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 a brief overview of the area and about most important things that they may be concerned about.

We

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

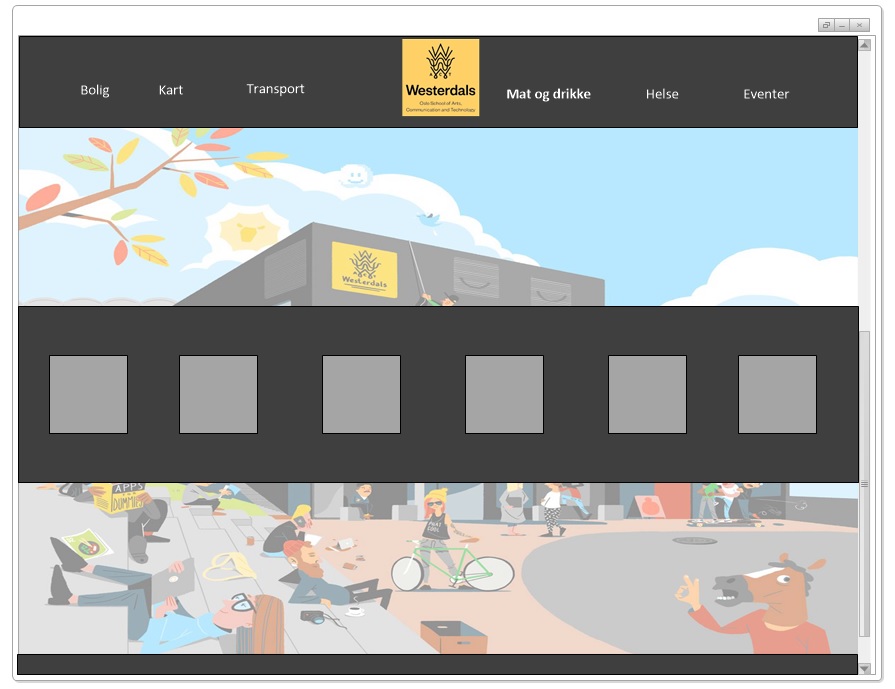
We chose Trello as our project management tool for kanban. It was easy to use and helped us keep the track of our project process. With Trello we could plan the tasks and devide it between the members of the group. Each member could keep others updated of the tasks they were working on. With Trello we could follow the process of each task from start til 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**

