

## Large Coursework Brief

Your brief is to design and build a responsive website of a magazine or a newsletter. This may take the form of a topical or a news magazine or a newsletter for a club or society. If possible this should represent a real situation. For example:

- A topical magazine should be of interest to people who follow that topic, so find a group of enthusiasts about a topic that would like a magazine.
- Find a club that needs a newsletter and try to understand what that might cover and look like. Be careful ... make it clear that you are interested to prototype a web site for a student project, and perhaps later show them what might be possible. Don't promise to build them a website for this assignment. If you want to negotiate to do that in your own time as an individual feel free to do that. Your web site should have **5 pages with different types of news and articles**.

Wherever possible sample content should be representative of the material for that web site. It should have appropriate media, including video and sound clips if relevant. In addition to the web site, you will include a report.html file with associated images etc. in your site's base directory. This will explain what you have learned in the process of building your site, where you found your information, and how you have adapted any resources (if applicable). The outline template for the report can be found here:

### **Report: Large Coursework** **YOUR NAME**

**Introduction:** What is the essential story being told by your site and what type of structure did you choose to implement.

**State 3 things that have inspired you when creating your website.** These could include guest speakers, other websites, artists, developers etc.

**State 3 ways in which your site is accessible.**

**State 3 ways in which you have considered usability in your site.**

**State 3 things you had to learn/find out by yourself when creating your site, and describe how you did that** (i.e. what searches you did, any new tools/techniques you learned, any changes/adaptations you made to a particular resource to make it work with your site).

**What aspect(s) of your work do you think worked well and why?** What aspect(s) of your work could be improved, and how might you do things differently another time?

**What resources were used when creating your work?** You should list here any sources of information, libraries, plug-ins or other code that you used to create your site. You should also reference any code you've used by inserting comments at the start of the scripts.

**Appendices:** Site Map, Wireframes and Mockups

### **Format for citing code:**

[1] Author Initial, Author Surname, 'Title of program/source code' (), Year Published. [Type]. Web address or publisher.

### **Example:**

[1] P. Korponaić, 'Meteor Kitchen examples' (commit 0abcf1c), 2016. [Source code].  
<https://github.com/perak/kitchen-examples/tree/master/example-minimal>

**Format for citing online resource:**

[1] Author Initial. Author Surname, 'Title', Year Published. [Online]. Available: <http://Website URL>. [Accessed: 10-Oct- 2013].

**Example:** [1] Handlebarsjs.com, 'Handlebars Reference', 2016. [Online]. Available: <http://handlebarsjs.com/reference.html>. [Accessed: 20- Sep- 2016].

### **Taking things from the web**

You can use almost anything you like that you can find on the Web, but you should avoid anything that is not open (e.g. that costs money or requires login or registration), or anything from sites belonging to commercial companies. Being able to re-use other people's ideas is an important web skill. However, it is essential that, on your report page, you describe what you have taken, where you took it from, and what you have done to it. If you copy-and-paste something almost without change, you must say that you have done it, it must conform to the standards, and you shouldn't expect many marks for it, except for how you have made it fit in with and enhance your own design. To get more marks you can use code from elsewhere, document the source of the code in your report.html and then [edit it in some way](#). Showing you can adapt existing code will earn you more marks. In order to be clear which material you have written and which you have used from elsewhere you will be expected to provide comprehensive comments within your HTML, CSS and Javascript files indicating code you have used, code you have adopted and edited and code that you have written.

## **REVIEW CRITERIA**

The project can be described as a set of basic and a set of advanced requirements. They are as follows.

### Basic requirements

- Your site directory will be well organised and files given suitable names
- Your site should validate to HTML5 web standards
- Your CSS should meet CSS3 standards and degrade gracefully on older browsers CSS should be in separate stylesheets (not embedded in HTML)
- Your site should be responsive. You can use a framework such as Bootstrap to help you to achieve this, but it you should also include responsive CSS code that is your own work
- Your site should be easy to use and navigate
- Your site should be aesthetically appealing with suitable fonts and colour scheme
- Your site should be accessible, with semantically correct HTML
- Your site should make use of unobtrusive JS where appropriate
- Your JS will be in script tags or separate files (no inline JS)

### Advanced features

- Advanced CSS (i.e. animations and/or transitions, comprehensive @media queries)
- Custom JS (i.e. code you've written yourself)
- Breadcrumbs
- Dynamic content/JS templates

The specific items against which you will be graded are as follows:

### HTML

1. up to 2 marks for working URL for the site hosted on the static web page system
2. up to 2 marks for a 5 page web site structured with a tree structure
3. up to 2 marks for validated well-formed HTML Code
4. up to 2 marks for comprehensive comments throughout your HTML code
5. up to 2 marks for the creative use of HTML elements to provide an appropriate structure for the web content

### CSS

1. up to 2 marks for the use of CSS to provide an aesthetically appealing presentation and an appropriately contemporary design
2. up to 2 marks for appropriate layout, including consistent columns within the pages and the site
3. up to 2 marks for responsive behaviour
4. up to 2 marks for comprehensive comments throughout your CSS code

#### JavaScript

1. up to 2 marks for basic calling of JavaScript to interact with HTML elements in the pages through DOM manipulation
2. up to 2 marks for essential use of JavaScript, for example the construction of a photo gallery or carousel
3. up to 2 marks for advanced use of JavaScript, including use of JavaScript libraries.
4. up to 2 marks for comprehensive comments throughout your JavaScript code

#### Design and Reflection

1. up to 2 marks for a site map diagram and comprehensive and representative wireframes reflecting the responsive design of the site, including revisions if they occur during the development of the site
2. up to 2 marks for mockups for the pages showing styling including revisions if they occur during the development of the site
3. up to 2 marks for code and design that address the accessibility of the site for users with different abilities, including an explanation in the report
4. up to 2 marks for reflection in the report on the experience of creating the web site, including sources of inspiration for the design or implementation and elements that might be implemented in a different way in the future
5. up to 2 marks for the quality of the content in the stories, including words, pictures and other media. The media should all work together to tell a rich, coherent and interesting story.