**Multi-page Games Website**

**Achievement Standard: AS 91893 (2.4)**

**Standard title:**  Use advanced techniques to develop a digital media outcome

**Credits:** 4

**Introduction/Kupu Arataki**

This assessment activity requires you to plan and create a multi-page website.  
You are going to be assessed on the iterative improvement throughout the development and testing process and your use of efficient tools and techniques in the outcomes production.

**Task/Hei Mahi**

You are to create a multi-page games website that promotes the chosen game and tells others why they would want to play it. However, the game must be PC based, approved by your teacher, and meet the relevant implications i.e. Legal for your age.

Your website must:

* have external CSS
* have Images optimised for webpages
* have a multi-page website that includes images and text
* be formatted so that it is easy to read, navigate and uses relevant conventions
* be created using appropriate advanced tools and techniques for the purpose and end-users.

You must:

* identify the purpose and end users’/target audience (Create a brief)
* create an initial plan of the layout
* apply appropriate data integrity and testing procedures while developing your website
* use and apply relevant conventions to improve the quality of the outcome
* explain and address relevant implications *(there is a list of implications below)*
* demonstrate iterative improvements throughout the design, development and testing of your outcome. *(definition of iterative improvements below)*
* use efficient tools and techniques in the outcome’s production

Web conventions may include:

* Proper naming of pages and assets (lowercase, hyphens, full names, no spaces)
* Fonts – web fonts accessible from all platforms
* Images – appropriate sizes and formats for web and purpose, i.e use of thumbnail images in a gallery
* Tags – opened and closed correctly, same case throughout.

You also need to provide evidence showing:

* **Improving the outcome iteratively**. This would generally include evidence of improvement through repeated cycles of trialling and testing. during the design, development and testing process.
* **Examples of trialling and testing throughout the process include:**
  + trialling font and colour combinations
  + trialling various layouts for text and images
  + testing that assets and pages are linked correctly
  + testing for consistency of layout and styles
  + testing the website with potential end users. This could include proof reading or specific feedback regarding the design, usability and readability.
* If you have made changes to your website based on trialling and testing, document what has been changed. Provide before/after screenshots (of the code and visual display) to show how the website has been improved and save successive versions of your website, also what questions did you ask people to get the feedback you got? Do not forget to annotate this.
* Ensure any implications that have been considered are explained and addressed. This could include an explanation of why:
  + social/cultural acceptability is important
  + legal, ethical and intellectual property obligations need to be met
  + accessibility, and usability are important to end users
  + sustainability and future proof is required

and showing how your outcome meets these.

Examples of relevant implications include:

|  |  |  |
| --- | --- | --- |
| Social | Cultural | End-user Considerations |
| Legal, Ethical | Privacy | Intellectual Property |
| Accessibility | Functionality | Sustainability and Future Proofing |
| Aesthetics | Usability | Health and Safety |

Examples of *advanced techniques* include:

* creating or customising scripts, code or presets
* using a combination of steps to manipulate or enhance elements
* using a third-party library
* using composite effects.

Examples of *efficient tools and techniques* include:

* management of assets
* using stylesheets
* master pages or student developed templates
* commenting
* reusing objects, styles and/or frames
* html/css validation procedures
* optimisation of media assets.

**Iterative:**

something that can be applied repeatedly, another term for frequentative. iterative improvement- continual improvement or showing progression.

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