Innholdsfortegnelse (3000-5000)

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

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

Kanban.Trello. Video....................................................................................................

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

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 the concept was to make a unified header with six pages, with information that was mentioned by our survey participants as essential.

Because of very recognizable colors and design of campus Vulcan we decided to use the 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 a brief overview of the area and about most important things that they may be concerned about.

We truly believe that main interest of a person, who visits such an informational webpage is to get information on needed topic fast and fully. So our site has a very easy and understandable navigation between categories/ important aspects of life of every student.

Based on the result of our survey we found out that when a youngster moves to a new place, the first thing he has to consider is affordable place to stay. So we have a “Bolig” page which gives information about leading dormitories.

Public transport is also one of the first few things that a person is concerned about in a new location. On the transport page there is information about basic transportation rules and nearest transport stops.

Of course, food, it’s a huge part of everyday life, so it was obvious that we should have it in the description of school environment.

Health is important concern of every human being on the planet. Our students also should know where to look for help if something happens and where to train to try to decrease chances of health problems.

What is a student life without partying and social life? The “Event” page is a guidance to upcoming arrangements around the school.

The last one is a map on a “Kart” page. User gets opportunity to see a visualized version of all the possibilities on the map.

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?

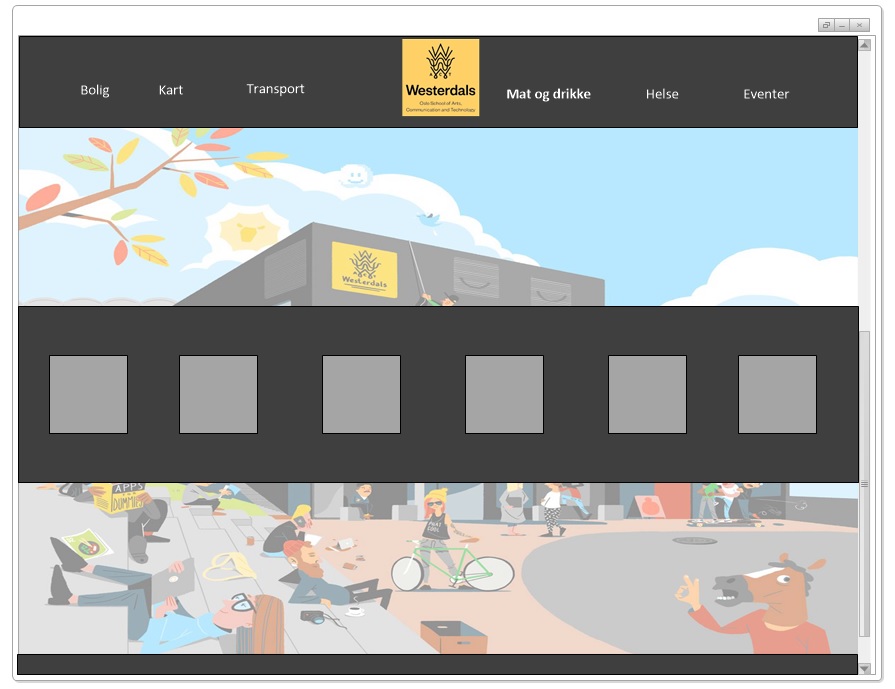
Lenke til en video der dere gir en innføring i valgt støtteverktøy for bruk av Kanban i deres prosjekt

We chose Trello as our project management tool for kanban. It was easy to use and helped us keep the track of our project process. With Trello we could plan the tasks and divide them between the members of the group. Each member could keep others updated of the tasks they were working on. With Trello we could follow the process of each task from start till the end. Trello can be very good for all types of projects, especially for bigger and long-term ones where there are more members working on the same project or same tasks. It will make it easier to have control over whole process and assist others. Trello also visualizes the project process which makes it easier to know how everything goes on and decreases the misunderstandings.

Of course nowadays that facebook has become a big part of everyones life and people use most of their time on it, it made it easier to communicate on facebook rather than only using Trello when it comes to smaller projects and few members.

