

Whitireia
NEW ZEALAND

School of Information Technology

Interaction Design Fundamental – IT5505

Trimester One

Assignment 1 & 2 – Journal Activities

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Table of Contents

What is HCI?

Lifecycle of a product.....	5
-----------------------------	---

Journaling and Why?

Types of Journal	7
------------------------	---

User Experience Design and User Interface Design

User Experience Design (UX).....	9
----------------------------------	---

User Interface Design (UI).....	9
---------------------------------	---

User Experience Design (UX) vs User Interface Design (UI).....	9
--	---

Design That does not work - Design we don't like.....	10
---	----

Design That work - Design we Love	10
---	----

Design that works	11
-------------------------	----

Strengths and weakness of TVNZ on Demand Website (good and bad design).....	13
---	----

Metaphors	14
-----------------	----

Graphic Design

Purpose of graphic Design	16
---------------------------------	----

Elements of Design:	16
---------------------------	----

Brief Origins of Graphic Design	21
---------------------------------------	----

An invention that change the natural of Design.....	21
---	----

First Drawing Software.....	22
-----------------------------	----

Text Alignment Preferences.....	22
---------------------------------	----

Black Square Exercise.....	24
----------------------------	----

Motion Design Principles	25
---------------------------------------	----

Timeline of HCI from Command Line to Magic Leap	26
--	----

Websites that Suck

First Impression / Big Picture	32
Text and Links.....	32
Graphics, Video and Audio.....	32
Navigation.....	32
Content	32
Weakness in design of Ali Express' Website	33
Heuristics	
Visibility of system status.....	35
Match between system and the real world.....	35
User control and freedom.....	35
Consistency and standards	35
Error prevention.....	36
Recognition rather than recall	36
Flexibility and efficiency of use	36
Aesthetic and minimalist design	36
Help users recognize, diagnose, and recover from errors.....	37
Help and documentation	37
Usability Study of W3Schools	
Overview	38
Observation of Dagula initial walk through	39
Questionnaires	41
Planning	
Personas.....	42
Mood boards.....	42
Sitemaps.....	44
Wireframes	47

Development Plan.....	52
Usability Study of W3Schools	52
Overview	52
Observation of Dagula initial walk through	53
Questionnaires.....	55
Personas.....	56
Sitemaps.....	58
Wireframes	62
Mood boards.....	67
Concepts.....	74
Nav Bars	74
Overview Homepage.....	76
Subject.....	79
Resources.....	81
Exercises.....	83

What is HCI?

HCI is Human Computer interaction. It is research of design and use of computer technology. HCI focused on the interfaces between users and computers. In an HCI process you would observe the ways in which humans interact with computers and design technologies. This is done so designers of a website, application or really any kind of software that runs on a computer can be created and improve on the ways their user interact with their website, application or software.

In what follows is a list of tasks that could be involved in a lifecycle of a product, which was later turn into a visual representation of the lifecycle.

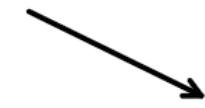
Lifecycle of a product

- What could be Initial Meeting between Client and developer;
 - Client Needs
 - User Needs
 - Product
 - Resources
 - Market
 - Current State
- What is needed to be Research and Analyse;
 - Client
 - Users
 - Stakeholders
 - Experience
 - Market
 - Current state
 - Market
 - Client Requirements
 - User Requirements
 - Previous research
 - Field studies
 - Surveys
 - Interviews with client
 - Interviews with users
- Design and Prototype implantation
 - Rules
 - Guidelines
 - Sitemap
 - System Architecture
 - Sketching
 - Wireframing
- Evaluation
 - Usability testing
 - Design Presentation feedback
 - Client Feedback
 - User Feedback



Initial Meeting

- o Client Needs Assessment
- o User Needs Assessment
- o Product Environment
- o Resources availability
- o Product Market
- o Current Product State



Research

- o Client Responsibilities
- o Users Needs
- o User Expectations
- o User Skills
- o User Resources
- o Stakeholders Requirements
- o Experience
- o Market
- o Current state of product
- o Market

- Field studies
- Surveys
- Interviews with client
- Interviews with users
- Stakeholder interviews
- user interviews/feedback



Analyse

- o Client Needs Assessment and Requirements Feedback
- o User Needs Assessment and Requirements Feedback
- o Previous research
- o Benefits and concerns with product environment
- o analyses and draw conclusion Market Research
- o identify user goals and transfer into priority tasks
- o identify client needs and create criteria



Design

- o Rules
- o Guidelines
- o Layout screens
- o Sitemap
- o System Architecture
- o Sketching
- o Wireframing



Prototype implantation

- o Sketching
- o Wireframing



Final Product



Evaluation

- o Usability testing
- o Design Presentation feedback
- o Client Feedback
- o User Feedback



Journaling and Why?



Reflective Journaling give us opportunity to show our development of our thinking throughout the learning process. The opportunity to reflect before, during and after the learning processes.

Reflective journaling is useful as it is a great way for me to critically think about a subject matter initially when I start to learn then reflect critically on subject matter later on when I have a better understanding.

This means I can put down my initial understanding of the subject matter, any feelings I have towards the subject, joint down any follow up question as well as make note of any referencing I might want to refer back too. Later on when I have better understanding and am reflecting on the subject matter I can make comparison on what I thought originally and what I think now. To make this comparison I can answer How, Why, What questions like What does this say about me? or What have I learned? or How should I move forward? Or Why this method was better than another? etc

Therefore in this process of writing I would have talked about the subject matter in its basic form, during my initial understanding and Once reflecting on the subject matter I would have subsequently displayed a deeper examination of what I thinking and my final understanding of the subject matter. I would have clarify my thoughts and identify gaps in initial understanding. This will be useful to demonstrate my learning and understanding of the subject matter.

(University of Edinburgh, http://www.docs.hss.ed.ac.uk/iad/Learning_teaching/Academic_pastoral/Reflect/Keeping_reflective_journal.pdf)

(University of Otago, <https://www.otago.ac.nz/hedc/otago615373.pdf>)

Types of Journal

WHAT MADE TODAY GREAT

LIST 3 AMAZING THINGS THAT HAPPENED TODAY

WEEKLY CHALLENGES

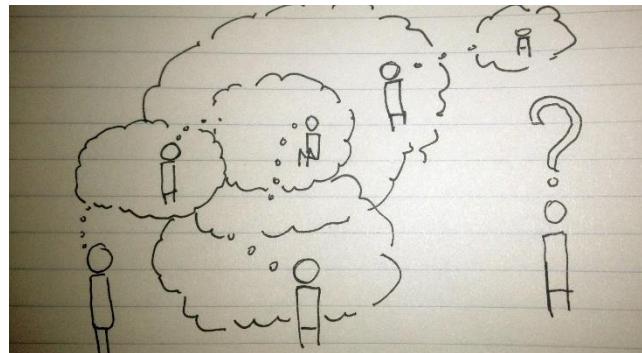
HOW COULD YOU'VE MADE THE DAY BETTER

Question Journal/ One-minute papers: A journal where I could reflect quickly over what I have learnt each day. It is a place where I can asks and answer relevant questions which I can later refer back too. From using kind of journal reflection I will develop effective skills in reviewing what I have learnt and provide progressively more meaningful reflections on the significance of my learning experience.

Double-entry journals/Connecting Journal: A Journal where I can write down quotes, sentences or ideas on text, video, presentation related to new subject matter in one column, and in the next column they reflect on them, making connections to own thoughts and feelings in relation to the new subject matter. I can also make connection between new knowledge and old knowledge or show a connect on how the subject matter can be applied to the real world. From using kind of journal reflection I would develop skill to be able to interpret given information to my own thought and opinions then relate my new understanding to previous knowledge and or how the subject matter can be applied to real world situations.

Double-Entry Journal	
Ideas from Text:	Reaction/Connection:

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Metacognitive Journal: A journal that focused on thinking about thinking. I would write about my thinking, tendencies, changes to my thinking over time, cognitive blind spots, etc. From using kind of journal reflection I would develop my initial understanding of the subject matter into a deeper understanding. I will be able to see how my original point of view varies from the begin of learning process towards the end. I would also see how my thought process change during the learning process.

Doodle Note taking Journal: A journal that is made out of drawings and a few notations. This is where I take my written notes and turn them in picture form to represent my understanding of the subject matter. From using kind of journal reflection I would created a creative way of displaying my understanding of a subject matter which will help me remember the contents of the knowledge I have learnt and made during the learning process.

(Carleton university, <https://carleton.ca/experientialeducation/types-of-reflections/>)

(Teach Thought, <https://www.teachthought.com/literacy/20-types-of-learning-journals-that-help-students-think/>)



User Experience Design and User Interface Design

User Experience Design (UX)

The process of design that focus on the user experience and How, What and Why the user would use the product.

When UX Designers are creating products they will look into the aspects of Why. This includes the users' motivations for the product, value and view of product.

Secondly the UX Designers will then look into the aspects of What. This will include what the product can do both functionality and features.

Lastly the UX Designers will look into aspects of How. This includes how the design of the product will function to in both in accessible and aesthetical ways

This is research is done for UX designers to able to form and provide meaningful and relevant experiences to users.

(Interaction Design Foundation, <https://www.interaction-design.org/literature/topics/ux-design>)

(Career Foundry, <https://careerfoundry.com>)

User Interface Design (UI)

The process of design that focus of making interfaces in software or computerized devices with a focus on looks or style and usability.

When UI designers are creating products they will create a products users will find easy to use and pleasurable. To do this UI designers will create interfaces that are simple and easy to follow, with elements that serve a purpose to perform predictably. This is so the user can unconsciously use each element. UI designer will create a layout that focus on hierarchy and readability they will think about alignment, colour, brightness, contrast, Font size and type they will also clearly label icons and include well-indicated affordances. UI designer will also minimize the number of action for performing tasks and guide users by indicating preferred actions. They will put controls near objects users want to control. They will consider defaults to reduce user burdens and use reusable design patterns to guide behavior regarding navigation and search functions.

(Interaction Design Foundation, <https://www.interaction-design.org/literature/topics/ui-design>)

(Career Foundry, <https://careerfoundry.com>)

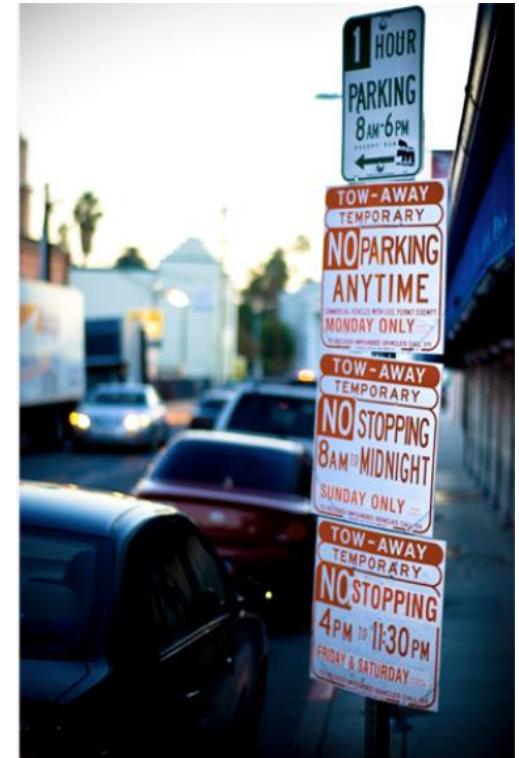
User Experience Design (UX) vs User Interface Design (UI)

The difference between UX design and UI design is that UI design focuses on the surface and overall feel of the design, whereas UX design goes in depth of user experience and a more beyond approach to design than UI.

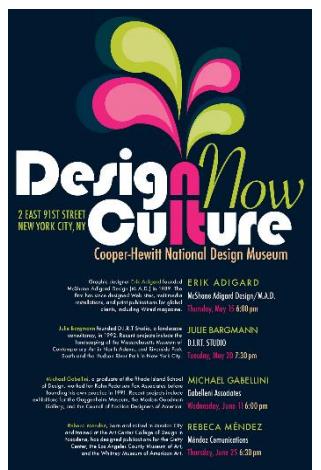
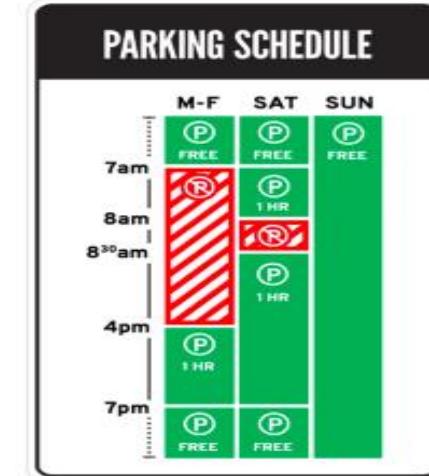
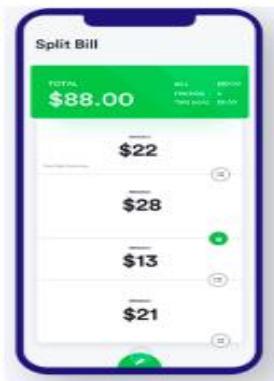
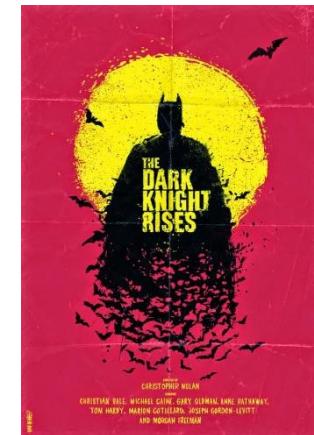
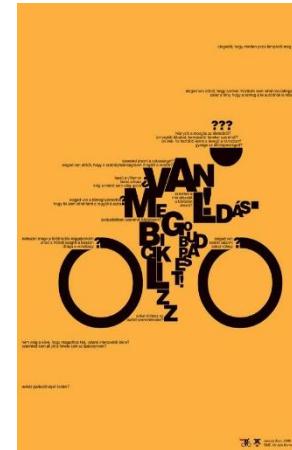
UX will look into the entire process of acquiring and integrating a product, including aspects of branding, design, usability and function.

