Website project

Unit 1 outcome 1

# •About me

The website will include a small section that has an ‘about me’ page and it will include the following text.

‘hi. I recently became very interested in programming and I made this page as part of a larger course I completed in a programming course hosted by Digital Academy. This site is not meant to be taken as a serious critique of any content feature here and was purely made to show how far I’ve come as a programmer.

If you would like to contact me about the site or any of the content on the site, please contact me @[email address] and I will be happy to resolve any queries you might have. ‘

# •1.1 Describing the purpose of IT in modern business

Companies rely on IT for handling large amounts of data quickly, communication and market research to gain an accurate view of their business as well as the market. This aides in decision making both in respects to the handling of a business to the types of markets a company is in.

Collaborative technologies allow teams to work on different areas of the same product at the same time, no matter where they are located.

Enterprise resource planning systems allow managers to review sales, costs and other operating metrics in real time. These allow managers to make changes and suggestions to products quickly.

IT plays an integral role in every industry, helping companies improve business processes, achieve cost efficiencies, drive revenue growth and maintain a competitive advantage in the marketplace.

<https://smallbusiness.chron.com/six-important-business-objectives-information-technology-25220.html#:~:text=Companies%20rely%20on%20IT%20for,competitive%20advantage%20in%20the%20marketplace>.

# •1.2 Describing methods, skills and resources needed to complete digital projects successfully – what do you need to make projects successful? What tools? What skills?

to complete digital projects successfully you need to be able to plan effectively and have good sense of the work required. Creating a project that is outside of your range of skill should be done with extreme caution as it may turn out that something critical to your project is unfeasible for you to complete.

you will need good attention to detail to catch mistakes quickly as a small error may make your code for a certain area of your project unworkable.

you will also need to have a good work ethic. Depending on the size of a project, it may take days to months to complete and suffering from 'burnout' is a real consideration that should be taken into account

resources needed can range from assets found in your application of choice, to libraries found built into your coding software. I would also consider being able to search online for general solution to problems a very valuable skill, as you may run into problems that you and your team members are not sure of.

# •1.3 Plan and carry out tasks using IT – e.g. making your website. How will you plan it? Include a link to your Trello board.

Planning is an important part of making any digital project. To plan this project, every process has been separated into a different activity, put into a Trello board. As I make progress on each task, each can be from the ‘not started’ to the ‘doing’ section, and once completed, it can be moved in the ‘done’ section

<https://trello.com/invite/b/eyBwqZpG/9e0ce7bc86a12d74795856e52adc09e5/website-project>

# •1.4 Describe the risks that might impact digital projects – what causes digital projects to fail? Why?

# o There are several risks that you should be aware of when attempting a digital project both during the planning phase and during the production. It may appear that when planning a project, that a simple idea becomes more complicated and unworkable. If this kind of road block appears, you wither have to rework your plan to get around the issue, or to spend an undetermined amount of time looking for resources online for a solution.

# o If your computer crashes as your coding, you would lose any progress that is not saved. a crash cannot be planned around, and you will always lose some work, but you can back up your work as you go, to keep this lose to a minimum

# •1.5 Describe how you would go about selecting and using IT systems and software – how do you select the right kind of technology for the job?

The technologies used for the previous collaborative , python to write code, google hangout for Stand-ups each morning and evening, a group Trello board and slack to share files.

# •1.6 Describe and provide analysis on how your chosen technologies have helped you achieve your outcomes. – How has Trello helped you plan and how can git and GitHub help with your codes version control

o A big factor in deciding which resources you can use, your budget will be a big factor.

o https://www.procedural-worlds.com/blog/best-free-unity-assets-categorised-mega-list/

o This a curated list of all the assets available for creating a project in unity, an application used for making interactive games. Other programmes would have a different list of assets available

o However, the resources are very limited when compared to paid assets and plugins you can use if you paid a licensing fee. Which programme or programmes you use for you project will depend on how much of a budget you have available to you, and what assets are available on different platforms.