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

**Homepage**

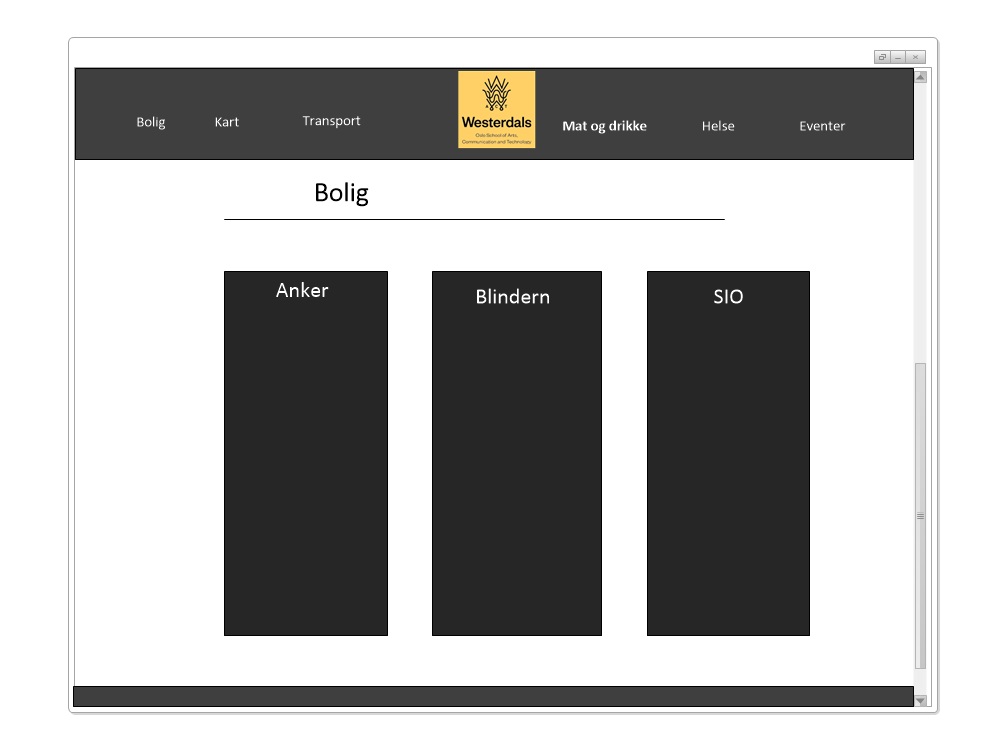


When a user visits our homepage he\she will be introduced to all subjects which can be relevant to a student’s life. We have chosen to have two navigation options on our front page. It is going to be a header which will maintain on all of the pages and the icons one which is only available on this page.

The header contains the logo of the school in the center and six text-buttons, three on each side of the logo which link us to the other pages.

There dark block in the middle of the page has six icons which each one of them represents the same page as equivalent text-button from the header.