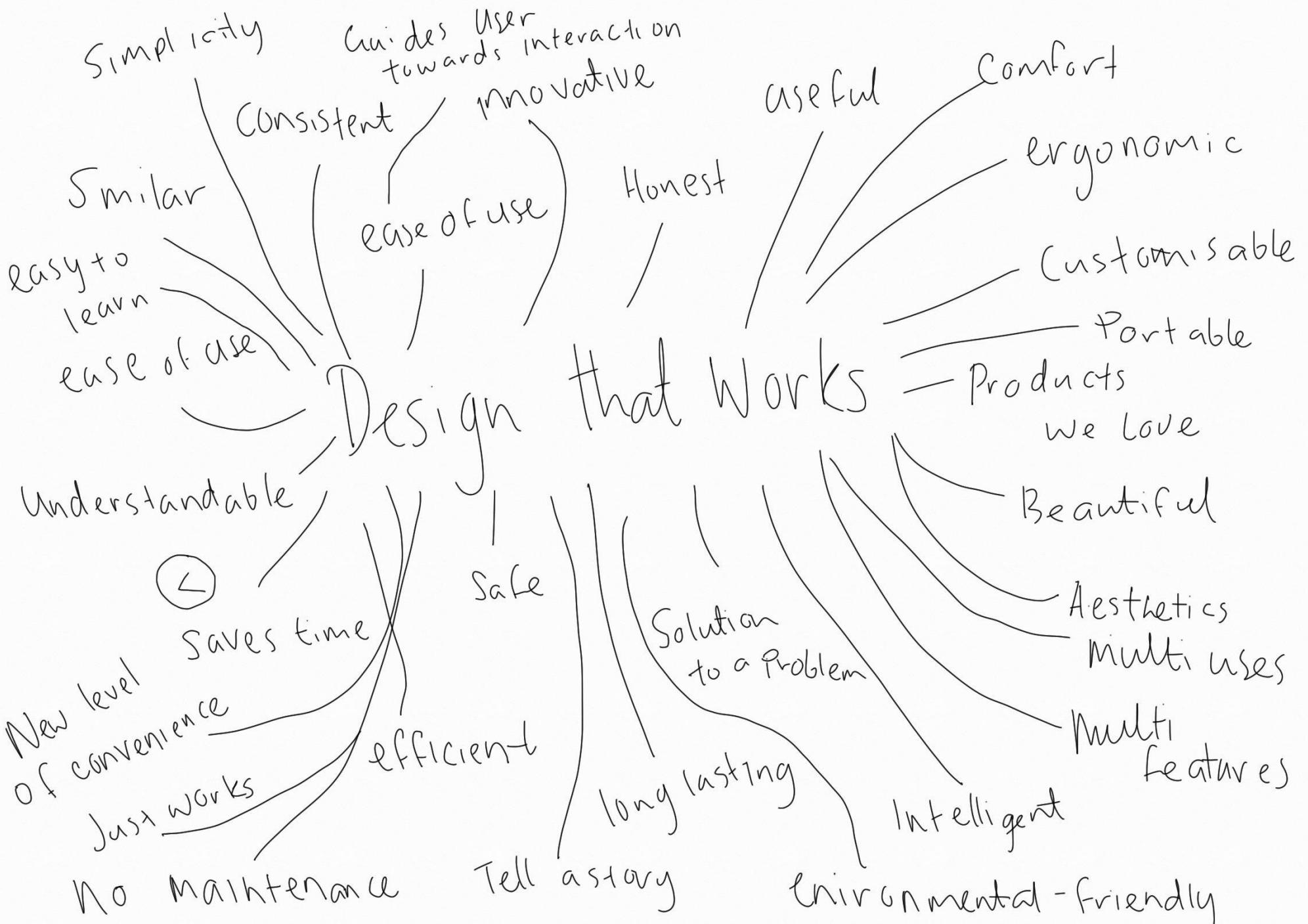
UI will look into surface of the product and will produce a product that transference a brand's strengths and visual assets to a product's interface as to best enhance the user's experience.

Design That does not work - Design we don't like



Design That works - Design we Love





Strengths and weakness of TVNZ On Demand Website (good and bad design)

The image shows the TVNZ On Demand website homepage with various annotations:

- Home button:** Allows user to get back to main page from any page.
- Quick links to other parts of website:** Located at the top right.
- Main feature show:** Dinner Date. Includes a thumbnail, title, and description: "Dinner Date puts love on the menu for single guys and girls. Each episode gives one lucky person the chance to find true love over three meals cooked by a blind date in their own home." Buttons for "WATCH NOW" and "FAVOURITE" are present.
- Featured Shows:** A grid of show thumbnails including Coast, The Orville, Flack, Station 19, Call the Midwife, and Legacies. Annotations include:
 - Shows that there's complete season to watch.
 - Show that this show comes out weekly after its release date.
 - Shows that there is NEW season available to watch.
 - ★ Can be added to fav (for shows where the star icon is grey).
 - ★ is already added to fav (for shows where the star icon is yellow).
 - even though I've watched all of the show there is no indication that I have watched it.
- Black banner:** This black banner stays the same on all pages but disappear when watching shows.
- Login feature:** Allows users to save show watching progress, favourites and be given suggestions of other shows depending on previously watched.
- Search engine:** Allows users to easily find shows they want, even auto populates ie Type short Shortland Street will appear.
- Weakness:** You have to click hidden arrows to see show next in the list; doesn't use trackpad/mouse gestures options.
- Key:**
 - Good Design (green checkmark)
 - Bad Design (red X)

ordered list
 of what i last watched
 easy to find

NZ fav / IVNZ made shows
 have icons like 'Express' to —
 show new episodes are available
 Not all shows
 have this

NEW EPISODE

no indication
 that i've watched
 all shows that
 are available

Continue Watching

FLACK (EXPRESS)
 Home and Away
 Shortland Street
 Leaving Neverland
 Jack & Dani: Life After Love Island (FULL SEASON)

Showing full season are available

is again showing
 is being relate weekly

List collection of shows
 IVNZ recommends to
 me based on previously
 watched items

News & Current Affairs

A Nation Reflects
 1 news at Six
 1 news midday
 1 news tonight
 Breakfast

o forever Scrolling
 if you keep scrolling
 you will get 2st
 collections that
 repeat shows;
 this forever scrolling
 is 1 reason for slow
 loading speeds

The Love Collection

Heatbreak Island
 FIRST DATES Australia
 The BACHELOR (FULL SEASON)
 TEMPTATION ISLAND
 Jack & Dani: Life After Love Island (FULL SEASON)

easy to scroll to top button

- there are no ratings of show ★★★★
- there are no age ratings
- No easy Parent Controls
 - ↳ stop children watching PG+ material

metaphor

/'metəfə, 'metəfɔ:/ ↗

noun

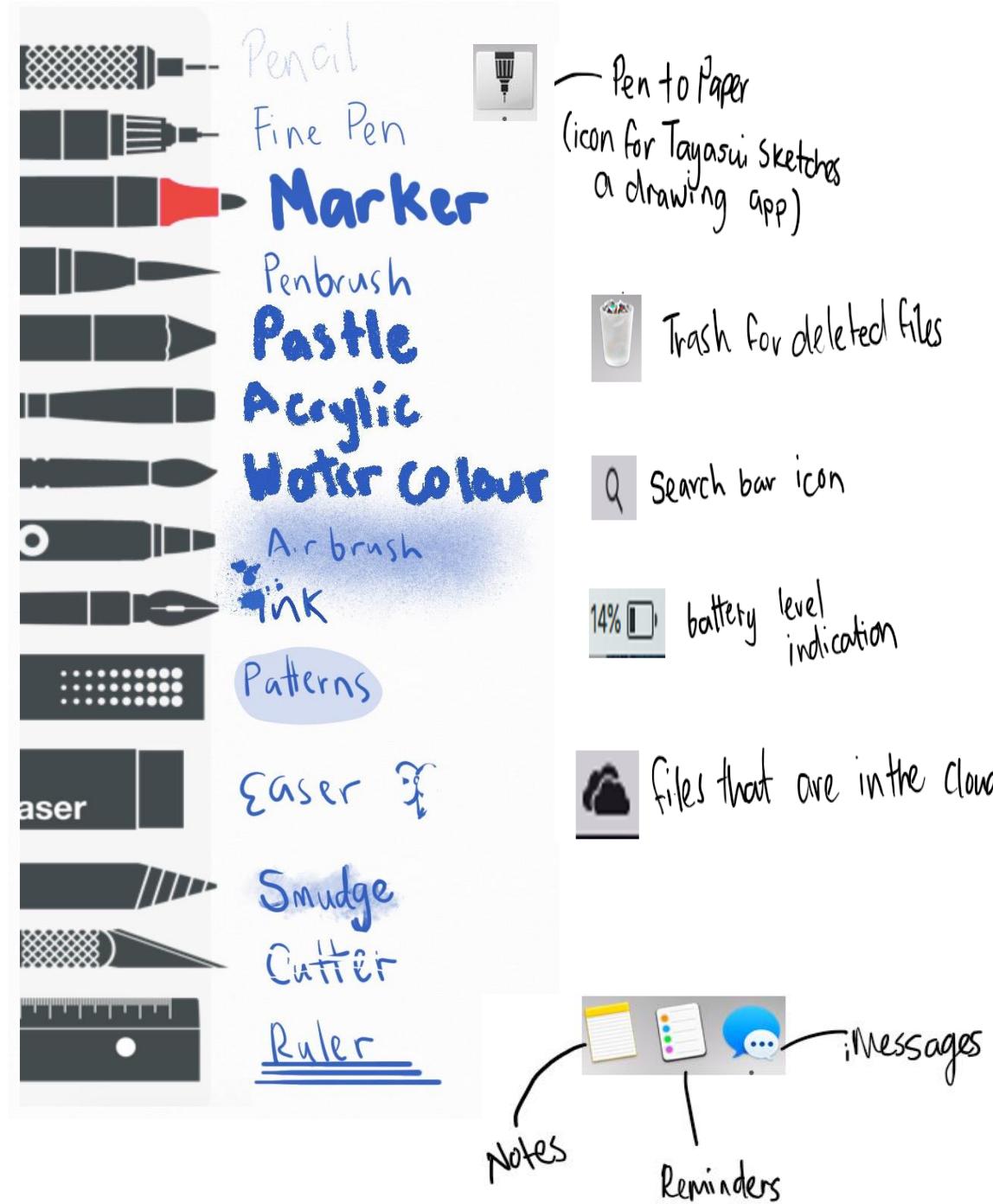
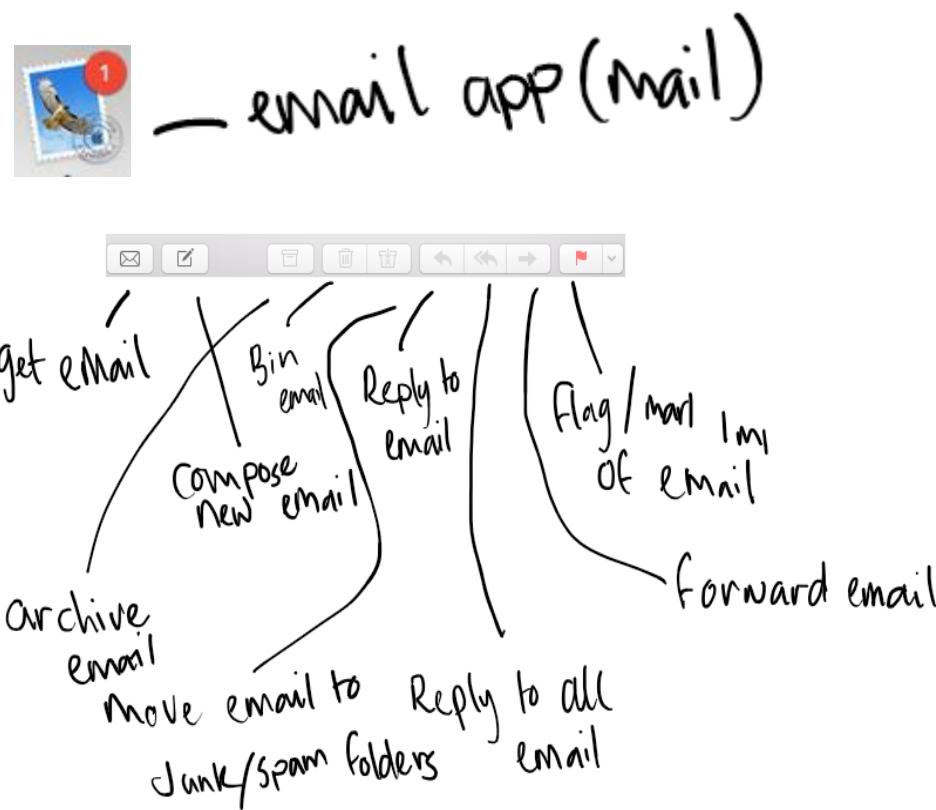
a figure of speech in which a word or phrase is applied to an object or action to which it is not literally applicable.

"when we speak of gene maps and gene mapping, we use a cartographic metaphor"
synonyms: **figure of speech**, figurative expression, **image**, **trope**, **allegory**, **parable**, **analogy**, **comparison**, **symbol**, **emblem**, word painting, **word picture**; **literary conceit**

- a thing regarded as representative or symbolic of something else.

"the amounts of money being lost by the company were enough to make it a **metaphor** for an industry that was teetering"

Examples of Design interface Metaphors



Graphic Design

Purpose of graphic Design

Graphic design is Art with a purpose, that tells a story, that is a solution to a problem

The purpose of graphic design is to convey a message clearly and effectively, to solve a problem or achieve certain objectives.