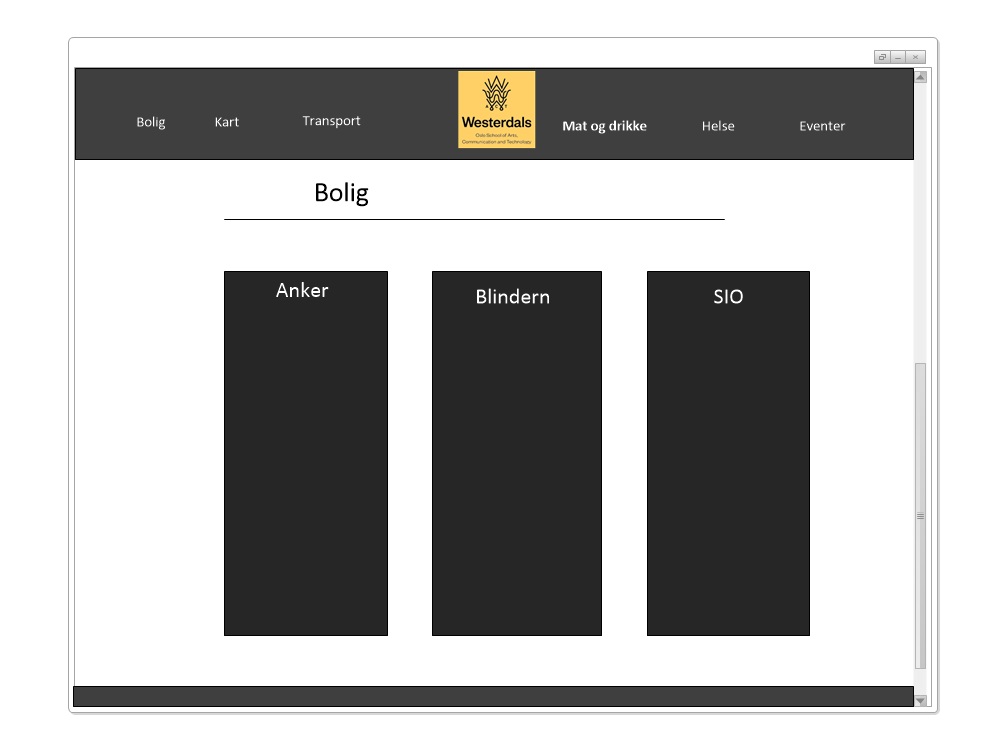


When a user visits our homepage he\she will be introduced to all subjects which can be relevant to a student’s life. We have chosen to have two navigation options on our front page. It is going to be a header which will maintain on all of the pages and the icons one which is only available on this page.

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.

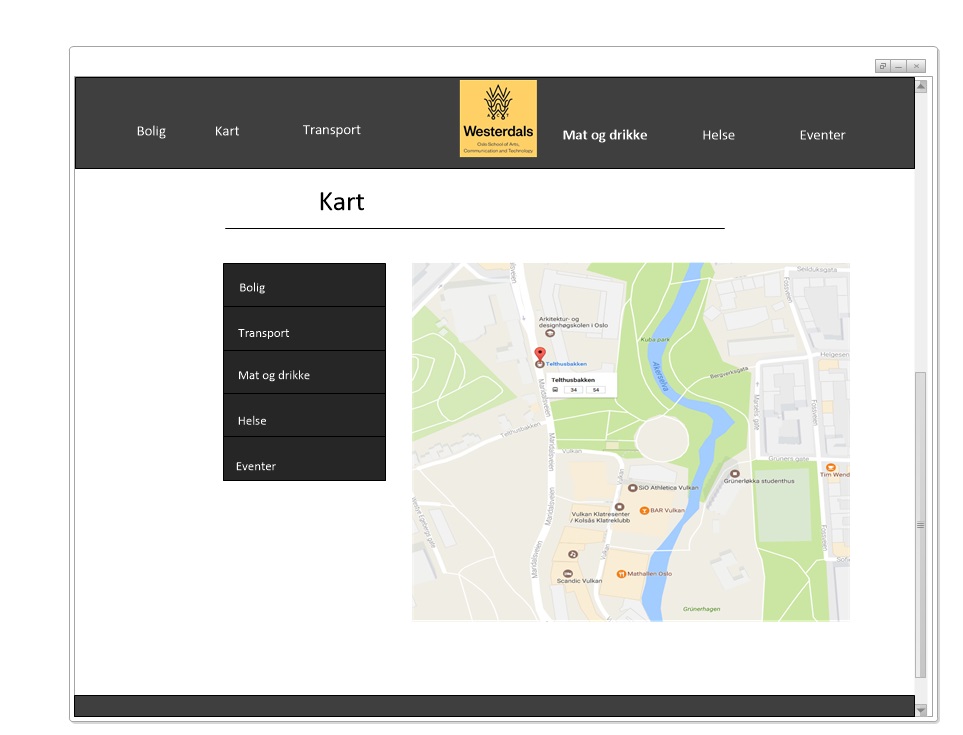
There dark block in the middle of the page has six icons which each one of them represents the same page as equivalent text-button from the header.