**Bolig**

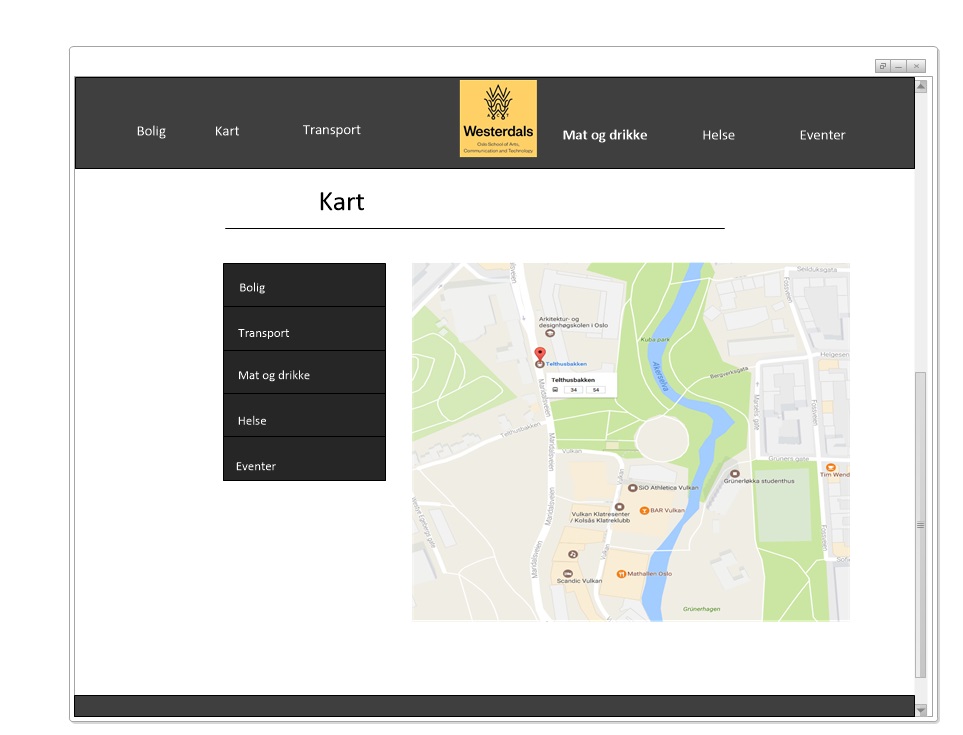


“Bolig” has information about main dormitories in the city. We chose “Anker studentbolig” is one of the nearest accommodation options for Westerdals students, it is located between two main campuses- Vulkan and Fjerdingen.

“Blindern studenthjem” is located at the territory of Oslo University. It is a perfect place for those who want to feel the romance of that special time- being a student. Lots of social events and great student infrastructure are main attractions of Blindern dormitory.

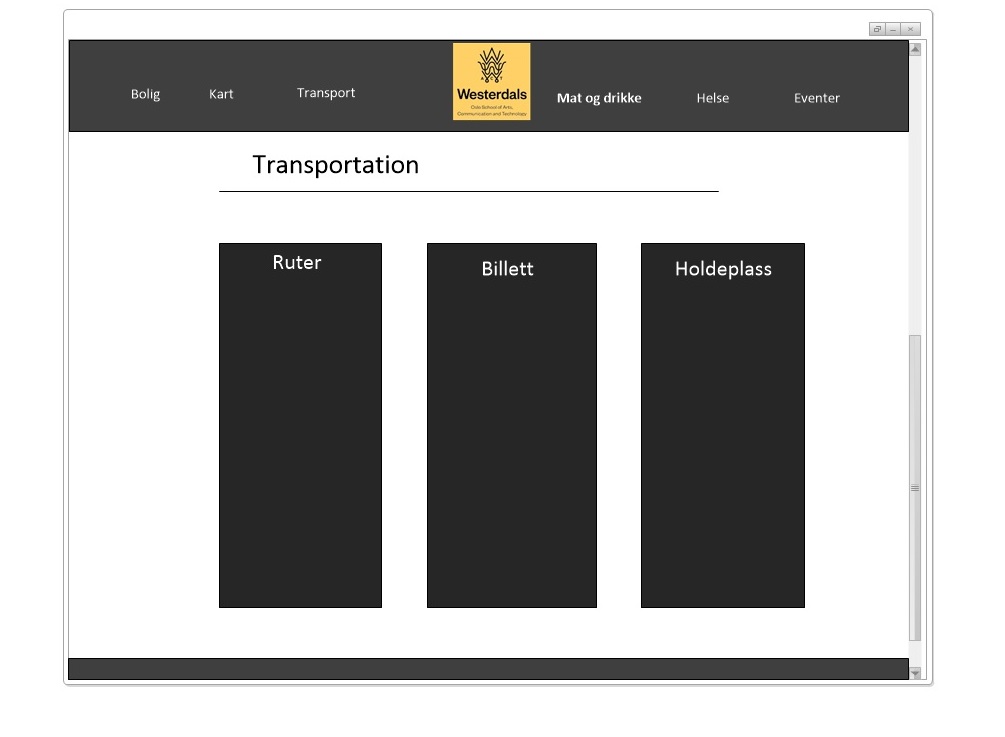
SiO – student organization in Oslo and Akershus, provides enormous choice of different dormitories and campuses located all around the city. There are many options between single room or apartment, with or without furniture in the city center or in quiet neighborhood by the lake or forest.