# •1.7 Describe legal guidelines and constraints that impact digital projects – How does GDPR impact digital projects?

o https://www.superoffice.com/blog/gdpr/

o The general data protection regulation (GDPR) from the EU is a regulation to give EU citizens greater control over their personal data and assurances that their personal information is protected. Personal data ranges from personal details and bank details, to user’s IP addresses and location details. This regulation gives uses the right to know what data companies have on them, the right to be informed before data is collected and the right to request that their data is updated. Individual can also have their information corrected, the right to deny processing of data and the right to be ‘forgotten’ once they are no longer customers

o Any digital project that handles user data must comply with these regulations and include features for all of the above for the users

Unit 1, Outcome 2

# •2.1 Review the ongoing use of IT tools and change approach as needed – in making your own website, are you happy with the tools you used? E.g. Visual Studio Code, Trello

Visual code was relatively easy to use and there were many online tutorials that helped me with when I ran into problems.

Trello was useful as it allowed me to organise what’s parts of this project needed doing in an easily understandable way. Once different sections were completed, different parts could be moved around the Trello board and it was always very clear which parts needed more attention.

# •2.2 Describe whether the IT tools selected were appropriate E.g. Visual Studio Code, Trello

Trello is very useful when you are in a team of people because each person could move different sections around as they completed them in real time and it was always available to everyone in the group. As this was a solo project, this functionality was redundant, because I was the only one who needed to see the board and as it was a simple project, there was no need to have a Trello board.

Visual studio has a few very useful features that make coding a lot less stressful. Visual studio will automatically fill out some blocks of text which it thinks will be needed. For instance, if your type’<div>’ it will automatically add ‘</div>’ as that is what you will type to close the divider. All in all, sometimes this text is not needed, but more often than not it will save you time overall.

# •2.3 Assess the strengths and weaknesses of your final project – are you happy with your website? Why? Why not? You should review it on the website itself in the interests of openness. What would you change?

I am happy with the final product of the website. Even though I’m happy with the result, There are certainly changes I would make in the making process. It would probably be easier to have the majority of the content I wanted on the site in a separate file ready before I started making the website its self. Going back and adding and trimming away caused many problems as sometimes I would accidentally remove something and not realise until a while later. It would be unreasonable to have all the content ready to go. But I would be much happier if there was a large portion of the content ready.

# •2.4 Describe further improvements you can make to your project

This design of the website is somewhat bland. If I have more time, I would put a lot more time into the layout and aesthetics of the website.

# •2.5 Review outcomes to make sure they match requirements and are fit for purpose

I neither know what this question really means but I have an interpretation that I think fits.

I wanted a website which had a couple of choice quotes I found online with some commentary. I have the quotes, but there is no random quote button that I wanted. After trying multiple times, I simply couldn’t get it to function the way I wanted.

Unit 1, Outcome 3 (Review)

# •3.1 Review the benefits and drawbacks of IT tools and systems used in terms of productivity and efficiency – could you have been more efficient when making your website? How? Could you have done it in teams?

There are many ways to make a process such as the making of a website more efficiently. There are several problems which I had run into which could have been easily avoided if I had more experience. By doing more of these projects, running into these kind of problems will become more infrequent.

The Trello board seems to add more time to any project and for large projects it can be justifiable. However, all time spent updating a Trello board seems to be a complete waste in terms of this project.

# • 3.2 Describe ways to improve productivity and efficiency

There are only so many hours in the day, so making the most of your time is critical. There are two ways increase your output--either put in more hours or work smarter. It sounds counterintuitive, but taking scheduled breaks can actually help improve concentration. Some research has shown that taking short breaks during long tasks helps you to maintain a constant level of performance; while working at a task without breaks leads to a steady decline in performance.

For open-ended tasks or projects, giving yourself a deadline, and then sticking to it can help

While we tend to think of the ability to multitask as an important skill for increasing efficiency, the opposite may in fact be true. Psychologists have found attempting to do several tasks at once can result in lost time and productivity. Instead, make a habit of committing to a single task before moving on to your next project.

It's common for entrepreneurs to get hung up on attempting to perfect a task--the reality is nothing is ever perfect. Rather than wasting time chasing after this illusion, bang out your task to the best of your ability and move on.