**Bolig**

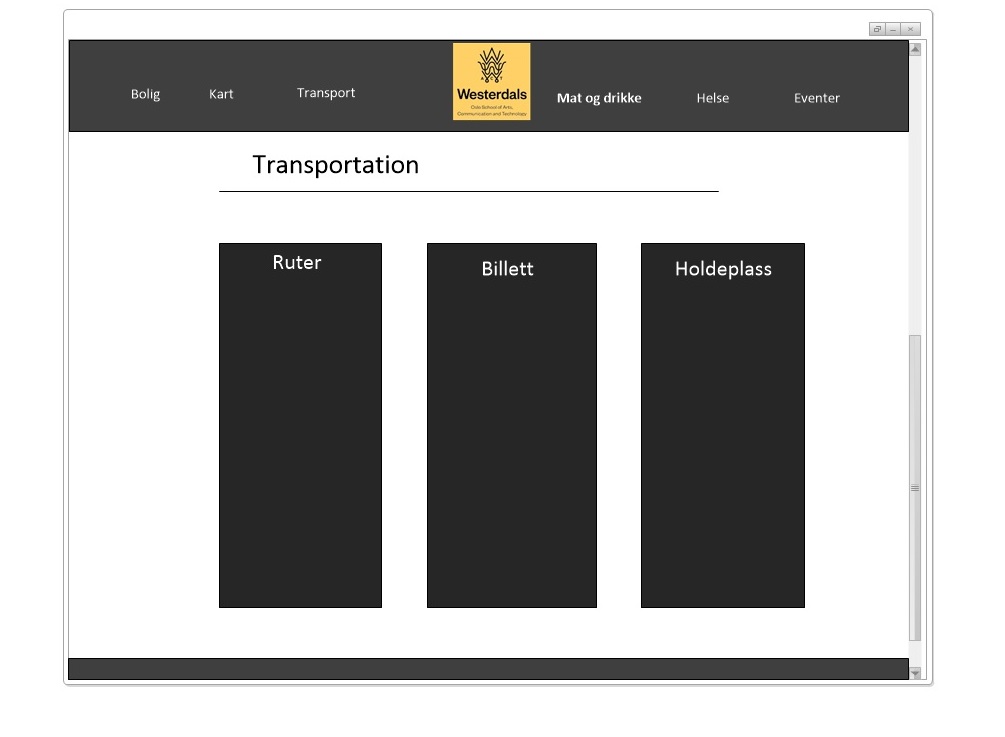


Bolig page gives overview about main dormitories in the city. In every section it is brief description of the accommodation, location and contact information. At the bottom there should be a link to the dormitories website, if person needs closer and more detailed information.