**Kart**

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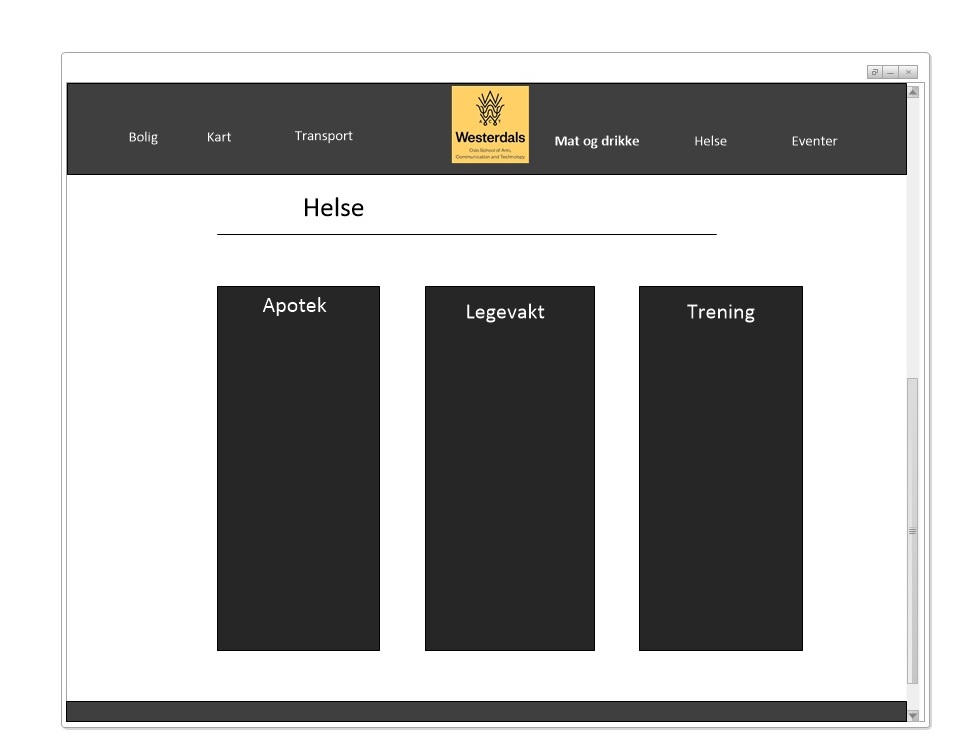
On the “Kart” page there is a big map and a navigation bar on the side. Clicking on each category on the navigation bar results in marks appearing on the map which belongs

**Transportation**



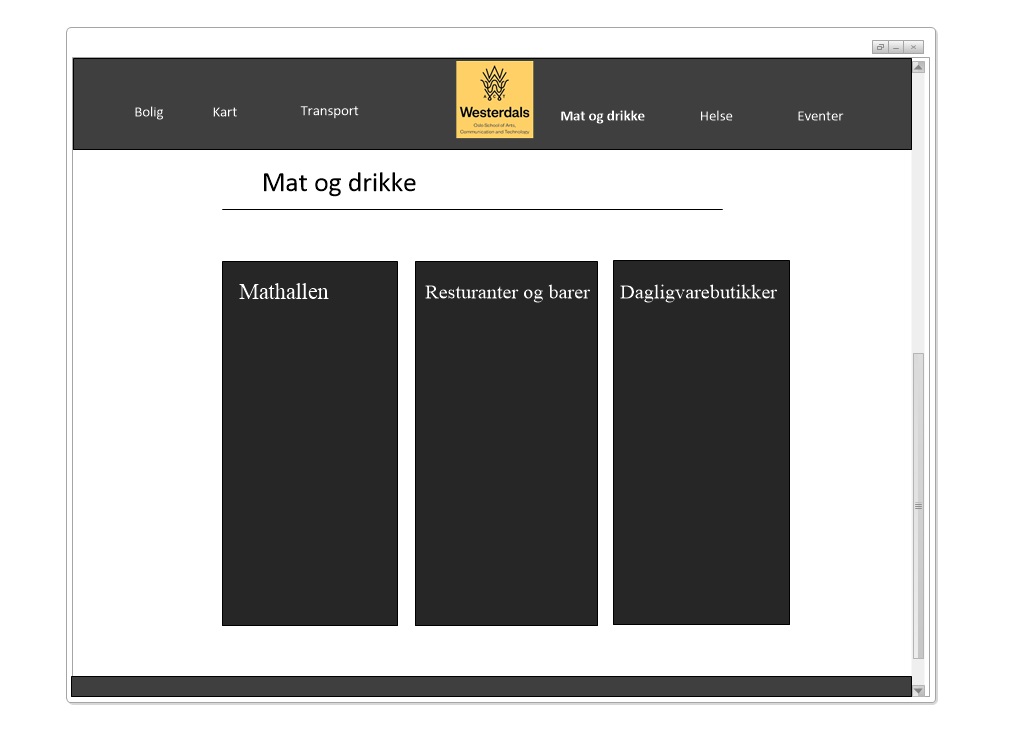
Information about transportation system in Oslo, ways of payment, types of tickets for people who are not familiar with the city. It also presents information about nearest bus stop to school and metro station.