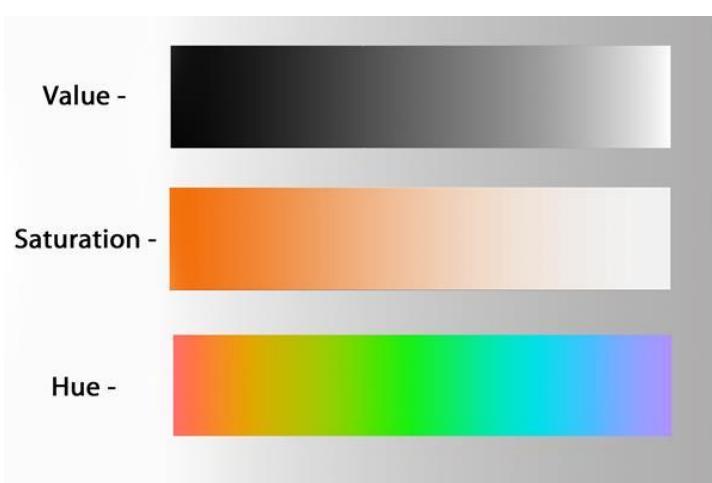
Elements of Design:

Line

A line is any two connecting points that are formed with width and length. Artists use lines to create edges, the outlines of objects. Lines are useful for dividing space and drawing the eye to a specific location.

Colour;

An element of art that is produced when light, striking an object, is reflected back to the eye. There are three properties of colour; Hue, Intensity and Value.



Hue

The name we give to colour (Red, Blue, Green etc)

Intensity

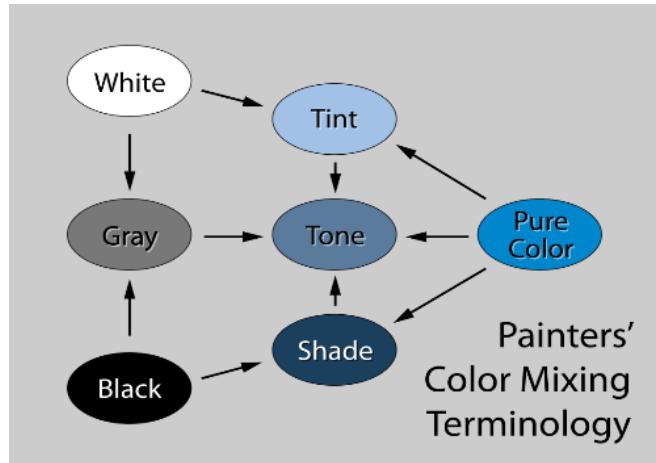
The vividness of the colour. The "purity" or "strength" or "saturation" of the colour.

Saturation

The purity of a colour. When a colour is fully saturated, the colour is considered in purest form. Black, white and grey are added to the colour to reduce the colour's saturation.

Value

How light or dark the colour is. The shade, Tint and Tone of the colour.



Shade

A mixture of a colour with black. Used to increase darkness.

Tint

A mixture of a colour with white. Used to reduce darkness.

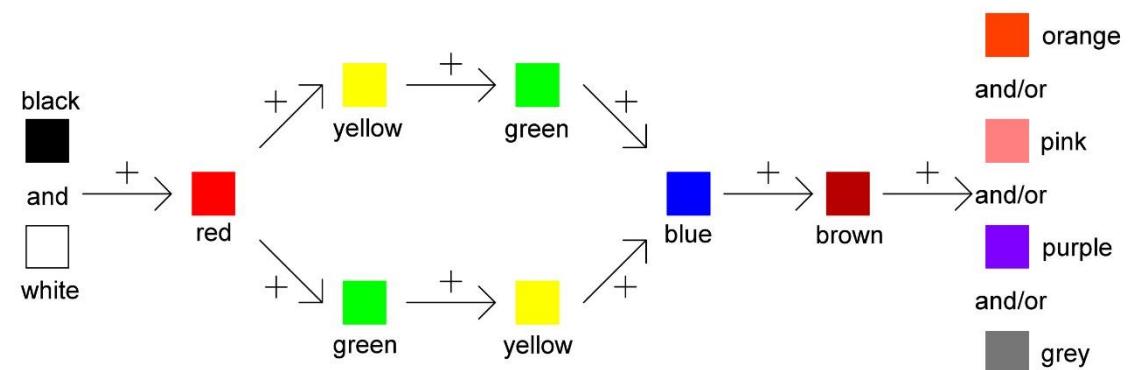
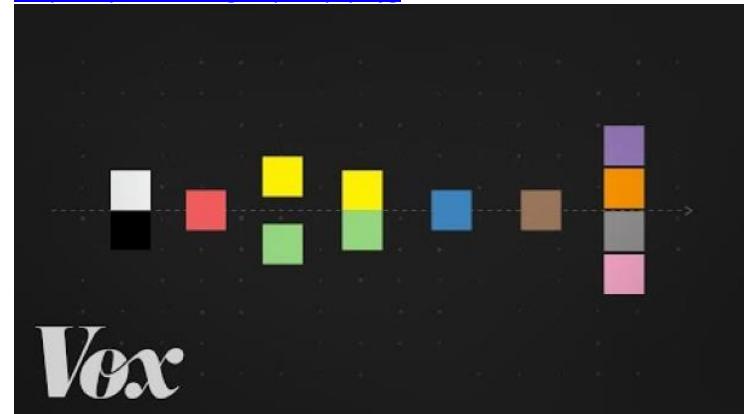
Tone

A mixture of a colour with grey (a mixture of both shade and tint). Used to reduced chroma or colourfulness while hue remains unchanged

Hierarchy

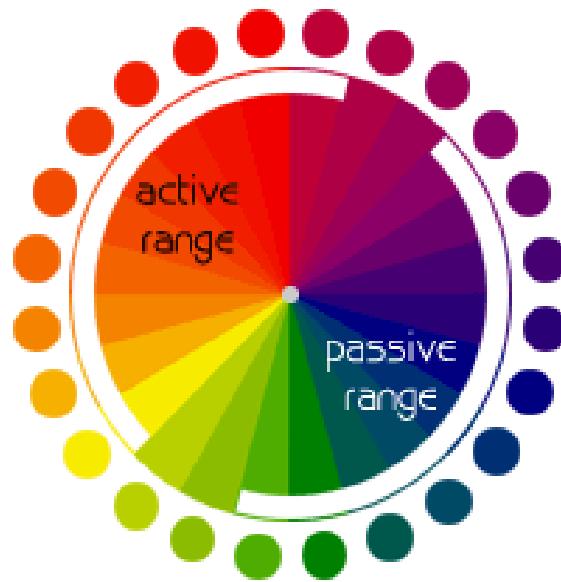
The order of colours in a spectrum. It is the order people see and name colour starting with **black** and **white** and secondly **red** followed by **yellow**, **green**, **blue**, **purple**.

<https://youtu.be/gMqZR3pqMjg>



Colour Wheel Relationship;

A visual representation of colours arrange according to their chromatic relationship.



Primary

A group of colours-**Red**, **Yellow** and **Blue**, which all other colours can be obtained by mixing.

Secondary

Colours-**Orange**, **Purple** and **Green**, that result from mixing of two primary colours.

Tertiary

A colour made by mixing full saturation of one primary colour with half saturation of another primary colour.

Analogous

A group of three colours that are next to each other on the colour wheel, sharing a common colour, with one being the dominant colour, which tends to be a primary or secondary colour, and a tertiary.

Complimentary

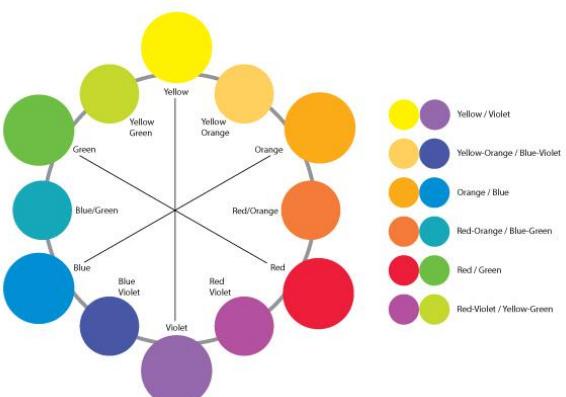
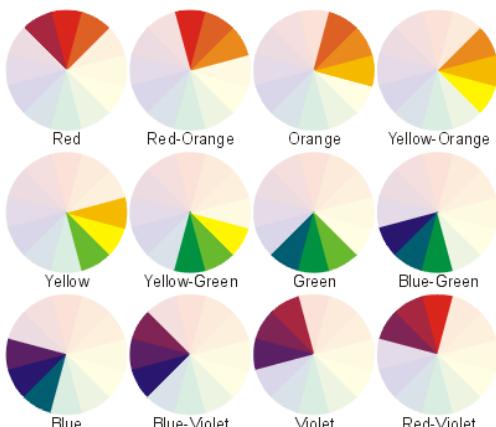
A colour combined with a given colour that result with white or black or greyscale. When complementary colours are placed next to each other, they create a strong contrast

Monochromatic

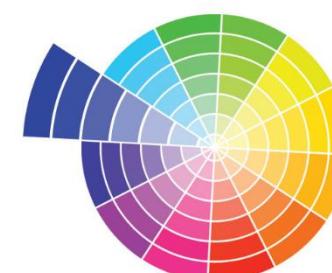
Using a only one colour

Triad

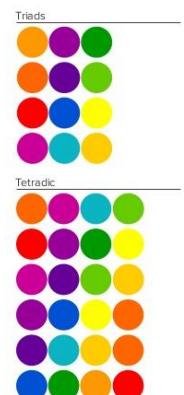
A group of three colours that are evenly spaced around the colour wheel



Monochromatic Color Wheel

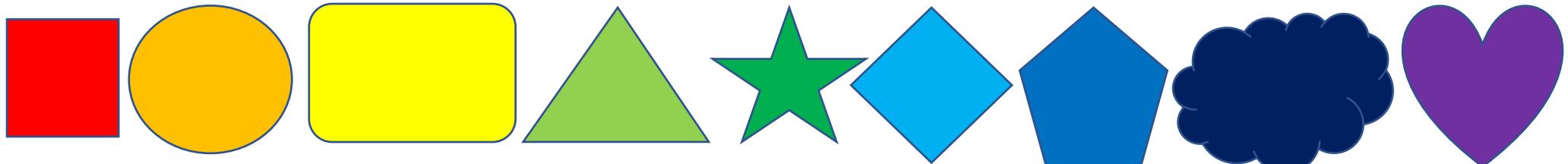


Triad & tetradic color combinations



Shape

Shape refers to a 2-dimensional, enclosed area. Shapes could be geometric, such as squares, circles, triangles etc. or organic and curvaceous



Texture

Used to describe how something feels or looks

Principles of Design

Describe the ways that artists use the elements of art in a work of art.

Contrast

the arrangement of opposite elements (light vs. dark colours, rough vs. smooth textures, large vs. small shapes, etc.) in a design so as to create visual interest, excitement and drama.

Balance

the distribution of the visual weight of objects, colours, texture, and space.

White Space / Negative space

The unmarked space in the design. The space between layouts, lines of paragraphs, between paragraphs, between different UI elements etc. The space doesn't have to be a white background it can be any colour, texture, pattern or background image.

Repetition

the use of similar or connected pictorial elements

Movement

The use of lines, colours, values, textures, forms and space to carry or direct the eye of the viewer from one part of the design to other

Proximity

the process of ensuring related design elements are placed together.

Alignment

the way the different elements in a design are lined up in relation to each other or to a particular part of the page.

Symmetry

When elements are arranged in the same way on both sides of an axis

Asymmetry

When elements are arranged in unbalance composition. One side of the axis could contain a dominant element when the other side could display elements that do not need to be a focal point.

Rule of Thirds

The guideline proposes that an image should be imagined as divided into nine equal parts by two equally spaced horizontal lines and two equally spaced vertical lines, and that important compositional elements should be placed along these lines or their intersections

Justified

The structuring of the top, bottom, sides, or middle of text or graphic elements

Harmony

A way of combining the art elements to assess their similarities and differences and the design elements as a whole.



(Bonnie Skaalid, <https://etad.usask.ca/skaalid/theory/cqdt/line.htm>)

(Maryam Taheri, <https://creativemarket.com/blog/10-basic-elements-of-design>)

(ThoughtCo, <https://www.thoughtco.com/definition-of-color-in-art-182429>)

(Learn, <http://learn.leighcotnoir.com/artspeak/elements-color/hue-value-saturation/>)

(Janet Ford Shallbetter, http://www.worqx.com/color/color_wheel.htm)

(Wikipedia, https://en.wikipedia.org/wiki/Tints_and_shades)

(Wikipedia, https://en.wikipedia.org/wiki/Analogous_colors)

(Wikipedia, https://en.wikipedia.org/wiki/Elements_of_art#Color)

(Wikipedia, https://en.wikipedia.org/wiki/Elements_of_art#Texture)

(Paul Getty Trust, https://www.getty.edu/education/teachers/building_lessons/principles_design.pdf)

(Pratik Hegde, <https://blog.prototypyr.io/importance-of-white-space-in-design-5a40c0e65bfd>)

(Visual communication design, <https://visscom.wordpress.com/2013/04/16/principle-of-repetition-pattern/>)

(Tony W Rush, <http://www.ursyn.com/Orchestra/pages/Toby.html>)

(EDGEE Learn Create, From <http://www.edgee.net/the-principles-of-graphic-design-how-to-use-proximity-effectively/>)

(Google Sites, From <https://sites.google.com/site/principlesofdesignsite/home/contrast>)

(Study.com, <https://study.com/academy/lesson/alignment-principles-in-graphic-design.html>)

(Hotjar, <https://www.smashingmagazine.com/2015/06/design-principles-compositional-balance-symmetry-asymmetry/>)

(Wikipedia, https://en.wikipedia.org/wiki/Rule_of_thirds)

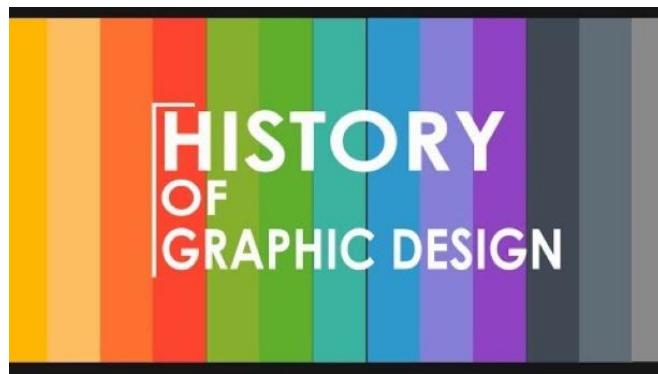
(Lifewire, <https://www.lifewire.com/justification-alignment-in-typography-1078093>)

(Deercreekhs, http://www.deercreekhs.org/UserFiles/Servers/Server_38468/File/deer%20creek%20high%20school/Mr%20Lang/3.-principles-of-designh-evaluation-variation.pdf)

Brief Origins of Graphic Design

Graphic Design originates roughly from the late 1800s the modern era up until the end of world war II. The modern era was about learning how to exploit modern technology such as printing for artistic aims. With the modern era designer also explored new styles and techniques which later became advertising and branding.

