

Assignment 3: Studio Project





Overview

Design and build a website for the fictional record album you are creating as part of the Design Studio Project, which integrates work from Typography 1, Design 1, Digital Technology 1, and Web Technology 1. This project allows you to bring together your skills from multiple courses, creating a cohesive, visually compelling site that showcases your album concept.

The focus in Web Technology 1 will be on applying HTML and CSS to create a polished, organized, and professional website. You'll learn to structure content effectively, use CSS to create a consistent and visually appealing design, and implement best practices for a clean, accessible user experience.

In this project, you'll emphasize:

Organization and Structure: Develop a well-structured website with logical flow across pages, guiding users through the album experience with clear navigation.

Effective Use of CSS: Use external CSS to style your site with consistency and precision. Pay attention to layout, colour schemes, typography, and overall design cohesion, creating a unified look and feel that reflects the album's aesthetic.

Polish and Professionalism: Aim for a high level of refinement in all aspects of your site. Each page should be cohesive and visually engaging, demonstrating your attention to detail and understanding of web design principles.

This project combines technical skills with creativity, challenging you to create a website that not only functions well but also delivers an immersive and memorable experience aligned with your album's concept.

Submission Details

Content:

Your website should be designed to promote and showcase the fictional record album you're creating in the Design Studio Project. The website should consist of 3 pages. Here are suggested pages (you can modify these)

Due Dates/Check-ins

See Blackboard for due dates/milestones. Assessment / Check-ins and office hours are by appointment. See your instructor's contact info for booking details on Blackboard. *Late mark deductions of 10% per day (including weekends) for a maximum of 5 days will be applied. After 5 days an assignment will not be graded.

Drop Dead Due Date

After 5 days of the original due date, (including weekends) an assignment will no longer be accepted and will receive a grade of 0.

Academic Misconduct

Creative commons artefacts should be submitted with citation. Purchased templates, shared assignments, and any external designs or use of generative AI (ChatGPT, Copilot...) are prohibited and if submitted as your own work will receive a grade of zero.

Academic Regulations:

<https://academic-regulations.humber.ca/2024-2025>

Generative AI Academic Integrity:

<https://humber.ca/innovativelearning/generative-artificial-intelligence-in-the-classroom/#academic-integrity>

Student Conduct Code:

<https://www.humber.ca/knowthecode/codes-community-standards>

Accommodations

Accommodations must be requested and agreed upon with your instructor when an assessment is assigned.

If you require accommodations for your learning, go to: [Humber Accessible Learning](#)

*It is important to know that your Accommodation Letter is not automatically renewed each semester. If you would like to use your academic accommodations, you need to submit a renewal request each semester.





Home Page (index.html)

- Introduction to the artist or band, providing a brief background or story that connects with the album theme.
- A featured image or cover art of the album, serving as the main visual focus.
- A prominent link to listen to the album (e.g., a mock streaming button) and/or view more details.

Album Page (album.html)

- Detailed information about the album, including:
- The track list with song titles.
- Optional: brief descriptions or themes for selected tracks.
- An embedded or linked music player (mock or real) that allows users to preview selected tracks.
- Additional album artwork, such as photos, illustrations, or graphics related to the artist's aesthetic.

Merchandise Page (merch.html)

- A showcase of merchandise associated with the album, such as T-shirts, posters, vinyl records, and other items.
- Descriptions and pricing for each item.
- Mock “Add to Cart” buttons to simulate a shopping experience.

Requirements

- **HTML5 Structure:** Use semantic HTML5 elements to create a structured and accessible site.
- **CSS Styling:** Employ an external CSS file for consistent styling across pages. Design choices should reflect the album's theme and brand identity.
- **Text and Image Integration:** Use a balanced amount of text and images to enhance the visual appeal and communicate the album's aesthetic.

Project Stages

Week 11 – Design – 10%

Goal: Create a comprehensive design concept for your website.





Requirements: Your design should include mockups or wireframes of each page, showcasing how content will be organized and how the visual identity of the fictional album will be represented.

- Define the color scheme, typography, and general layout for each page.
- Outline the navigation structure and placement of major elements like logos, menus, and images.
- Include placeholder text and images to simulate the final content and visual flow

.Week 14 - Website (30%)

Goal: Complete and present the final version of your website.

Requirements: Your final submission should showcase a fully functional and polished website, including:

- Finalized content, images, and design elements.
- Well-structured, accessible, and organized code.
- Consistent CSS styling that reflects the album's theme and identity.
- Create an external CSS file and link it to all HTML pages
- Implement a layout using flexbox or CSS grid
- Style the navigation
- Design a grid layout for product features on the merch.html page
- Style the order form for better visual organization
- Ensure all interactive elements (links, buttons) have appropriate hover states

Submission

- Zip of your site submitted via blackboard
- Link to your site hosted on GitHub Pages

Rubric

**See assignment rubric on Blackboard.*

Review course materials for any checklists or additional requirements for this assignment.





Course Learning Outcomes

1. Select appropriate HTML User Interface elements.
2. Begin website to present content.