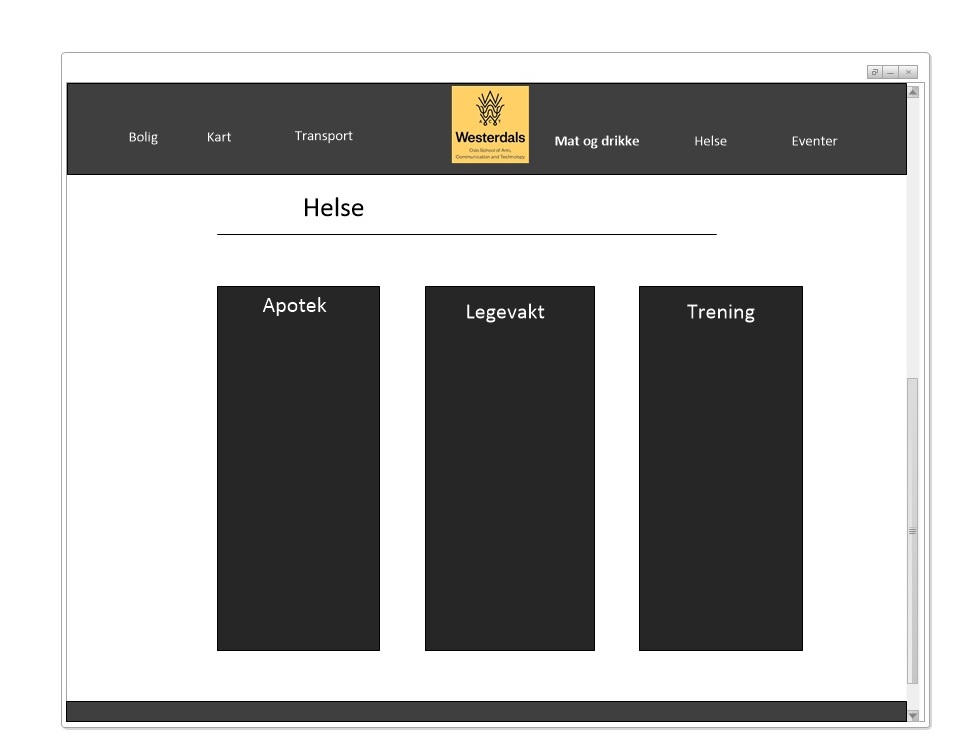
**Kart**

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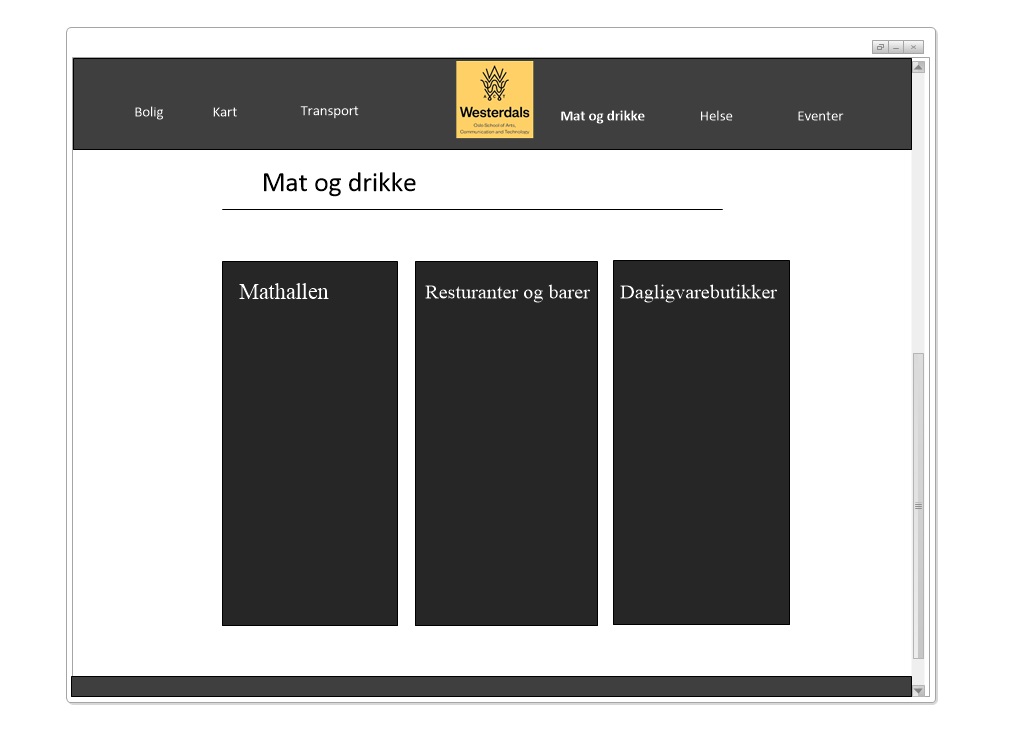
Kart page gathers maps from all pages for easier visual presentation of area for person. Depending on which button (area of interest) user choses it appears a new map with marks on selected topic.



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.