<https://youtu.be/oibniSJX8fk>



<https://youtu.be/Hz-e5ZgnW1I>



<https://youtu.be/OS8rZ8iwcJM>



(Matt Ellis, <https://99designs.com/blog/design-history-movements/history-graphic-design/>)

An invention that change the nature of Design

The invention of the Telautograph the first Graphic tablet in 1888 by Elisha Grey which allow people to communicate with hand written messages over long distances have come a long way. These days Graphic table are used as computer input and or standalone devices that enables a user to hand-draw images, animations and graphics. This invention change the nature of design as it allows designer to connect to a computer and create digital designs using a pressurised pen instead of a mouse. Using the graphic tablet over the mouse as an input device, means that the designer can get the same feeling and look of selected tool as they would if they used that tool on paper canvas etc. This means that Designers can create design just like they normal would -traditional art- only that the work would be digitalized.

<https://youtu.be/WAEffoDtbtI>



<https://youtu.be/PqlaYHP-89Y>



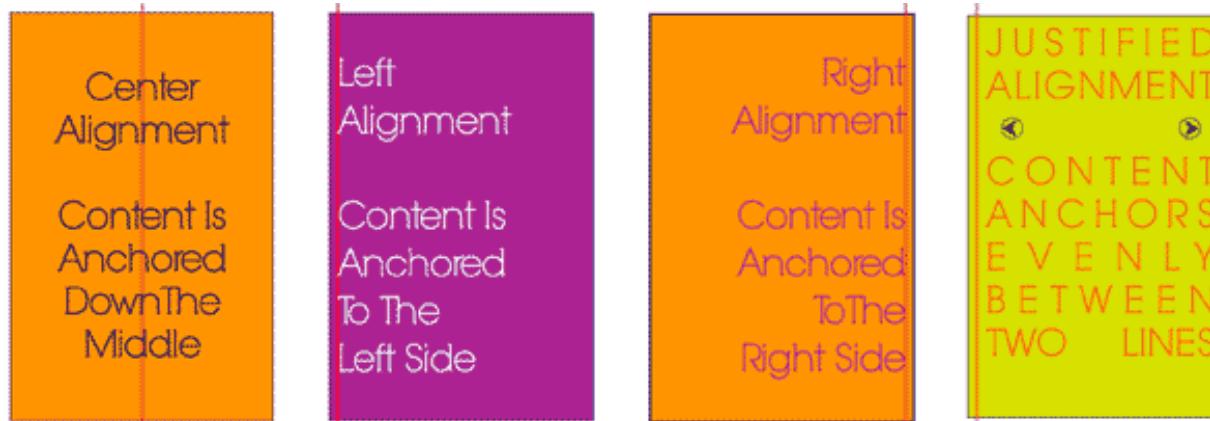
Being able to create designs digitally brings in a lot of benefits and perks; saving time on not having to wait for art to dry and having to clean brushes, to not having to buy multiple supplies, to being able to make any mistakes as designers can easily undo them- as nothing is really permanent in digital design, or being able to experiment freely as there is little risk, again because it's really easy to undo anything that doesn't turn out like the designer envisioned.

(Wikipedia, https://en.wikipedia.org/wiki/Graphics_tablet)

First Drawing Software

The first commercial program that allowed users to design, draw, and manipulate objects was the program MacPaint. This program's first version was introduced on January 22, 1984 on the Apple Lisa. Much of MacPaint's universal success was attributed to the release of the first Macintosh computer.

(Wikipedia, https://en.wikipedia.org/wiki/Digital_painting)

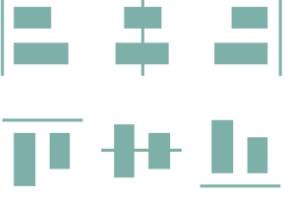


Text Alignment Preferences

Allows the designer to create visual connection between related elements and helps designer to arrange elements in a way that matches how someone would naturally read the page. It also helps in balancing the design and making it look more visually appealing.

ALIGNMENT

Proper alignment in a design means that every element in it is visually connected to another element. Alignment allows for cohesiveness; nothing feels out of place or disconnected when alignment has been handled well.



The diagram shows four examples of alignment on a grid. Top row: Center alignment (text in the middle of the space). Bottom row: Left alignment (text aligned to the left), Right alignment (text aligned to the right), and Justified alignment (text evenly spaced between margins).

Center Alignment

Works best when dealing with a few short lines of text even though it can give the an organised symmetrical look. Anything more than a few lines of text makes it difficult to read as there is no straight margin therefore readers eyes must move to a new position each time they start a new line.

Left Alignment

Works best and is the safest option of alignment. Left alignment is easy to read and a conservative look. The main thing to remember is if you are have left alignment paragraph to also keep the headline left aligned as well.

Right Alignment

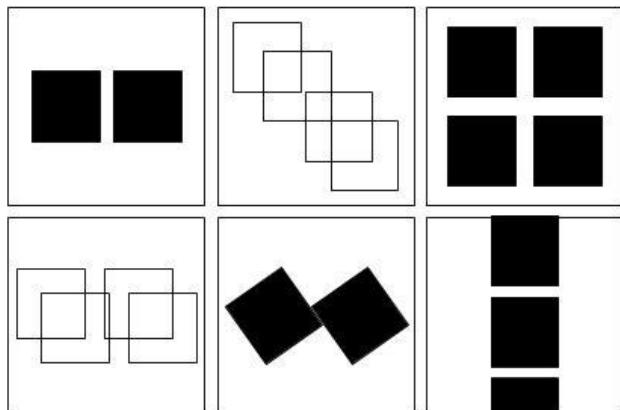
Works best when dealing with a few short lines of text even though it can give a unique look and feel. Just like center alignment text anything more than a few line of text makes it difficult to read as there is no straight margin therefore readers eyes must move to a new position each time they start a new line.

Justified Alignment

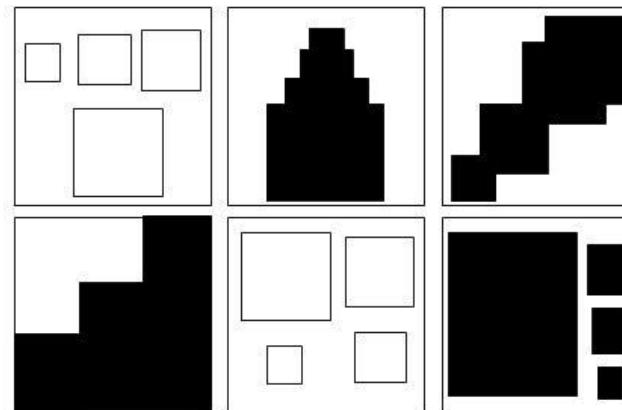
Works best when working with multiple column of text because its helps keep the column visually separate from one another. Justification alignment also helps with getting more characters into a smaller amount, this is done by having the text flush against both the left and right sides and individually adjusting the spacing of each line of text. To have justified alignment look Ideal, you would need to have each line of text filled and even, to have the space between words be subtle enough that you do not notice the difference. Because if lines of text have few characters they will be broadly space therefore will not look ideal.

(Print Wand, <https://www.printwand.com/blog/basic-alignment-principles-in-graphic-design-with-examples>)