**Helse**



Main aim of the page is to help website visitor to get familiar with health services, something you may need when something is wrong with you. If you know what it is and what can help you can find address of nearest pharmacy where to buy remedy, or if something more difficult, there is information about emergency room you can go to. We discussed content of third part, it could be dentist or private doctor. But as a part of promotion of healthy way of life, we wanted to emphasize that training is a huge part of wellbeing, so we included training centers to that page as well.

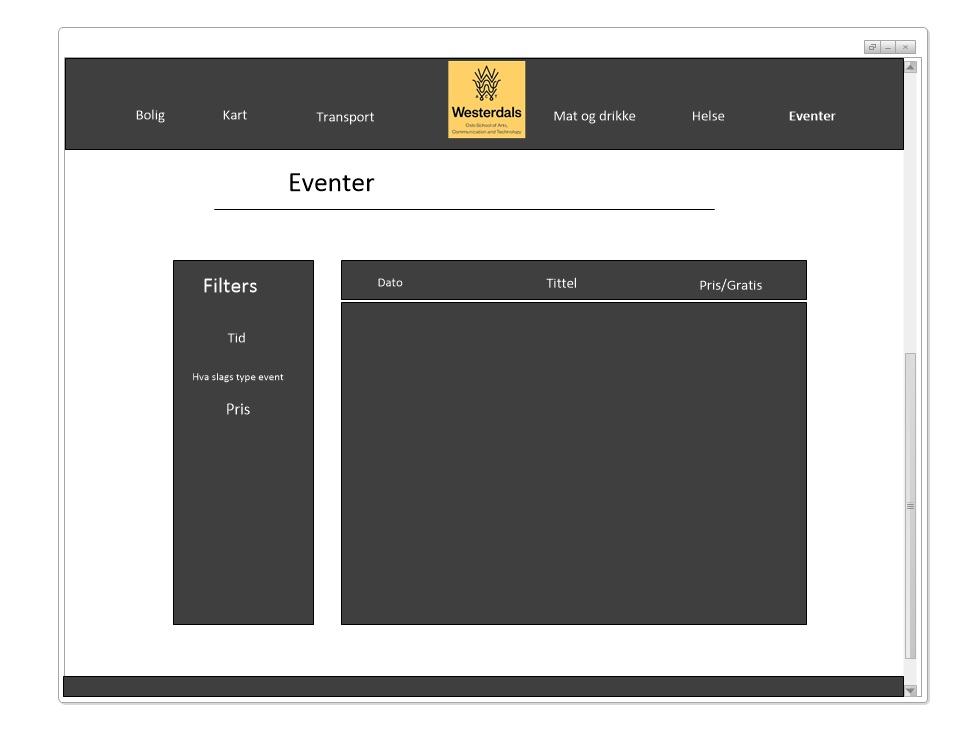
**Mat og drikke**



Our Mat og drikke page makes it easier to a person to choose between three alternatives when it comes to nutrition. If it is going to be something high-class, like

Mathallen, which is an iconic place and has big importance in gastronomic life of the whole city, or they can see options of restaurant and bars services, for those who need just a fast snack or shopping before they go home, a groceries section.

**Events**



Events page has an aim to make students and employee of the school familiar with the arrangements that take place in the area or somehow connected to afterschool life.

It is going to be a table with a date of the event, its name, location and price. On the left side there is a panel, that allows to filter events according to date, type or price (free of charge or not).

Usability

Usability is a quality attribute that assesses how easy user interfaces are to use. The word "usability" also refers to methods for improving ease-of-use during the design process. Usability is an important aspect of a website that keeps people on the page and make them loyal users of the service.

There are some conditions that should be fulfilled to achieve good usability of the website.

Availability and Accessibility

* We decided to upload our site to schools server in order to avoid possible crash.
* Avoid broken links – we tried to avoid to big amount of external sources, and used only few links, like for example to the dormitories that students can apply to. All links are checked for not being broken.

## Clarity

A clear and usable design can be achieved through simplicity of the site, familiarity to the way the information is presented, consistency , guidance and good information architecture. So we used all those principles when considered usability of our site.

* Simplicity

Very easy and clear navigation throughout the site is provided by simple header with category buttons on it. Every page has two intro sentences on top of the page and tree blocks with information according the topic.

* Familiarity

We intended to make our website as more typical for such informational sources as possible. When person visit informational website they don’t expect any difficult or overwhelming activities, so we tried our best not to be frustrating.

