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## TT284 TMA 01

## Part 1: Implementing the Landing-page wireframe

## Part 2: Report about the Landing-page of WH-Moe

## Introduction

Welcome to the report about the Landing-page of WH-Moe. I tried to explain and summarize the *standards-compliance* of W3C, the *usability* and the *accessibility* concepts related to web development and how I tried to implement these ones in the Landing-page. It is followed by the learning points, the difficulties that I experienced, and the achievements during the process. Finally, in conclusion I talked about how good this activity was in my learning process.

## Standards-Compliance (499 words)

The World Wide Web Consortium promotes a set of rules and best practices for creating, developing, and maintaining websites with the eye on future technologies and mobile web devices. These standards are guidance for web development with the target of get “one web” (Briggs and McIntyre, 2019). The standards act like a ground foundation for the web sites “building”. The Consortium do not want free will on this field because we could assume that could cause a problem for the near future.

Thanks to the standards the files HTML and CSS are easier to read, and they are cleaner and neater, because several rules emphasized by Ikeanyi (2019):

* Promoting the right indentation, it is necessary to keep every open tag and closing tag in the same column number, the visual effect of structured code, makes it easier to read and maintain.
* The separation of concerns means to separate the styling part CSS from the structure part HTML, both elements need to be in separate files.
* The use of the elements or tags more appropriately, for example not abusing tags like *div, w*e can be more specific and semantically more understandable with elements like *main*, *nav,* *article*...
* Describing alternative text on images, when we set up *alt=” picture description”* we provide to that picture a description of that image when the image cannot be rendered.
* Avoid unnecessary use of capital letters because it is like shouting, if you need to do so, you can code in CSS the next: *transform-text: uppercase.*
* Naming convention, we need to give meaningful names to the classes and ids, they need to be descriptive with its content.
* Form labeling, we will have to wrap a form element like *input* or *select* with a *label* tag.
* Quotation marks, we must type double quotes instead of single quotes when we code attributes values.
* We should use validation tools to check if there is any issue that we missed, like for example if we forgot to close some tags.

These Standards are not mandatory to follow but they are a pool of best practices that we must follow if we want to guarantee that the website that we are developing for WH-Moe is easily readable, neat, easy for maintenance and open to future technological improvements. These arguments are important enough to follow these standards.

I did separation of concerns; I must say that after studying the standards I changed my code to comply with them, I styled in-line twice because I found that solution in google. But like I said I removed the in-line style from the HTML file, and I pasted it into the CSS file.

I wrote initially some comments with capital letters, but lately I changed them for lowercase letters.

I cleaned my code with <https://html-cleaner.com> but I did not notice any difference.

I used a tool as well for validating my code, and I found an error in the HTML file, I did not close one *div* tag. The tool is this website: <https://validator.w3.org/#validate_by_upload+with_options>.

## Usability (495 words)

The usability concept in web development is linked to how easy it is to navigate the website, and it can be referred to as those methods which improve the user experience during the development stage.

Usability is composed of 5 quality attributes, Nielsen (2012) enumerates them:

* Learnability. How easy is it for a user to navigate on a website for the first time.
* Efficiency. Every concept is self-explanatory, but the most difficult to grasp from my point of view is efficiency, which means “how quickly the users can perform tasks” after they learnt the design and use of the website.
* Memorability. When the user returns after some time without navigating on the website, how easy is it for the user to get back to a previous high-level performance.
* Errors. How many errors and how critical are the errors when the user navigates and how easy is for the user to recover from the errors.
* Satisfaction. If the user feels satisfied when navigating the website.

Usability overlaps accessibility, to get usability first we need accessibility. The websites should not ignore this other concept, because without accessibility we do not have usability. I would like to mention as well that usability is connected to utility to determine if the website is useful. Because if the website is very easy to use but does not have the utility we expect, the website for us will be useless. We can see that to get a satisfactory usability we need to pay attention to several aspects like accessibility and utility.

There is a huge consequence if we ignore the usability concept, the WH-Moe site will be ignored by the users, they will go to other museums because their websites will be more attractive to the users. And from a materialistic point of view, we will waste a lot of money.

If we talk about the website that we needed to build for WH-Moe, usability is key if we want to be successful in the selection process. If our website is messy to navigate or does not do what is supposed to do. For example, if we click on ‘shop’ and the route goes to the Landing-page, our website is useless.