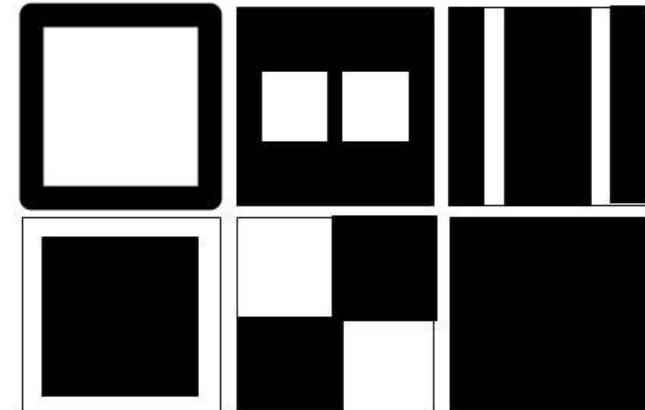
Black Square Exercise



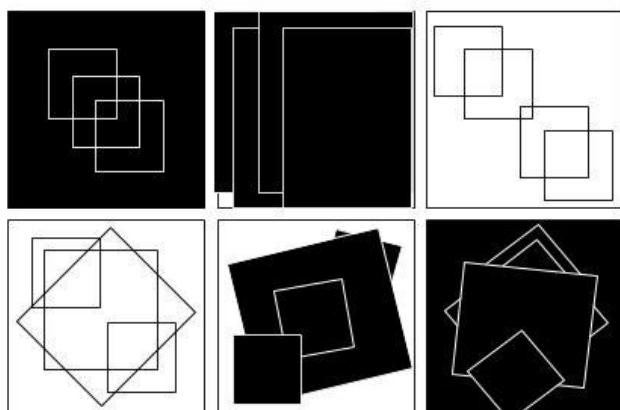
ORDER



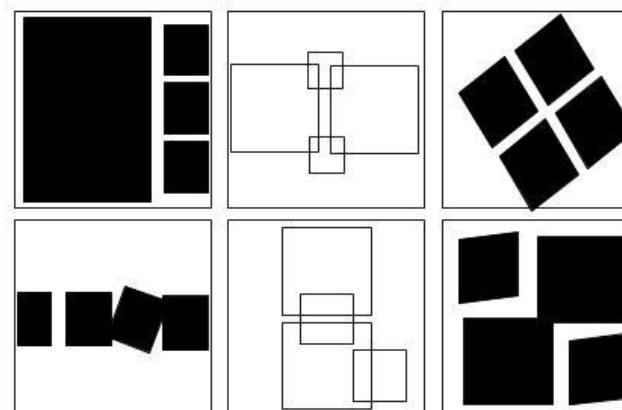
INCREASE



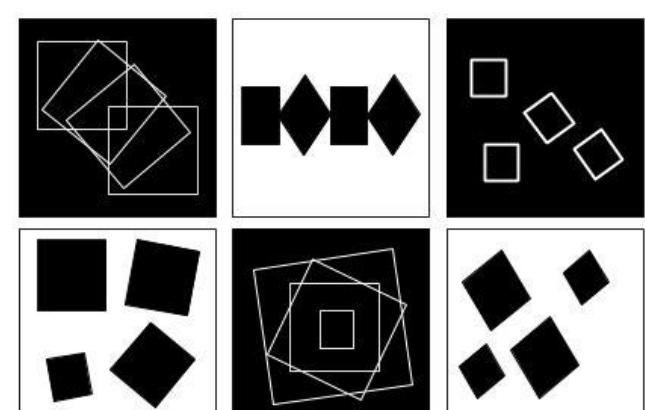
BOLD



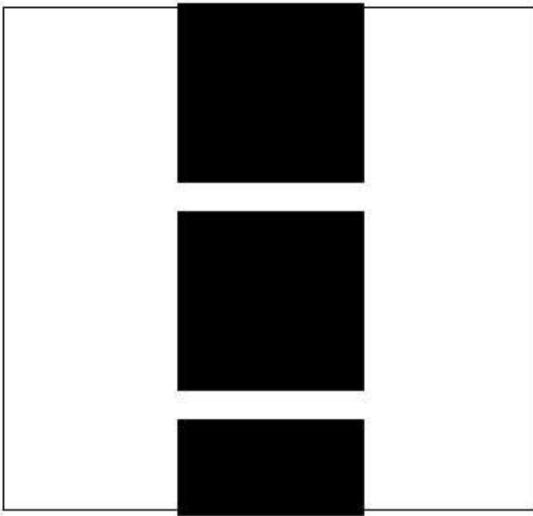
CONGESTED



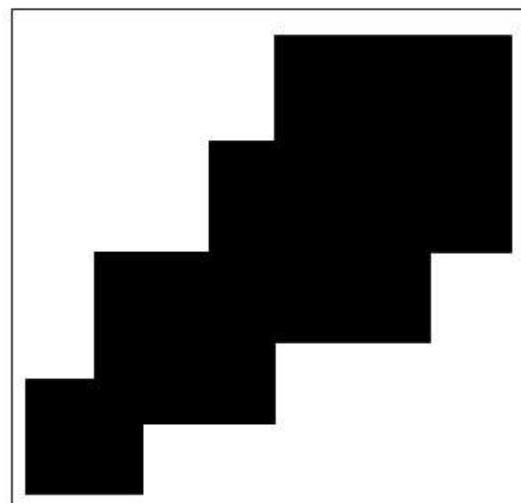
TENSION



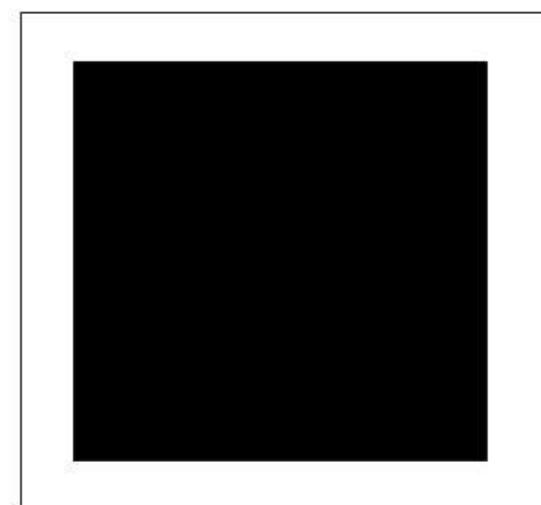
PLAYFUL



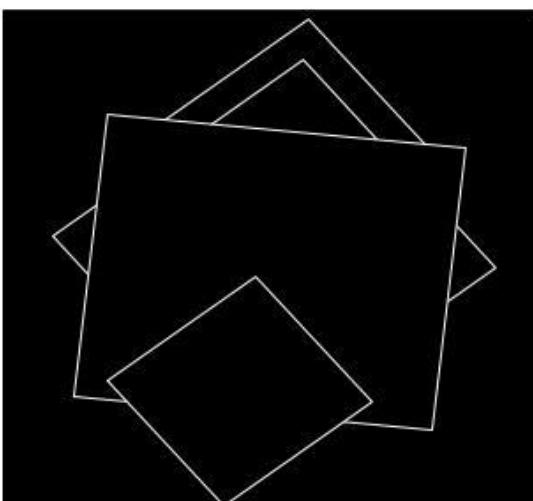
ORDER



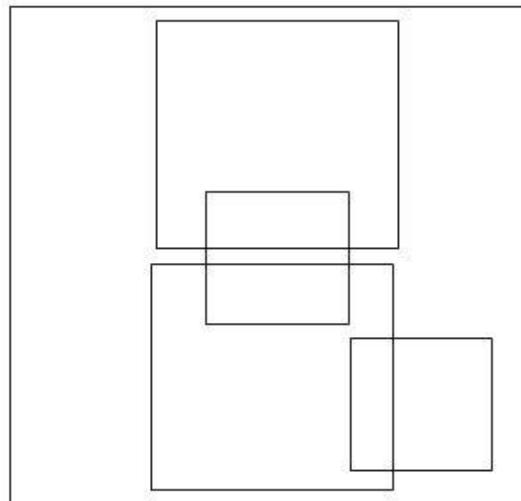
INCREASE



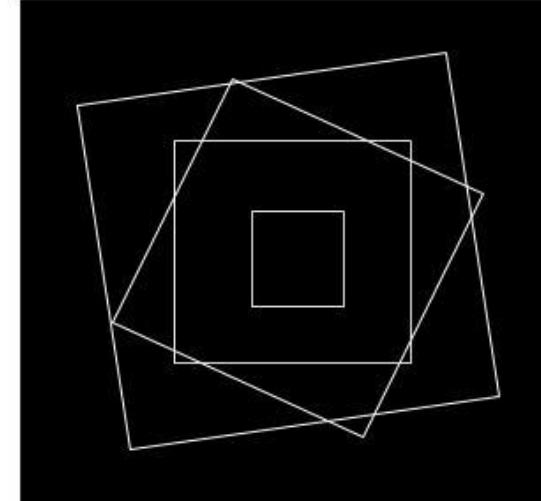
BOLD



CONGESTED



TENSION



PLAYFUL

Motion Design Principles

Motion Design Principles

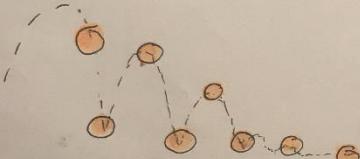
1 Squash & stretch
Gives the illusion of weight and volume to a subject, and is often used for comical effect



2 Anticipation
Prepares the audience for action, and increases realism of action. Used to heighten the suspense of a scene

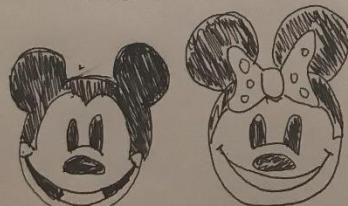


3 ARCS
Humans and Animals always move in arcs. Arcs increase the realism of the subject's action

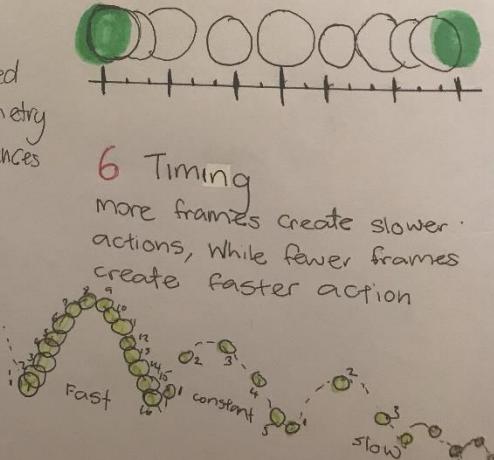


4 Ease in & Ease out
The subject needs time to slow down and speed up. Drawing between two extreme poses provide the subject with great realistic movement

5 Appel
Animated characters need to captivate audiences. Complicated character faces and lack of symmetry often make it difficult for audiences to connect.



6 Timing
More frames create slower actions, while fewer frames create faster action



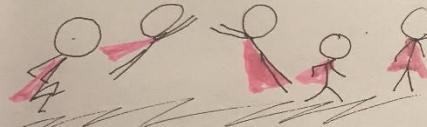
7 Solid Drawing
Adds weight, volume and 3D illusion to the subject



8 Exaggeration
Presents the physical features or elements of a character in exaggerated form



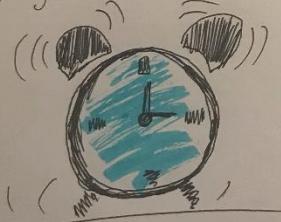
9 Pose to Pose
Works for highly emotional and dramatised scenes. Involves drawing a few key frames for each action followed by filling in the intervals



10 Staging
Communicates the primary mood, action or idea of a scene



11 Secondary Action
Emphasises and supports the action of the subject whilst providing scenes with greater life



12 Follow Through
refers to parts of the subject that continue to move after a completed action. For example, the movement of a hand after an object has been thrown



Timeline of HCI from Command Line to Magic Leap

While working in pairs or small groups we had to research an aspect from the history of digital interactivity. From our research we then had to create a presentation to show the rest of the class. Dagula and I choose to investigate a new and upcoming company that is working on creating a new technology - Mix Reality
Below are our slides and lecture notes from the presentation

Slides	Lecture Notes
 <p>Magic Leap</p> <p>Dagula & Michelle</p>	<p>Speaker: Michelle</p> <p>Introduce yourselves and topic of choice – Magic Leap</p> <p>Magic leap is a start-up company that is creating new exciting technology with hopes that it will change how we view and interact with information and one another</p>
<p>Magic Leap ideologically...</p> <p>---</p> <p>that computing and technology should bend to us, to our needs, to our humanity, and to our experience. People should be first. Technology should serve us. Computing should match human experience, it should respect human physiology.</p> 	<p>Speaker: Dagula</p> <p>Explain magic leap ideologically</p> <p>And introduce the next slide by explaining there will be a short video showing the audience what magic leap has created so far</p>

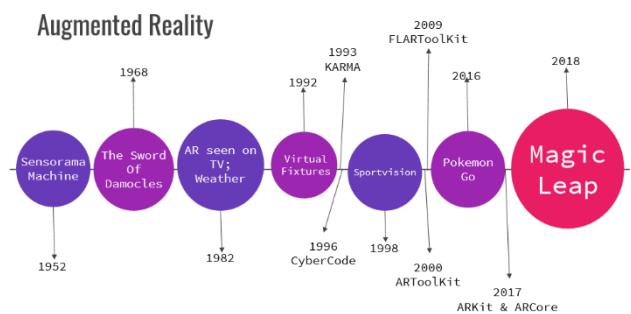
[Play video](#)

Brings us Mixed Reality
- Augmented Reality



Speaker: Michelle

Explain that this show a very brief timeline of where AR has



Magic Leap One

3rd June 2018

Speaker: Michelle

Introduce Magic leap one

Magic leap one was released on 3rd of June last year with the hope that tech companies - creators can tinker with the product and create software that can use the product to its full potential

Mixing Reality Lightwear

a portal into worlds within our world.

Its cameras, sensors, speakers and optical relay work together with the superpowered processor in the Lightpack to provide unique input to your visual system for unparalleled experiences.

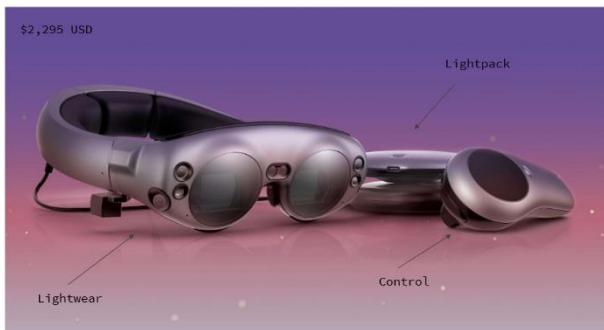


Speaker: Michelle

Explain how magic leap works

It creates a digital light field signal that is very similar to the analog light so that's the analog light and digital light field signal blends with one another, so you really have this one integrated signal

Therefore, you have an integrated natural digital and physical experience which magic leap calls mixed reality



Speaker: Dagula

Explain the spec of magic one and how to use it



Speaker: Michelle

Magic leap is creating and hopes other creators will create software uses their technology for more than just gaming

They hope to develop for business, Ecommerce, education and communication

Magic leap wants to expand the experience of AR ecommerce from what is already

Magic leap has created avatars that can be used in many different ways from have social experiences with friends to talking to avatar that is a train counsellor / therapist to replacing / assisting teachers



Speaker: Dagula

Explain how Weta workshop is working with magic leap and play video

Websites that Suck

If website designer do not think about and implement a good first impression the website will perhaps become a bad design. The content, text and links as well as the graphic, video and audio all need to be taken into consideration and to make a good design. If navigation is not thought beyond a search bar the website will not function as expected too therefore, making the website design be a bad design.

For example, Image going to a banking website which has not been design in a professional matter. Straight away you will be second guessing if the website is legitimacy and finally you may conclude you do not want to bank with this company.

First Impression / Big Picture

First impression really do matter therefore, when designing webpages, you must think about the visitor of the webpage needs. All your webpages should load fast and your home page shouldn't be too long. Visitors should be able to quickly scan the page and be able to see what the site is about and how it can benefit themselves. Most importantly the website should also look trustworthy, credible and professional.

Text and Links

The Text and links provided throughout the website should be consistent. This means font, test size, spacing, style, contrast and colour choices are taken into seriously consideration when designing the webpages as visitor of the website need to be able to read to page without any difficulties. The Text displayed on the website should be spell and grammar checked. The text also should not be full of jargon and acronyms however, the should be informative. The links throughout the website should be necessary and beneficial to the site's visitors. They should be clearly label and link to the correct and expected websites.

Graphics, Video and Audio

The graphic, video and audio included on the website should all work together to bring out the best of one another throughout the websites. All other graphics on the website should too be high quality and up to date however they should not be huge file sizes. They also should not be distracting but be logical and well thought-out. The logo that is included on the website should look professional and should be place in the top left on every page and link back to the home page on all subpages. The background should not distract the visitor's eye however it should complement all elements on the page. Any sound from either video or Audio should not be distracting nor should it auto play. It should be license high quality and necessary.

Navigation

The navigation that is build into and around the website should be design with the site's users in mind. It should be more than just a search bar and not need a how-to explanation to use it. The Navigation should have headings and subheading that are predictable and logical divisions of the website content because, they are the label category links for where the user will be going.

Content

The content that is included on the websites should be organised broken down into logical categories. It should be easily understood, engaging, relevant, accurate, appropriate and impartial content. The content should not full of marketing speak, jargon or unexplained acronyms. All of what is included on the website should be design for the web, be proofread, had spelling and grammar checked. Everything should complement to all other work and together present a clear picture of what the website is all about.

