Web Project Media Asset or Interactivity

Your web site must contain a media asset or some sort of interactivity feature from either Chapter 11 or 13.

Your best choice would be an asset that fits organically into the theme of your web site. For example, if your site is a dotcom business then a shopping cart may be the best choice. If your site is a travel log of your trip to Italy, you might consider a video or an image gallery.

I am happy to help you decide which asset to use.

Assets that meet this requirement are one or more of:

- An audio asset coded with the HTML5 **`<audio>`** element.

    - You must have at least 2 sources, MP3 and OGG, and the MP3 must be the fallback source.
- A video asset coded with the HTML5 **`<video>`** element.
    - You must have at least 2 sources, MP4 and OGG, and the MP4 must be the fallback source.
    - You must have a poster image.
- An interactive image gallery along the lines of HOP 11.8. It doesn't need to have the exact same look or functionality, but it must include:
    - Mouse over a thumbnail image to trigger a CSS3 transition that gradually displays a larger version.
    - Click a thumbnail image to open the larger version in a new browser tab.
- A shopping page along the lines of Chapter 12's case studies (see pages 540–543).
    - It must have at least two items, each of which has an image and a description.
    - When the user clicks the image, it must open in an enlarged version in a new browser tab.
    - The Add to Cart button must be coded as shown on page 543.
- An **`<iframe>`** that embeds content from another web site, along the lines of HOP 13.1.