To ensure that my Landing-page met the usability and design requirements I carefully followed every step of the style guide file, and I tested every component individually, clicking and hovering through the elements and observing if the output was what is supposed to be. Previously I tried to give the same look as the wireframe file, because this is the backbone of my project in terms of design and looking.

When I finished the project, I offered to my wife to have a look and try the newborn website, I think this is a good test for the project to detect any bug or something that is not like it should be. She did not encounter any error, and the usability test for a non-expert user was positive.

## Accessibility (500 words)

Accessibility is the term to determine how people with disabilities can navigate on a website. If they can perceive the information which is displayed on the website. In other words, websites must provide interactivity for people with disabilities.

Like I saw in the video [Video 7 Discussing accessibility](https://learn2.open.ac.uk/mod/oucontent/olink.php?id=2027262&targetdoc=Case+study%3A+OURC&targetptr=1.3.6) provided by module TT284, the accessibility requirements should be preferably known before the project starts. The brainstorming organized by the OU with the people responsible for building the OU website shows that by law the OU is enforced to provide accessibility to its website. One of the people in charge of the website project said that one option is to follow the standards of the W3C, and another possibility is to meet the criteria of SENDA. The video was very interesting because it is a real example of a meeting between the stakeholders and the people in charge of creating the website.

As mentioned in the module website by Briggs and McIntyre (2019), people without disabilities can benefit from the development of accessibility techniques:

* Websites are automatically adapted to different screen size devices, like mobiles, smart TVs, smart watches...
* Elderly people with not good eye vision or hearing.
* People with temporary disabilities.
* People with slow connections or limited bandwidth.
* In situations when the sunlight makes it impossible to see the screen or when we cannot listen to the audio because it does not work.

These collateral benefits are a win-win for everyone, what makes the initiatives to implement accessibility standards an attribute of ‘quality’ from the point of view of people without disabilities.

There are 4 key principles mentioned in the module website by Briggs and McIntyre (2019), to test if our website complies with the requirements of accessibility standards of the W3C about Web Content Accessibility Guidelines:

* Perceivable, users must perceive the information from the website.
* Operable, the website must work. Their components must have functionality.
* Understandable, the information and the functionality of the UI must be understandable.
* Robust, the website must be compatible with most of the user agents, no matter how the technology progresses.

The website WH-Moe must comply with the accessibility requirements because:

1. The 2010 Equality act says that it should not be any discrimination in the “workplace and wider society”, the website could discriminate disable workers or disable people in general because they cannot get access to the web content. Ignoring the law, they can be in trouble and pay fines for that.
2. From an ethical point of view, we must have a society where everyone can get access to the websites no matter if someone is disable or not. Nowadays it is not a question of money because it is not expensive to provide that technology to get access to websites.

I tried to satisfy the accessibility requirements by providing all the 6 images with the ‘alt’ attribute, which is inserted into the *img* element, this attribute provides information about the picture displayed on the website which can be accessed by different user agents.

## Reflection (298 words)

I started building the Landing-page following the wireframe and the style form files, I was able to sort out all the issues that I had by checking in websites like *stackoverflow*. I started working on the TMA 01 very late because I did one bootcamp a few days ago and I had enough confidence to face it positively. When I could not find the solutions on the internet, I decided to check out different properties for the CSS selectors, in that moment I could see what was going on every time I changed one attribute and its value.

In the navigation bar I got confused because the style form file says the header area uses a white color, but that color is not showing, just the red color for the border bottom of the links. Another issue I had was to put the text describing every one of the 6 pictures under them, the text was automatically going inline the picture and not like a block value. Another issue was to separate the pictures from each other like in the wireframe.

I learnt many things that I could not learn in the bootcamp, I need time to grasp all the details and the OU is the best for me, the pace is gentler. I first answered the first question and doing the second one I realized what I did. I did not know what the utility of the ‘alt’ attribute was. I understood the utility of the semantic tags, and their utility for impaired people. I learnt the use of the hoover effect. I researched effects like *::before* and *::after.* I learnt how to select elements in CSS. I understood concepts like usability, and accessibility, and I learnt some standards from W3C. This TMA was tremendously useful.

## Conclusion

I enjoyed every part of this TMA, the practical one creating the Landing-page and the most theoretical writing report about the process of creating the Landing-page. I am very happy because I put some light in the darkness. It is a pity I did not have these resources before, for instance this module TT284 Web Technologies, because it is very good explained and presented. When I saw HTML and CSS in the bootcamp I did not enjoy it like here, I felt huge relieved because it was very expensive.

Total Word Count, included introduction and conclusion (1954)

## REFERENCES

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