Weakness in design of Ali Express' Website



Text & Links, Context,
Graphics, Video & Audio, Navigation

different logo

doesn't link
to homepage

forever swiping
and flicking through
different ads

If you click on
item image here
other images or
product appear
that make product
value differ

no actual
pricing given on
the first page

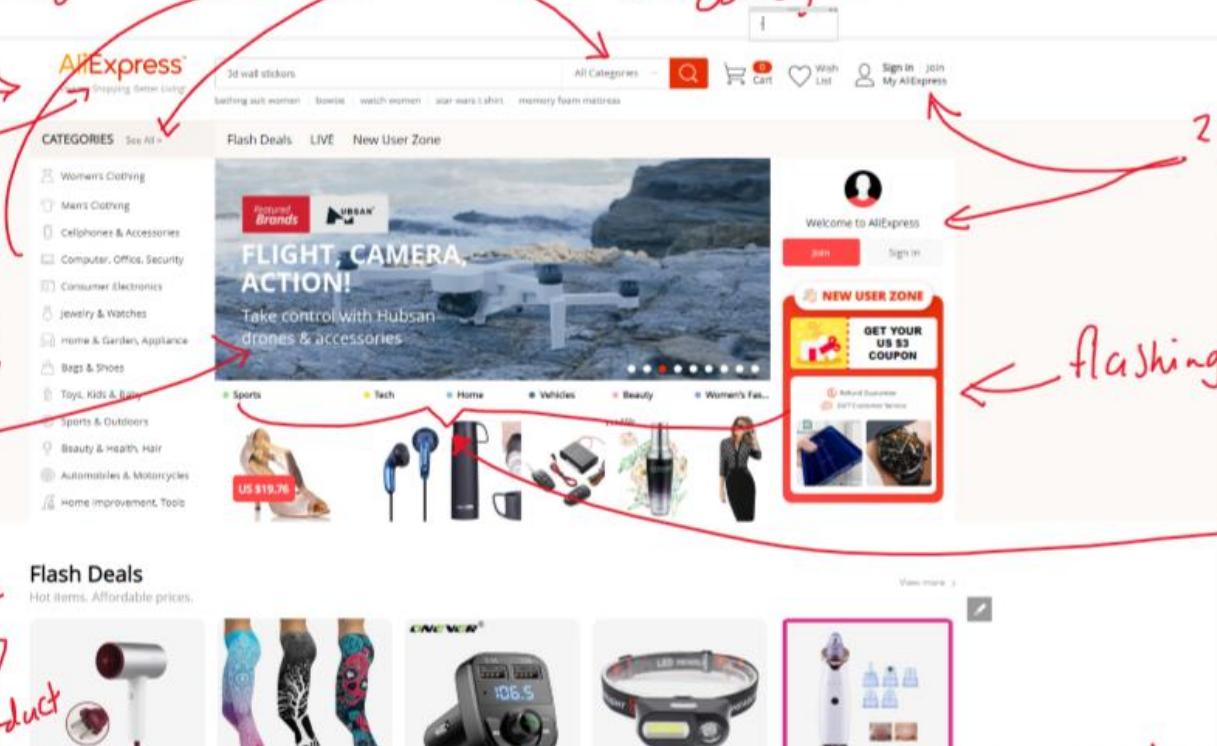
3 menus
that multiple pages
about the same
categories

2 sign in options
on top of one
another

flashing motion

unevenly
space

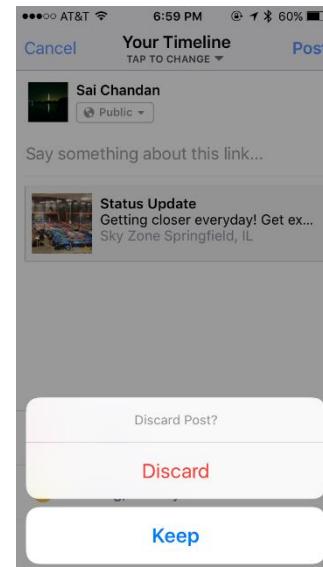
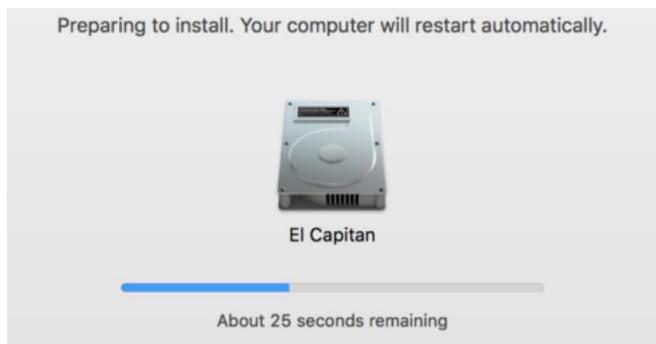
This website constantly scrolls down
show multiple repeats of
products with other images
making unclear on what they will
be ordering



Heuristics

Visibility of system status

Feedback given to the user in a sensible time, to show what is happening with the system



User control and freedom

The ability to use simple and easy to use controls to be able to undo any unwanted state or mistakes.

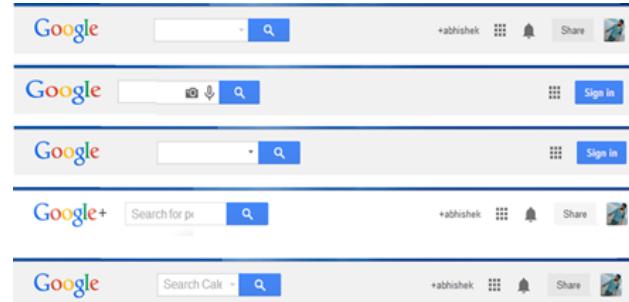
Match between system and the real world

System design that is created and designed with Metaphors of real-world conventions and familiar language to user, therefore user will know what elements of the design purpose is, before using interacting with them.



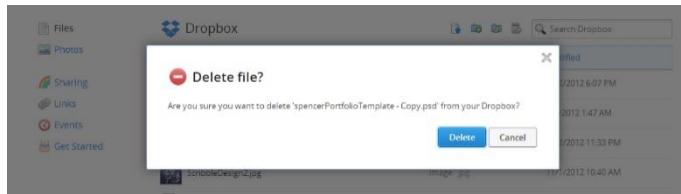
Consistency and standards

Standard and consistency of interface is kept throughout, therefore user should not have to wonder.



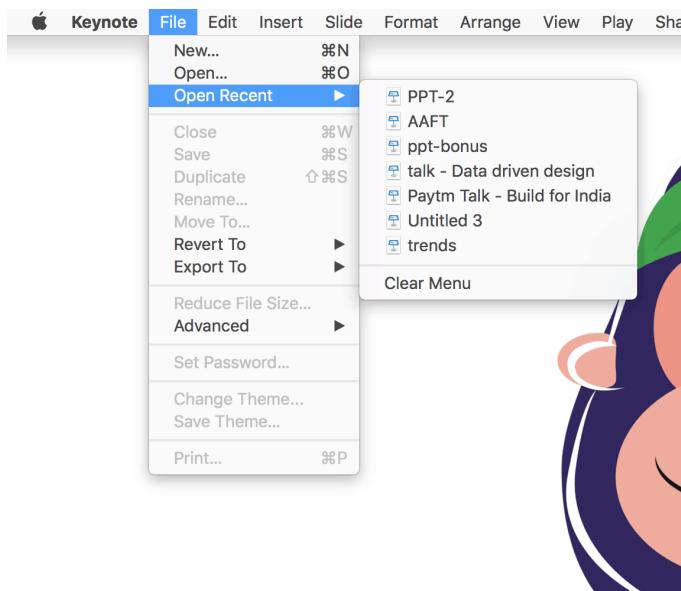
Error prevention

Prevent prone errors from occurring and gives user warnings when applicable. Therefore, helping user avoid making any critical mistakes



Recognition rather than recall

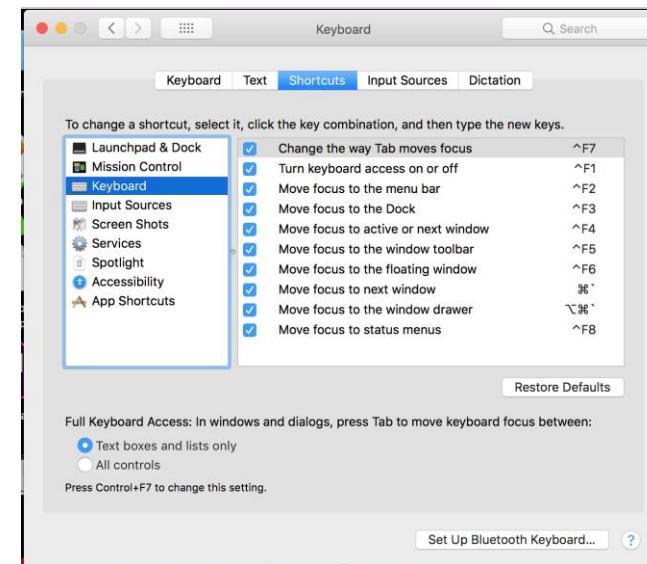
Make information easy to discover, therefore user do not need to memorise information



Flexibility and efficiency of use

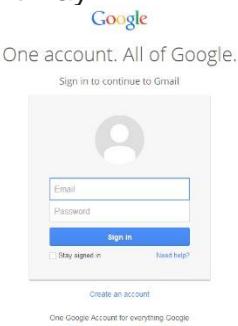
Advance ways to do a task that speeds up the interaction for experience user. Therefore, there are multiple ways to do a task and depending on user skill level the way the task is performed may vary between users on different skill levels

-keyboard shortcuts **ctrl B** to bold text for advance user



Aesthetic and minimalist design

Design that displays elements that are relevant and necessary in simple elegant way



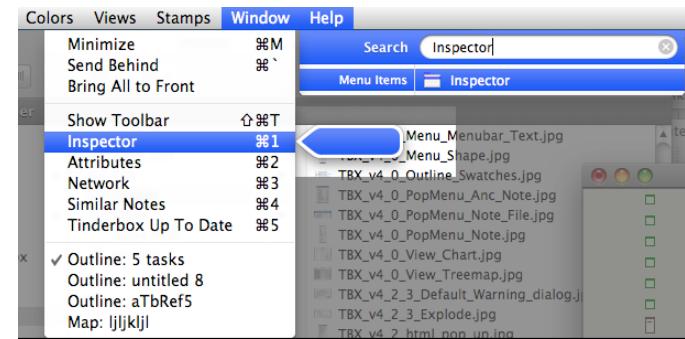
Help users recognize, diagnose, and recover from errors

Error message that help users recognise the issue and give suggested solution to fix the issue



Help and documentation

Provide help and documentation that is easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large



Usability Study of W3Schools

In what follows is overview, observation and questionnaire as ways to test the usability of W3Schools website. The overview of the W3Schools website is a walk through the website pages and taking screen shot of each page as well as giving a name to each webpage on the website. The observation is done to see how someone does interact with the website. To find any difficulty the user runs into, to get there positive and negative thoughts, to see what is and is not working. Last the questionnaire is to get more in-depth questions answer about the website as well as some background knowledge of the user answering the open end and closed questions within the questionnaire.

Overview

Initial page

The screenshot shows the W3Schools homepage. At the top is a green header bar with the W3Schools logo and the text "THE WORLD'S LARGEST WEB DEVELOPER SITE". Below the header is a navigation bar with tabs for "TUTORIALS", "REFERENCES", and "EXAMPLES". The "TUTORIALS" tab is currently active. The main content area features a large "HTML" title and the subtext "The language for building web pages". Below this are two buttons: "LEARN HTML" and "HTML REFERENCE". A sidebar on the left lists various programming languages and topics under categories like "HTML and CSS", "JavaScript", "Server Side", and "Web Building". At the bottom of the page is a "Try It Yourself" button.

Learn HTML5 Tutorial

The screenshot shows the "Learn HTML5 Tutorial" page. At the top is a navigation bar with tabs for "HTML", "CSS", "JAVASCRIPT", and "MORE". Below the navigation is a sub-navigation bar with "REFERENCES" and "EXERCISES". The main content area is titled "HTML5 Tutorial" and includes a "Home" button and a "Next" button. The page contains sections for "HTML Examples", "HTML Examples", "HTML Exercises", and a "Test Yourself With Exercises" section. The "Test Yourself With Exercises" section includes an "Exercise:" field with sample code, a "Submit Answer" button, and a "Start the Exercise" button. A note at the top of the page says "Click on the 'Try it Yourself' button to see how it works." and a link to "Start learning HTML now!"

HTML Quiz Test

Test your HTML skills with our HTML Quiz!

[Start HTML Quiz!](#)

HTML References

At W3Schools you will find complete references about tags, attributes, events, color names, character-sets, URL encoding, language codes, HTTP messages, and more.

[HTML Tag Reference](#)

HTML Exam - Get Your Diploma!



W3Schools' Online Certification

The perfect solution for professionals who need to balance work, family, and career building.

More than 25 000 certificates already issued!

[Get Your Certificate!](#)

The [HTML Certificate](#) documents your knowledge of HTML.

The [CSS Certificate](#) documents your knowledge of advanced CSS.

The [JavaScript Certificate](#) documents your knowledge of JavaScript and HTML DOM.

The [Python Certificate](#) documents your knowledge of Python.

The [jQuery Certificate](#) documents your knowledge of jQuery.

The [SQL Certificate](#) documents your knowledge of SQL.

The [PHP Certificate](#) documents your knowledge of PHP and MySQL.

The [XML Certificate](#) documents your knowledge of XML, XML DOM and XSLT.

The [Bootstrap Certificate](#) documents your knowledge of the Bootstrap framework.

[Home](#)

[Next >](#)

Try it Yourself

This screenshot shows the W3Schools 'Try it Yourself' feature. On the left is a code editor with the following HTML code:

```
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>

<h1>This is a Heading</h1>
<p>This is a paragraph.</p>

</body>
</html>
```

The right side shows a preview of the page with the heading "This is a Heading" and the paragraph "This is a paragraph."

HTML Examples

This screenshot shows the W3Schools 'HTML Examples' section. It includes a navigation bar with tabs for HTML, CSS, JavaScript, etc., and a sidebar with links to 'Completed 2 of 90 Exercises' and 'HTML Attributes'. The main content area lists 'HTML Basic' topics: HTML document, HTML headings, HTML paragraphs, HTML links, HTML images, HTML buttons, and HTML lists. Below this is a 'Examples explained' section.

HTML Examples Explained

This screenshot shows the W3Schools 'HTML Examples Explained' section. It includes a navigation bar and a sidebar with links to various HTML topics. The main content area shows an 'Example' of HTML code:

```
<!DOCTYPE html>
<html>
<body>

<h1>My First Heading</h1>
<p>My first paragraph.</p>

</body>
</html>
```

Below the code is a 'Try it Yourself' button.

HTML Exercises

This screenshot shows the W3Schools 'HTML Exercises' section. It includes a navigation bar and a sidebar with links to various HTML topics. A specific exercise titled 'Exercise 1' is highlighted. The exercise details are as follows:

Exercise:
Add a "tooltip" to the paragraph below with the text "About W3Schools".

```
<p> = "About W3Schools">W3Schools is a web developer's site.</p>
```

Buttons for 'Show Answer' and 'Submit Answer' are visible.