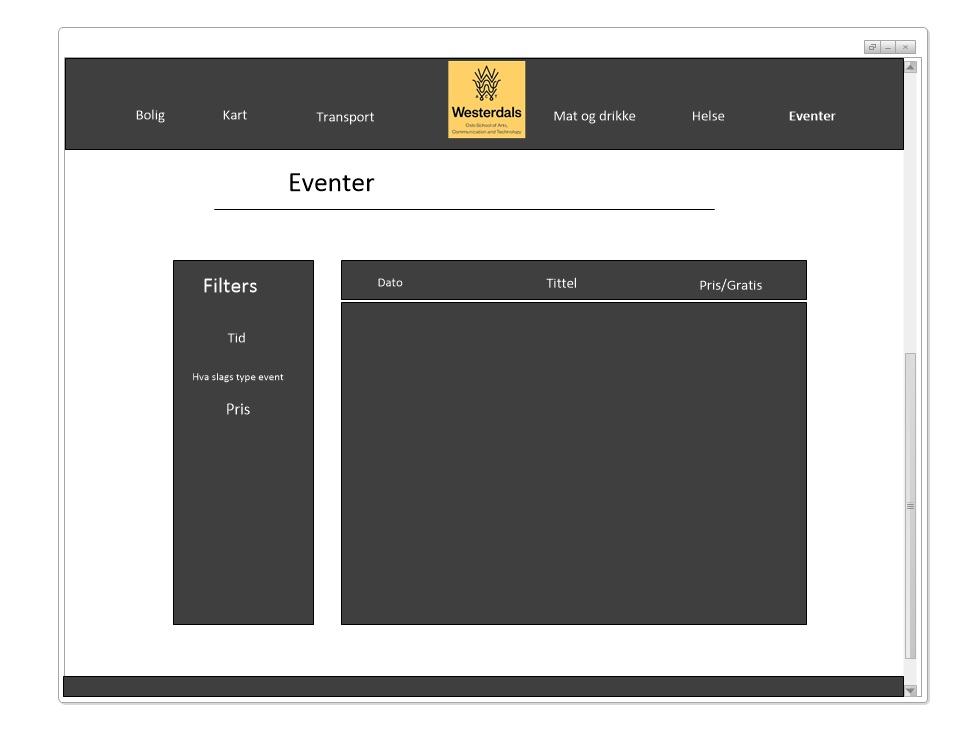


Main aim of the page is to help website visitor to get familiar with health services, something you may need when something is wrong with you. If you know what it is and what can help you can find address of nearest pharmacy where to buy remedy, or if something more difficult, there is information about 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.



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 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).

Brukskvalitet (Usability)

Availability and Accessibility

* Server uptime – It’s important to ensure your visitors don’t get an error trying to load your site. Invest in good hosting.
* 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 –

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 interfaces — 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.

Innhold

Tjenester og designvalg

Logo placement

visuelt uttrykk.

Fargevalg –

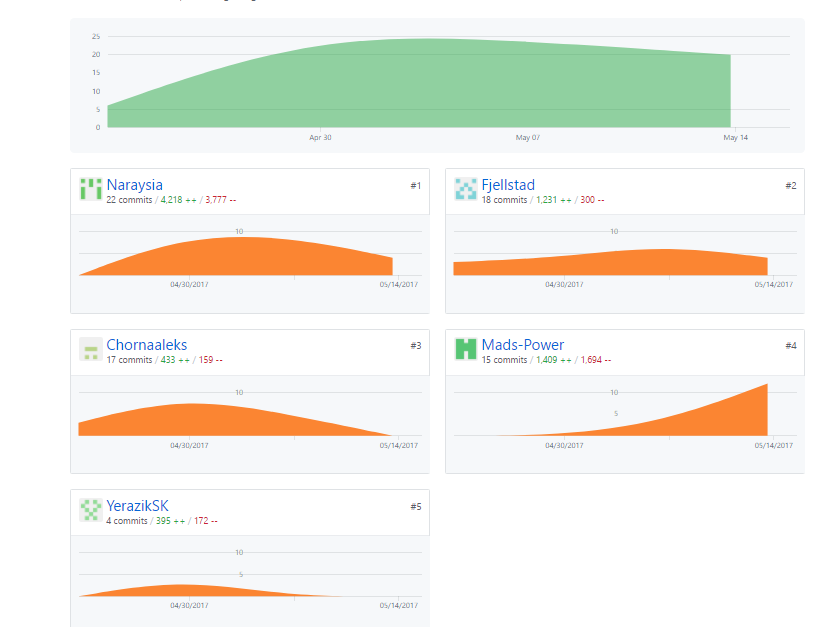
Main colors of the site are dark grey and yellow. We think it symbolises colours of the campus and is a great accomplishment to schools logo. Such color combination is very stylish, that is very relevant for school that works with art and design, it’s also comfortable for user’s color perception.

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