Innholdsfortegnelse (3000-5000)

Ideen og konseptet til løsningen....................................

Brukerne og deres mål, målgruppen (markedsføring) .........................................

Kanban.Trello......................................................................................................

Trello video......................................................................................................

Prototypen ......................................................................................................

En beskrivelsen av hvordan brukernes (målgruppens) interesser og behov er ivaretatt i løsningen. ......................................................................................................

Usability...............................................................................................................

Designprinsipper......................................................................................................

Fargevalg - farger i forhold til type nettsted, logoen til skole .....................................

Struktur, organisering av innhold ..............................................................................

universell utforming......................................................................................................

innhold......................................................................................................

tjenester og designvalg....................................................................................................

visuelt uttrykk......................................................................................................

Git dokumentasjon......................................................................................................

Refleksjonsnotater

En beskrivelsen av ideen og konseptet til løsningen dere har utviklet

**Idea.**

In accordance to our task, we have to create a webpage for students and teacher that will help them to become familiar with the district around the campus. We chose campus Vulcan, since it is the most known, bright and central of other campuses. Website has to be as easy to use and navigate as possible.

**Concept.**

To find the best solution we made a short survey and considered what could be the most important information for a student or a teacher to know about a campus and possibilities around it. Consequently, we came to a decision that there are five main points person pays attention to, when moving into a new area. They are:

accommodation, what and where to eat, how to get there, where to go if something goes wrong and you get sick and what to do in your free time. Therefore we want to make a unified header with six pages, bolig, transport, mat, helse, eventer og kart, where all the important spots are collected and visually represented on a map. Because of very recognizable colors and design of campus Vulcan we will use same color code. Westerdals is an artistic college and we think it’s important to make our site stylish and inspiring

Brukerne og deres mål, målgruppen (markedsføring)

Our main target group are students and teachers who consider studying or working in Westerdals, campus Vulcan or have just began. We decided not to make any inloggings to make our users auditory broader. Website users can get brief overview of the area and about most important things that they may be concerned about.

Our aim is to make the website as complete as possible, so that a user wouldn’t need to search through other pages to get extra information.

En beskrivelse av hvordan dere benyttet Kanban (agile utviklingsmetode) i prosjektet. Hva fungerte godt og hva fungerte mindre godt?

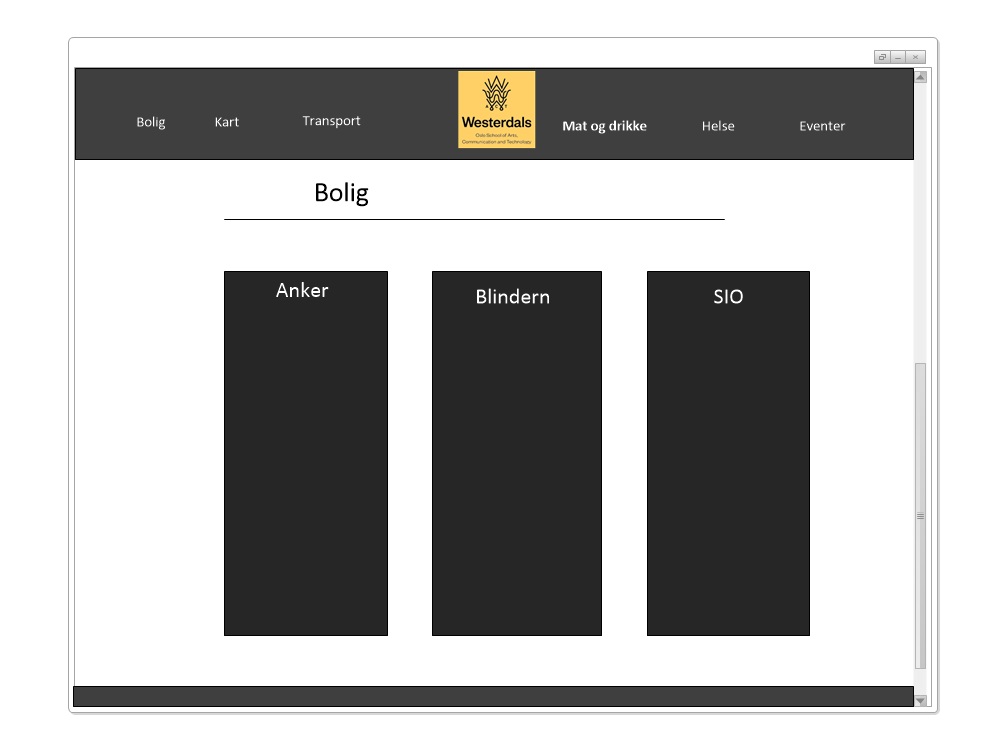
Lenke til en video der dere gir en innføring i valgt støtteverktøy for bruk av Kanban i deres prosjekt