Observation of Dagula initial walk through

- Dagula is a first year Bachelor of Information Technology and has no experience in programming and never visited W3Schools before
- When using google to try find w3school website, w3school was not first website to appear as Dagula didn't know any programming languages names.

Google search results for "learn to program":

- 1. If you're just getting started on your coding journey, here are ten tips and resources to set you off on the right foot.
- 2. Grab Some Free Programming Books.
- 3. Use Free Online Training Sites.
- 4. Try a Kids App.
- 5. Start Small (and Be Patient).
- 6. Choose the Right Language.
- 7. Figure Out Why You Want to Learn to Code.

Top 10 Ways to Teach Yourself to Code - Lifehacker

Codecademy: Learn to Code - for Free

Google search results for "program website":

- 1. The best free website builder of 2019 | TechRadar
- 2. People also ask:
 - What is the easiest web design software to use?
 - What is the best software to build a website?
 - What is the best web design software for beginners?
 - What is the best way to make a free website?
- 3. Google Web Designer
- 4. Free Website Builder Software
- 5. Computer programming | Computing | Khan Academy

Google search results for "learn how to make websites":

- 1. What you'll learn:
 - 1. Site Structure. Build structure with HTML by adding text, links, images and more.
 - 2. A Closer Look at CSS. Learn how to style text and add background images with CSS.
 - 3. Boundaries and Space. Learn how CSS can manage boundaries and space on webpages.
 - 4. Building with Bootstrap.
- 2. Make a Website: Free Tutorial | Codecademy
- 3. People also ask:
 - How can I create a website?
 - How do you create a website for free?
 - What should I learn to build a website?
 - How do you make a website from scratch?
- 4. Make a Website: Free Tutorial | Codecademy

Website Page	Initial Thoughts	Problems	Solution Suggestion
Initial page	"there is nothing here to explain where to start or how to start"	<ul style="list-style-type: none"> Beginner will not know where to start, as they may have little / no understanding or knowledge of basic terms or really any overview of what programming languages are what they are used for. First time user of the website also do not know the purpose of the website therefore they do not know if the webpage will help and benefit them. 	Have a video welcoming new user to the website with an introduction that will explain where to start and purpose of the website.
Learn HTML5 Tutorial	<p>"No explanation of what you are learning. It goes straight into examples and followed by exercises"</p> <p>"the website doesn't explain or suggest what software I can use to programme in as alternative to the built-in editor"</p> <p>"the adverts in the middle of the webpage that are advertising other programming teaching tools is distracting and confusing me"</p>	<ul style="list-style-type: none"> No explanations of what you are learning No tools or explanation of how to use any editor tools Adverts that mislead and confuse the user 	<ul style="list-style-type: none"> Have explanations and definitions before examples <ul style="list-style-type: none"> Video of someone explaining purpose of code and definitions have a webpage that suggest editor applications like notepad and show how to use them to compile code Relocate advertising to be only on the side bar, top or bottom of webpage and not in the middle of the tutorial
Try it yourself	"I has the answer in there already"	<ul style="list-style-type: none"> Answer given straight away 	<ul style="list-style-type: none"> Give an objective or objectives for the user to try creating hint options just in case the user gets stuck After user runs the code; walk through to code to debug and help user learn from any mistakes
HTML Examples	"it is just a list of terms"	<ul style="list-style-type: none"> lack of content 	<ul style="list-style-type: none"> Have the list of terms with explanation, definitions and example code
HTML Examples Explained	"it is 'try it yourself' repeated"		<ul style="list-style-type: none"> Blend this page in with HTML Examples then link to try it yourself page

HTML Exercises	<p>"I like this feature but because I have not learnt any definition or purpose of what is being ask I cannot give an answer"</p>	<ul style="list-style-type: none"> lack content prior to exercises that explain and defines what is being asked in exercises 	<ul style="list-style-type: none"> Have content prior to exercise that will explain and define terms and examples that are raised in the exercises <ul style="list-style-type: none"> have multiple ways of teaching terms to cover all learning styles; Video tutorial for visual / auditory learner Puzzles to match terms with explanation for visual learners Graphical / written terminology and explanations and use of quizzes for reader/writer learners Practical Exercises for kinaesthetic learners
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Questionnaires

Questions provided by Dagula, answered by Michelle

What is your previous experience in programming?

I have learnt HTML, CSS, JAVA and PYTHON in previous university course. I have also help create very basic websites for family and friends' websites as projects

Have you used w3School website before?

YES or NO

How much time do you typically spend on w3 school website?

3-5 hours a week, while working on a project.

Does the site provide enough information (Content)?

YES or NO

Do you find W3School website easy to use?

After you gained user experience of the website.

What do you like about w3schools and why?

The tutorial left hand navigation bar; I use this for quick links as i like to jump between chapters depending on what I am looking for

What do you dislike about w3schools?

Lack of clear explanations of basic terms for a beginner

What other products or tools have you use to learn to program?

Code academy, YouTube, VIC COMP102 lecture slides

What do you like about these other products or tools?

They have video tutorials with examples and exercises to practice. They normally start with definitions and explanations. which is followed by example code. Next you are given exercises and quizzes to test you. Therefore, you see how your learning process is going.

What do you dislike about these other products or tools?

Some YouTube videos can include unnecessary information making the videos longer than need be.

What could be done to improve W3School website?

Could include video tutorial that are short and to the point.

Is there anything missing from W3School's website that you expected?

A welcome page explaining what the website purpose is

Would you keep using this product in the future?

YES or NO

Planning

Personas

Personas are used to create reliable and realistic representation of a key audience. The Key audience is the major user group of a website or application and are stakeholders of the website or application. When creating a persona, you will express the needs and expectations of a user group. This is to give a clear picture of the user's expectations and how they're likely to use the site. In the persona you would describe a real person giving their background, goals and value.

From <<https://www.usability.gov/how-to-and-tools/methods/personas.html>>

Mood boards

Mood boards are collection of images, text, formats, sample of objects/elements in a composition. They are based upon a set topic or idea. They are used to convey the style of a website or application. They help designers show what the look and feeling of said website or application

From <https://en.wikipedia.org/wiki/Mood_board>

The mood board shown on the next page is a representation of the look and feeling of own personal blog website.

Michelle Rose

Age: 24
School: Whitireia New Zealand
Course: Bachelor of Information Technology
Level: 100



Goals

- ✓ Be able to analyse a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
- ✓ Be able to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- ✓ Be able to identify and analyse user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing-based systems.
- ✓ Be able to function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.

Bio

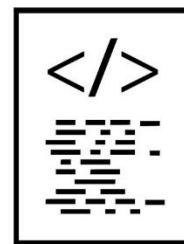
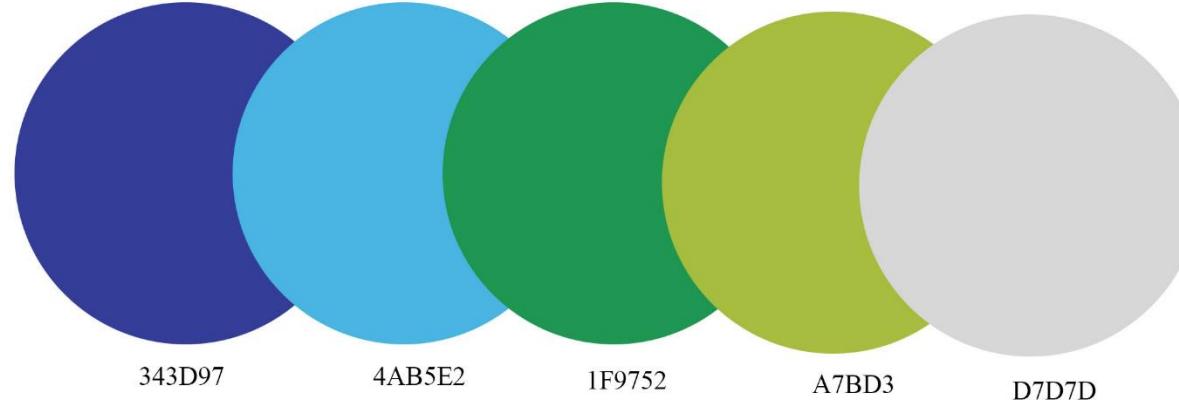
Michelle is a first-year student at Whitireia studying a Bachelor of Information Technology. Prior to studying Michelle work in technical support where she found her passion for IT. Michelle loves troubleshooting, diagnosing and solving any given computer issue. However what Michelle enjoys most is analysing data and looking into how the data could be used to make improvements. Therefore, Michelle is thinking about majoring in Data Science.

Personality



Michelle_Rose | 0225021102 | Michellerose0211@gmail.com

Arial
Cambria
Goudy Old Style
Myriad Pro
Rockwell
Segoe UI Historic
Sitka
Time New Roman



Sitemaps

Sitemap is a list of pages of a website. They are used during the planning of a website. Typically, are hierarchical tree mind map of the page structures of the website.

From <https://en.wikipedia.org/wiki/Site_map>

Figure 1 is my first attempt of a sitemap to represent a learning tool for programming websites