* Consistency

All pages are made in the same style, same colors, fonts, and design.

* Guidance

To make it easier to scan the content of the page for visitors and get faster familiar with the information every block on the page has an icon on top, indicating what every block is about.

* Good information architecture

Homepage clearly states what we offer and what users can do on the site . Since people visit informational website to get information but not for entertainment, we kept category names simple, to avoid confusion. Every category includes only information concerning the topic.

Thing that is a bit different from other sites of such kind is location information about training centers. The website is made for Norwegian market, where being healthy is getting more and more trendy. So as a part of healthy life propaganda we included training to the “Health page”, to emphasize that training is a huge part of your wellbeing.

Learnability

Our goal was to design intuitive interface — that our users could avoid a long process of figuring out where needed information is. Key to intuitive design is to make use of what people already know, or create something new that is easy to learn. Our idea was to promote training as a part of individual’s health, so we merged them and made training as a part of health.

## Credibility

Credibility is a crucial aspect of any website. People have to know that website is active and information present is up to date, so they can trust the content. We provide it with fresh and constantly updated information about upcoming events.

All links are checked on regular basis.

Since our website should be a kind of addition to schools site, we decided that footer of every page will include Westerdals telephone and e-mail address as contact details, to assure people that site is trustworthy.

## Relevancy

We understand that content must be relevant for the users, that they don’t need to read though lots of information to find what they look for. Relevancy of our content was based on a research – survey, we interview few students, as for what were they looking for when they first found out where they will study and came to Oslo for the first time.

Content

The content of our website is about Vulcan campus of Westerdals School of art, communication and technology and its local environment.

As we have written above, the decision about the content of our webpage was based on the results of survey. The survey’s aim was to research about what kind of information young people want to know when they move to a new place. We tried to gather useful information without making the website too overwhelming, in order to avoid complexity.

Start page’s function is an introduction of what we have on the website and navigation menu between six under pages.

“Bolig” page provides information about the main dormitories in the city. In every section it is a brief description of the accommodation, location and contact info. At the bottom there is a link to the dormitory’s website, if a person needs closer and more detailed information.

“Kart” page gathers maps from all pages for an easier visual presentation of the area for a user. Depending on which button (area of interest) being chosen it appears a new map with marks on selected topic.

Tjenester og designvalg

Logo placement

visuelt uttrykk.

Fargevalg –

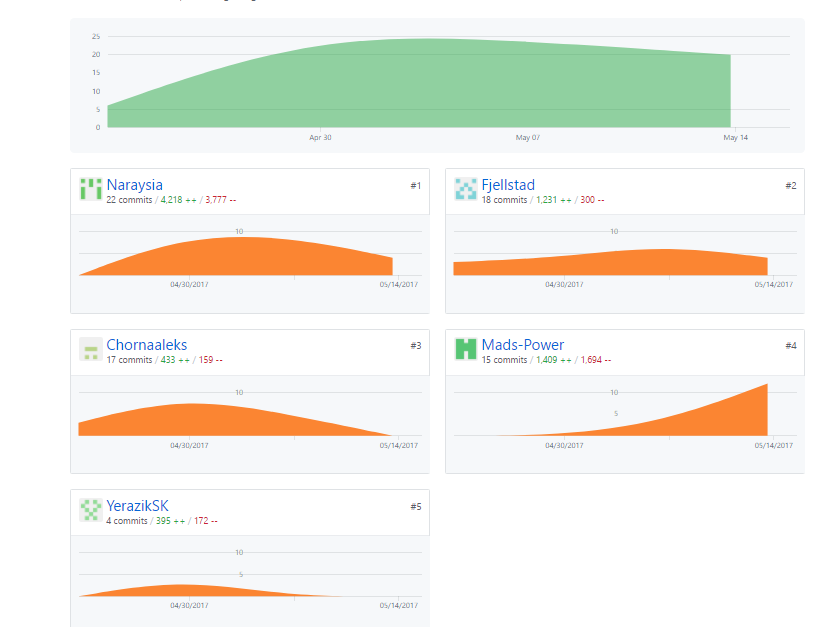
Main colors of the site are dark grey and yellow. We think it symbolises colours of the campus and is a great accomplishment to schools logo. Such color combination is very stylish, that is very relevant for school that works with art and design, it’s also comfortable for user’s color perception.

andre ting som dere mener har vært

relevant i utviklingsprosessen

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

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



Refleksjonsnotater