En beskrivelsen av prototypen som ble utviklet i starten av prosjektet, pluss selve

prototypen

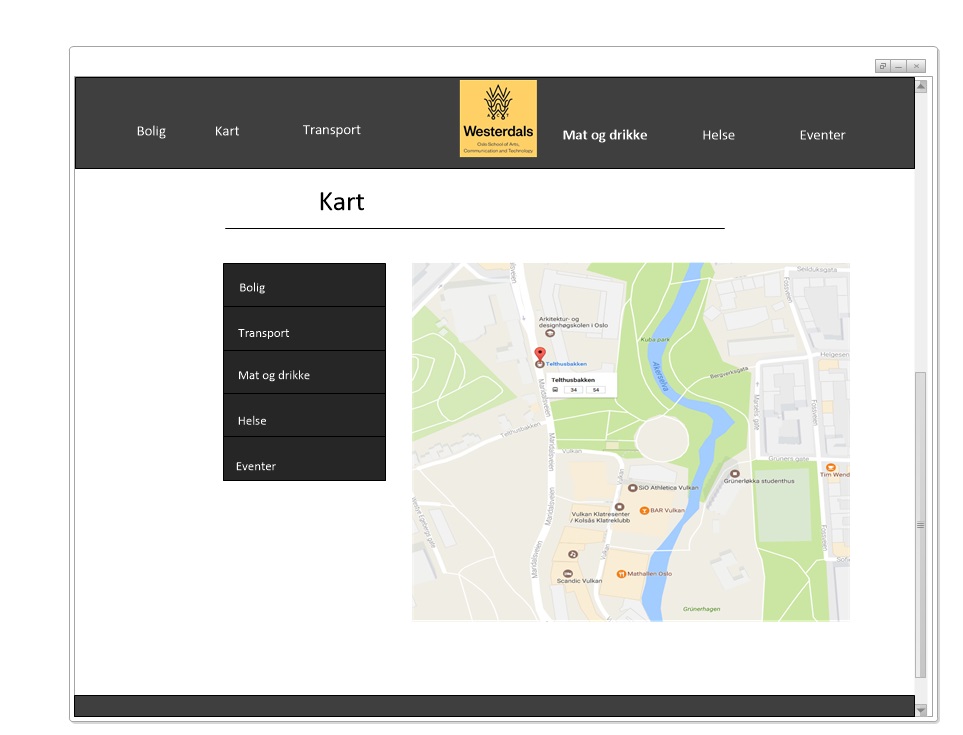
**Homepage**

**Bolig**

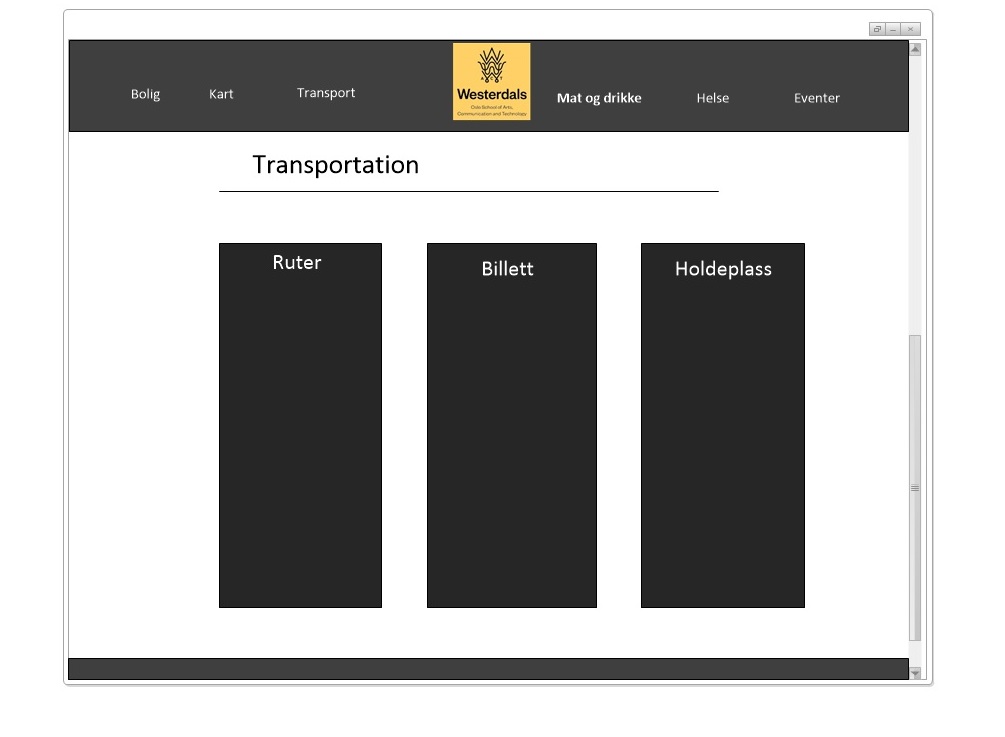


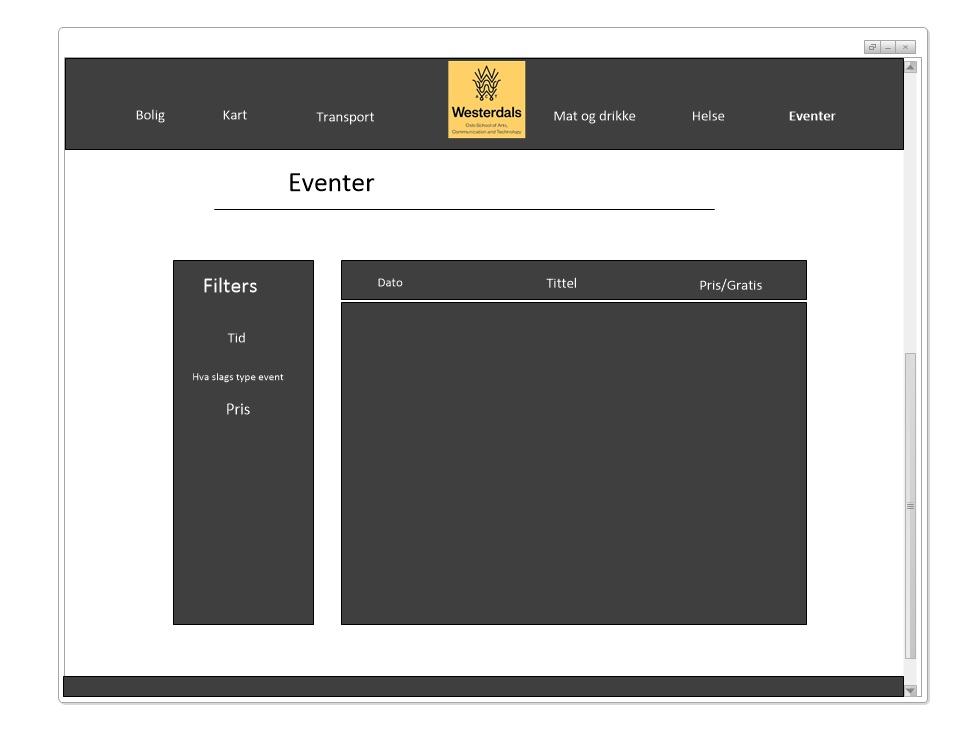
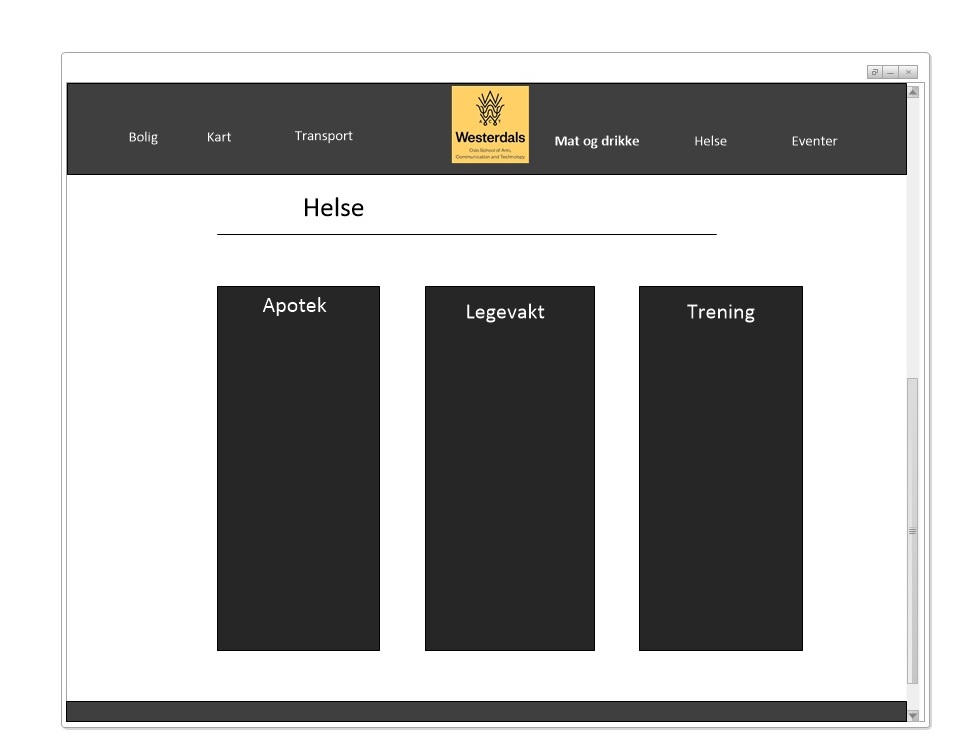
Bolig page gives overview about main dormitories in the city. In every section it is brief description of the accommodation, location and contact information. At the bottom there should be a link to the dormitories website, if person needs closer and more detailed information.

**Kart**

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Kart page gathers maps from all pages for easier visuel presentation of area for person. Depending on which button (area of interest) user choses it appears a new map with





Fokuser på brukskvalitet (Usability)

innhold/

tjenester og designvalg/

visuelt uttrykk,

andre ting som dere mener har vært

relevant i utviklingsprosessen

Designprinsipper

Fargevalg - farger i forhold til type nettsted, logoen til skole

Struktur, organisering av innhold (kategori, type brukere, oppgaver, dato, etc.)

universell utforming

Git skal dokumenteres ved bruk av *Punch card*- og *Contributors*-graf. Eksempelvis

gjennom skjermdumper (screenshots av grafer) eller annen logg av Git-historikk

Refleksjonsnotater