# Assessment Brief 2020/2021

|  |  |  |
| --- | --- | --- |
| **Class Group:** | | GF/GG |
| **Assessor:** | | Neil Crowley |
| **Component Title and Code:** | | Web Authoring 6N2532 |
| **Assessment Technique:** | | Project |
| **Weighting:** | | 75% |
| **Title:** | | JS Game |
| **Issue Date:** | | 12th February 2021 |
| **Submission Date:** | | 18th April 2021 |
| **Learning Outcomes Assessed:** | | HTML – CSS – JS |
| Using JS, HTML and CSS, create a text/maths game for the web. The game should exist on one page updated dynamically by JS. Use debugging logs to find bugs.  Use meta tags to aid search engines find and display your site.  Use bare CSS and W3-CSS to style it well, including animations, pseudo-classes, transitions and a good colour scheme.  Use Google Fonts.  Get and safety-check user input and display the game’s response clearly.  Also include one page describing in your own 500 words the history of HTML.  Include a clear navigation system that brings the user to the rules, game, essay, and contact pages.  Use a proper folder structure.  Use images, with as small a file size as looks good.  Upload the site to GitHub pages. | | |
| **Learner Name:** | Omer Daniyal | |
| I confirm that:   1. I have been provided with information about Cork ETB’s assessment and appeals procedures and my responsibilities with regard to assessment 2. The assessment work produced by me is all my own original work | | |
| Learner Signature: Omer Daniyal | | |
| Date: | | |

|  |
| --- |
| **Note to Learners:**   * Assessments will not be accepted without this coversheet. * Plagiarism is the presentation of someone else’s ideas, arguments, concepts or work as your own by failing to reference or acknowledge it properly. All such work must be acknowledged. Any learner, who presents another’s work as their own, will be investigated in line with Cork ETB Assessment Malpractice procedures and may be awarded a zero grade. * Learners should keep copies of all assessment submitted, where applicable. |

Learner’s Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| **Assessment Criteria** | **Maximum**  **Mark** | **Learner Mark** |
| **Web Concepts**   * **Explore the development of hypertext mark-up language (HTML)** * **Examine different HTML versions and backward compatibility issues** * Examine the advantages and disadvantages of coding HTML and using HTML editors | **5** |  |
| **Scripting Elements in Web Authoring**   * Distinguish between different scripting languages * **Insert scripts in HTML (5)** * Insert a hit page counter into a website * Use scripting language to implement browser plug-in detection, status bar messages, scrolling status bars, **rollovers, cycling animations**, slide shows, dynamic frames, **form verification**, new windows, cookies and **dynamic webpage updates** **(10)** * Use debugging techniques to remove errors | **15** |  |
| **Web Production**   * Create an interactive website * Identify site objectives and potential target audience * Determine material requirements for site production to include: software, hardware, hard copy and scripts * Determine likely user access speed, computer platform, browser and user experience, software availability and level of feedback required for the interactive website created * Determine the level of interactivity and feedback required in the site * Produce site structure and corresponding site map * **Produce a logical, consistent and functional navigation solution for the site (10)** * **Ensure that site content is accurately and clearly presented using an effective and appropriate layout (10)** * **Design a suitable and consistent user-friendly interface for the site (10)** * Generate HTML tags using an HTML editor * **Utilise comment and meta tags appropriately (3)** * **Apply red, green, blue (RGB) colour system in hexadecimal (2)** * Implement web-safe colours * **Produce readable and printable text having regard to web typography, typefaces and alternatives, and proofread as required (5)** * Examine browser compatibility of HTML editors | **40** |  |
| **Web Publishing**   * **Produce a consistent file organisation hierarchy using folders and subfolders, with appropriate naming conventions (5)** * **Determine webpage size in terms of: memory requirements and pixel sizes with reference to resolution constraints and download times for the site (small images) (5)** * Test, revise, maintain and upgrade the site * Demonstrate browser compatibility with respect to browser specific tags * **Examine the procedures for uploading a website to a server (5)** * Promote a site with reference to online marketing via search engines, directories and other specialist facilities. | **15** |  |
| **Total Mark** | **75** |  |
|  |  |  |

Assessor’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

External Authenticator’s Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_