# •3.3 Develop solutions to improve own productivity using IT in digital projects – what would you do differently next time? Team work? Use of Slack?

Allowing incoming phone calls and emails to dictate how you spend your day will mean you do a great job of putting out fires--but that may be all you get accomplished. My friend and business partner Peter Daisyme from free hosting company Host says, "Set aside time for responding to emails, but don't let them determine what your day is going to look like. Have a plan of attack at the start of each day, and then do your best to stick to it."

No one can be expected to resist the allure of an email, voicemail, or text notification. During work hours, turn off your notifications, and instead build in time to check email and messages.

Having a colleague pop their head into your office to chat may seem innocuous, but even brief interruptions appear to produce a change in work pattern and a corresponding drop in productivity. Minimizing interruptions may mean setting office hours, keeping your door closed, or working from home for time-sensitive projects.

# •3.4 Describe how you would go about testing digital solutions

I would run whatever the ‘digital solution’ was and then, when it doesn’t work, I would try and fix it, and then I would test it again. I would repeat this process until the final product worked as intended.

Unit 2, Outcome 1

# •1.1 Describing the content and layout for each page

The website will have a list of pretentious but ultimately rubbish quotes that people have posted on twitter. have a home page with a scrollable list of quotes and a 'random' button. Have an 'about me' section and a 'contact me' page

# •1.5 Describing copyright and other constraints affecting websites

most of the content will either be image macros or quoted text. If published =, there could be some quotes which fall under copyright and won't be allowed to be published.

most will be quotes from twitter, which should not fall under copyright. however there are some quotes that come from books which would fall under copyright

to avoid legal trouble I will have a contact me page, which will let anyone who complain about a quote, and I can take it down if necessary

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# •1.6 Describing access issues that need taking into account - describe issues that people with disabilities may face when using webpages and how we can overcome them

There are people who have different kinds of colour-blindness. Deuteranomaly is the most common kind of red-green colour blindness. There is also Tritanomaly which is blue-green colour blindness and Tritanopia which makes it difficult to see the difference between blue and green, purple and red, and yellow and pink.

for these users, it would be useful to have a black and white option so there can view the site normally.  
<https://www.nei.nih.gov/learn-about-eye-health/eye-conditions-and-diseases/color-blindness/types-color-blindness>

# •1.7 Describe which are the appropriate filetypes for websites

There are various file types that can be used on your website depend on what your website is for.

Executable files ( .EXE) are used If the user can download a program that needs to be installed. Graphics Interchange Format (.gif) is the most common image format on the Internet and is a 'moving picture'.

Most pages you create for a website will be a hyperText markup Language files (.HTML/ .HTM). Since HTM files are text-only files, they just contain text, as well as text references to other external files (like the image in this article). there are other files that may appear on your website.

The Joint Photographic Experts Group file (.JPG/ .JPEG) is another very common image file format, mainly used for photos. Portable Network Graphics (.PNG) are a file format designed to be used in place of GIFs. They are usually slightly smaller, and sport advanced features like 24-bit colour support.

Musical Instrument Digital Interface (.MIDI/ .MID) are midis are sequenced music files made on keyboards. They’re usually really small and are often simple music notes in an specific order. MPEG Layer 3 sound file (.MP3) is a sound file format which is highly compressed, allowing for music files to be more complicated than .MIDI files.

Motion Picture Experts Group file (.MPEG/ .MPG) is One of the standards for streaming video with sounds. often used for movies and the like. The QuickTime format (.MOV/ .QT) is similar but was designed by Apple and originated on the Mac, but has made the transition to the PC.

Portable Document Format (.PDF) were invented so that documents could be transferred between computers and indeed platforms, and still look the exact same.

Zipped files (.zip) are really groups of other types of files kept together and compressed a bit. Many downloads will consist of zip collections. RAR archive (.RAR) is a compressed file format similar to the popular .zip format, with a few more features. Text (.TXT) are simple text documents that can be shared online. the wave sound file (.wav) is a simple sound file. you may need an additional programme to view .wav files.

<https://www.yourhtmlsource.com/starthere/fileformats.html>

<https://www.lifewire.com/htm-html-file-2621691>