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Technical Report

Semester Project 1

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Word count

Summary: 186 | Main text: 661

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1. Summary

This is a technical report from “Semester project 1”. The project and this report is done and written by me, Karl Magnus Leonardo Nøkling.

The project assignment wanted me to make a website for a community science museum, and the only things I was provided with were the website’s text and images, and the project's brief containing the website's target audience and the stakeholders wants and needs.

In this technical report I will take you through the thought-, and work -process I went through when making that website.
I am going to write about how and why I made the decisions that I did, and my steps to making the website as accessible as possible.

The process I went through in planning the website, making the prototypes, making the actual websites and fixing bugs and pain points made me realize just how far I have come in such a short time. The process has almost become automatic and I feel I am ready to take the next step in my front-end development journey.

Please continue reading, maybe you will feel the same way that I do.

2. Body

2.1. Introduction

In this report I will reflect upon the process I went through when creating a working mobile and desktop website for a community science museum.
The Community Science Museum is an interactive science museum whose main target audience are students and families with young children.

2.2. Main section of report

I started this project by making a trello board. On this planning platform I wrote down the tasks and their respective due dates that I felt was necessary to complete the project as efficiently and with as much quality as possible.
The first thing I did was to look at the target audience and from there create user stories and a color palette. The target audience were primarily young people, so an example of a user story I created was: As a kid, I want to have fun and explore with my curiosity so that I can both learn and have a good time.
With that, I thought I had enough information to create the website's color palette. I looked at websites like nasa.gov and different amusement venues for children and I ended up thinking the best colors when combining science, fun and youth was: Different shades of blue as well as white, red and yellow.

My reasoning for choosing those colors is that they represent nouns like “knowledge”, “wisdom”, “curiosity” and “attention-grabbing”. And not to mention, blue, yellow and red are the colors that are used for “International youth day”.

I then proceeded with finding an appropriate font and logo. I ended up choosing the font “Lato”, and for the logo, I found a vector image of an atom that I colored in to match the color palette of the website. I chose to use Lato because of its clean and easy to read style, in addition, the Lato font has been successfully used on several informational signs and learning management systems. I chose to use an atom for the website’s logo because it is a well known symbol for science.

Now that I had pretty much everything as far as content goes to make a website, I started to make a list of webpages, the site’s structure and very simple low-fidelity wireframes.
The home page will consist of different sections:
- “Explore together”, this is the section that will take you to the site's about-page.
- “Explore”, this is the section where the target audience can choose the path that is right for them.
- “Exhibition spaces”, this is the section where the user can browse the different exhibitions the museum offers.
- “Special events”, this is the section where the user can see upcoming events like “Sleepovers”.
- “Visit us”, this is the section where the user can gather the necessary information to visit the museum.

- “Get involved”, this is the section where the user can read about how he/she can get involved with the museum.

When all of that was in place, it was time to make the actual pages through coding them using HTML and CSS. This is for me the most exciting part of a project. To watch a website progressively go from a white empty page, to an actual functioning and good looking website, is what I enjoy most about programming.
This process took me about 2 weeks, and the rest of the time that remained until the project's due-date, I got friends, family and fellow students to test my website and give me constructive criticism on it.
They found a couple of pain-points and bugs which I quickly fixed and then there was nothing else to do than to write the project’s technical report and now here we are.

2.3. Conclusion

After a month of hard work and dedication, I can safely say that I am satisfied with both myself and the website I made for this project. The process has gotten a lot smoother since the first few assignments where we made prototypes and websites and now I feel eager and ready to start the new year with learning javascript.

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4. Acknowledgements

None

5. Appendices

None