirements:

- Meet the requirements of the chosen client brief.
- Employ a single page scrolling design.
- Have a fluid layout and exhibit responsive design optimised for viewing across the following devices:
  - Desktop (recommended breakpoint 1366 x 768 pixels)
  - Tablet (recommended breakpoint 1024 x 768 pixels)
  - Mobile (recommended breakpoint 360 x 640 pixels)
- Be created with HTML5 and CSS3. You may utilise plugins and other programming languages such as JavaScript in your website sparingly, however only your HTML and CSS will be assessed. The code must be your own work.

You are **not permitted** to use any of the following:

- Code generating or tidying software
- Existing design templates
- Bootstrap
- Content created by an external source must be cited using the Chicago Author-Date referencing format in your Progress Report and within your HTML files as code

<u>comments</u>. If your website contains copyrighted content, please display the following disclaimer in its footer:

This website has been created as part of an assignment in an approved course of study for Curtin University and contains copyright material not created by the author. All copyright material used remains copyright of the respective owners and has been used here pursuant to Section 40 of the Copyright Act 1968 (Commonwealth of Australia). No part of this work may be reproduced without consent of the original copyright owners. See code comments for references.

- Demonstrate a thorough understanding of HTML & CSS by neatly organising and labeling the code such that each line of browser-visible information is on a separate line without combining multiple lines. Where appropriate, code must be indented to enhance readability.
- The <u>main elements</u> for each section of your website must be annotated with appropriate code comments to demonstrate your understanding of the code.
- Procure a host to publish your website files to. Your website must be viewable through a
  web browser from the website URL. A recommended popular host is:
  <a href="https://app.netlify.com/">https://app.netlify.com/</a>

### **Progress Report** - must contain the following:

 Cover Page stating your student name and number, unit title, brief title and the <u>URL to</u> your live website

#### Design Deviations

 Show how your project developed as you learnt more and implemented feedback. What changed between A2 and A3? (Dot points and concise annotations)

#### • Final Website Rationale

- Aesthetic Rationale Identify the primary elements: colour scheme, typography, branding, icons, imagery. Consider your audience - how will these aesthetic choices engage them? How have these design choices contributed to the overall tone/topic? Back up these choices with relevant aesthetic design principles and any relevant web design trends. (Around 250-300 words)
- Interaction Rationale Identify <u>3 different interactions\*</u> that you have used in your final website. Specify how the user engages with these and how they enhance user experience. Back up these choices with relevant UX design principles and any relevant web conventions. (Around 250-300 words)

\*An interaction in the context of this assignment is defined as being any interface element that requires your user to engage with it in order for an event to occur. For example, rollover effects on navigation, back to top links, text input, etc.

## • Final Project Critique

• What do you feel you did well and what could be improved? (around 100 words)

# • Project Experience

• What did you enjoy and what did you find challenging? (around 100 words)

#### References

<u>Chicago Author-Date Referencing</u>: Reference all materials not created by you (text, images, icons). Any code tutorials or design principles you researched to backup your rationale where necessary.

**File Format & Naming:** Submit a zip folder called "<u>A3-YourFullName.</u>" Your zip folder should contain:

- 1. Your entire Final Website
- 2. Your <u>Progress Report</u> pdf. Within this should be a link to your live (online) <u>Final Website</u>. After uploading, double-check to make sure that your website is accessible at the URL you have specified.

**Where to Submit:** Assessments section of Blackboard for the unit > Assessment 3 > upload your zip folder to the <u>A3 Dropbox</u> by the due date.

Due date: Refer to Unit Outline and assessment dropbox description for specifics.