Figure 2 is a class discussion of a sitemap to represent a learning tool

Figure 3 is a sitemap of overview of assignment 2 website

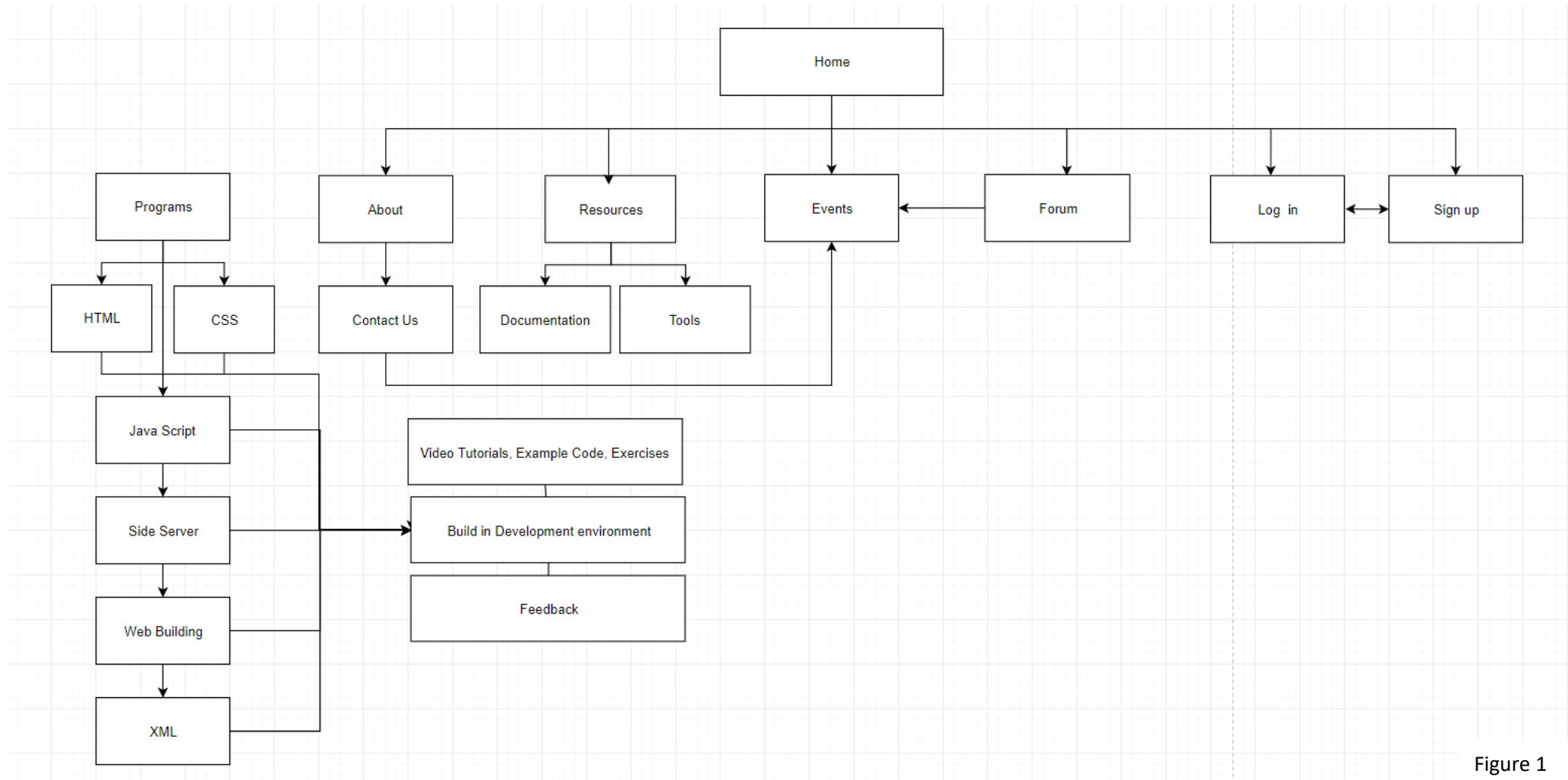


Figure 1

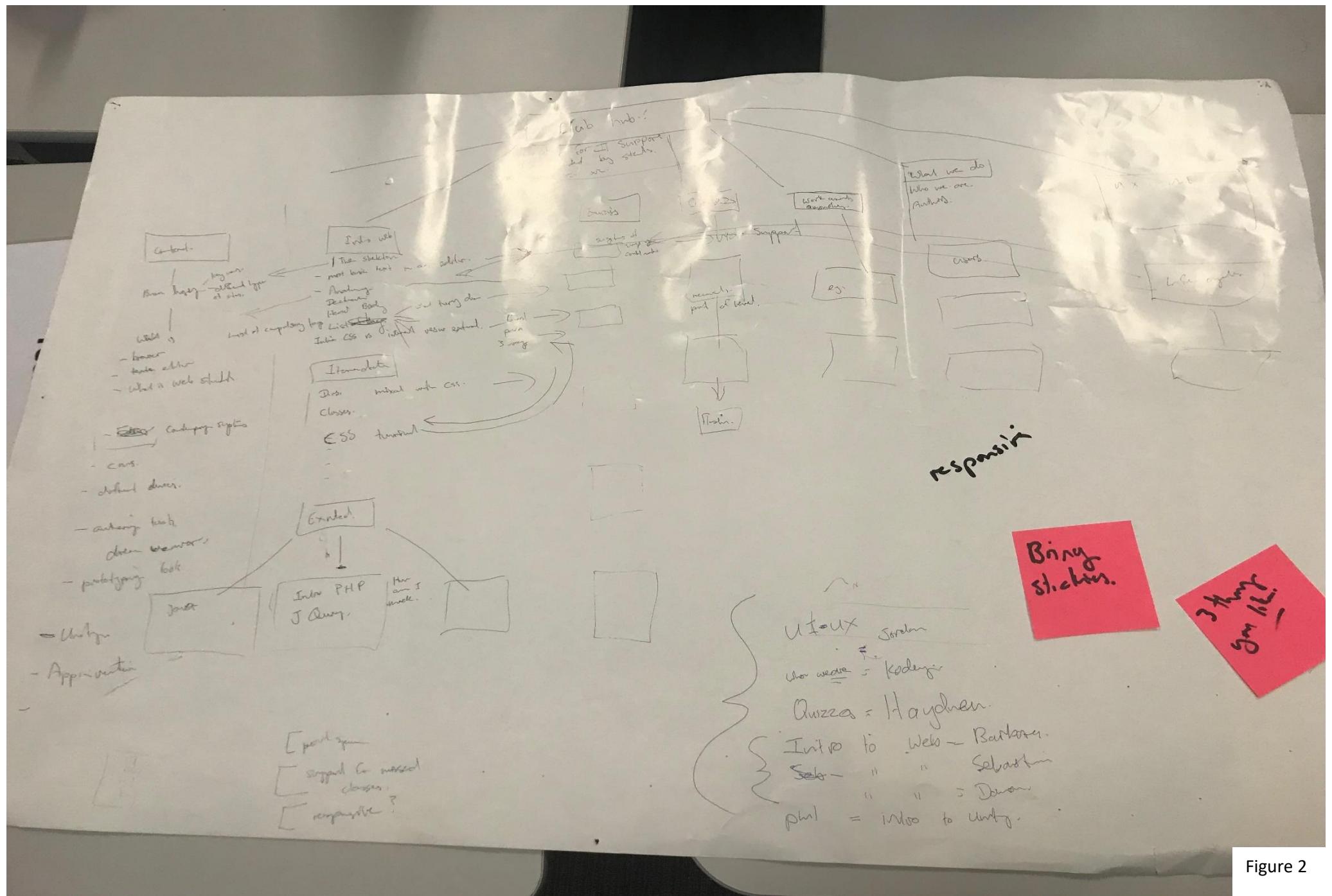


Figure 2

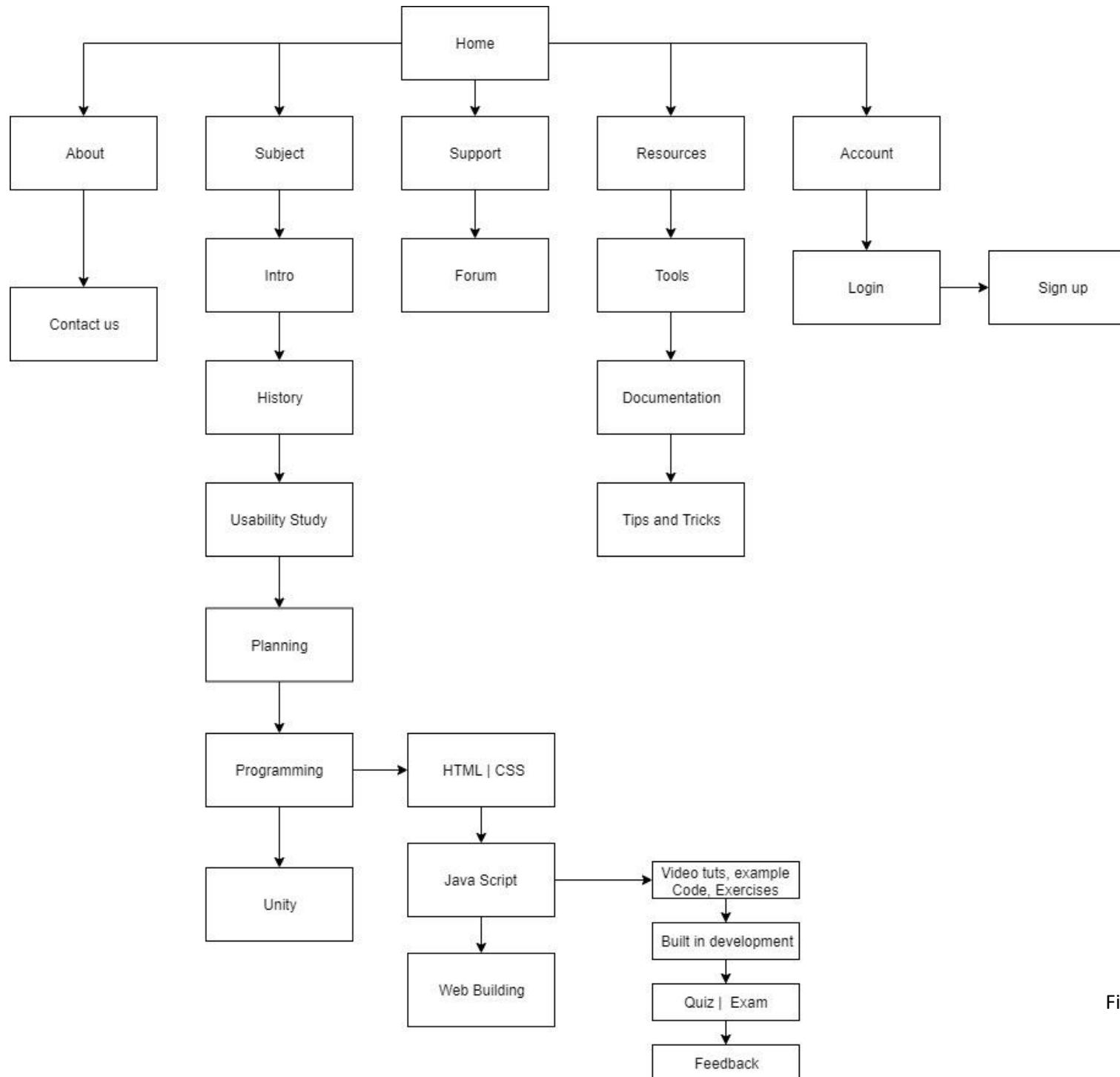


Figure 3

Wireframes

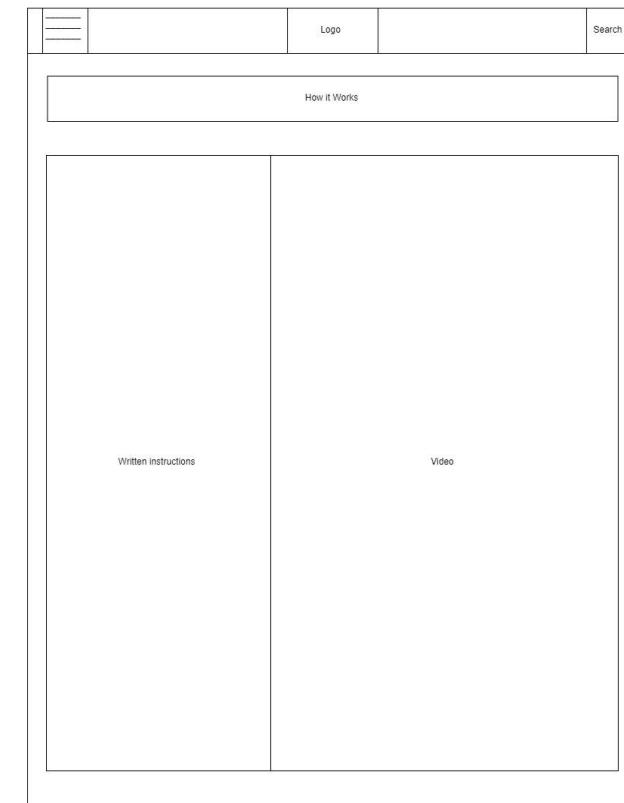
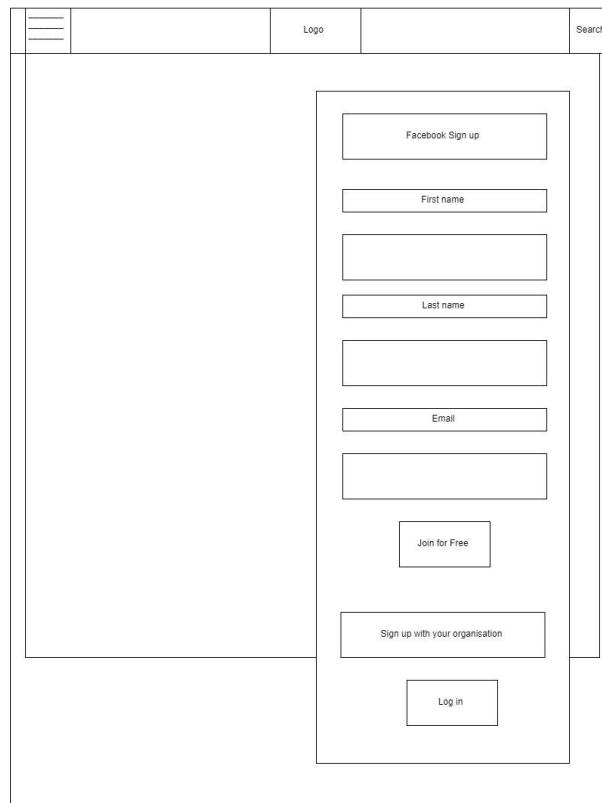
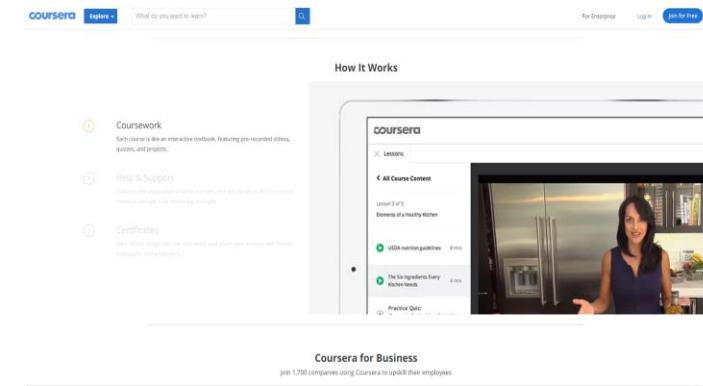
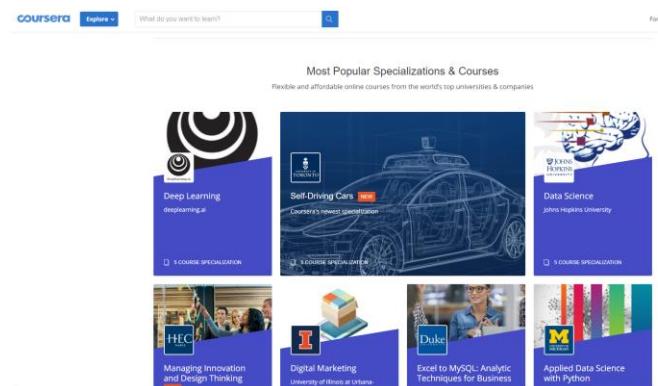
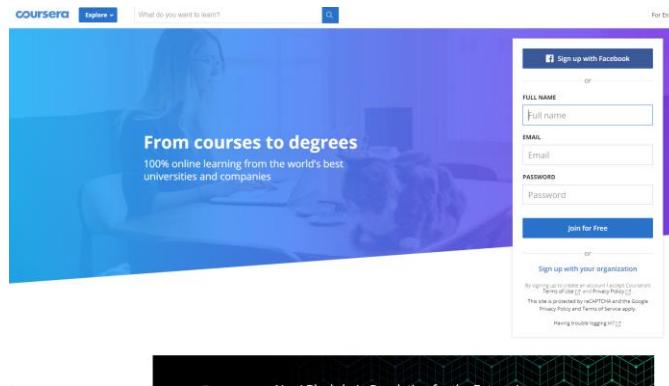
Wireframes are visual guides that represent the bare bones of a website. Their purpose is to show a visual arrangement of elements on each page of the website. They usually include page layout, navigation system and how things work together.

Khan Academy

The screenshot shows the Khan Academy homepage. At the top, there's a navigation bar with 'Courses', 'Search', and a magnifying glass icon. The main title 'Khan Academy' is centered above a large blue banner with the tagline 'You can learn anything. For free. For everyone. Forever.' Below the banner are three call-to-action buttons: 'Learners, start here', 'Teachers, start here', and 'Parents, start here'. The main content area features several categories: Math, Science & engineering, Computing, Arts & humanities, Economics & finance, Test prep, and College, careers, & more. Under 'Math', there are sections for Early math, Arithmetic, Pre-algebra, Algebra 1, Geometry, Precalculus, AP® Calculus AB, AP® Statistics, Multivariable calculus, and Differential equations. Under 'Math by grade', it lists Kindergarten through 12th grade levels. A 'College, careers, & more' section includes links for College admissions, Entrepreneurship, Careers, Growth mindset, and Personal finance. At the bottom, there's a 'Khan Academy Kids' section with a 'Learn More' button and some text about the app. The footer contains links for About, Contact, Courses, and various support and download options. It also includes a language selection dropdown ('Language English Go') and social media icons.



Coursera



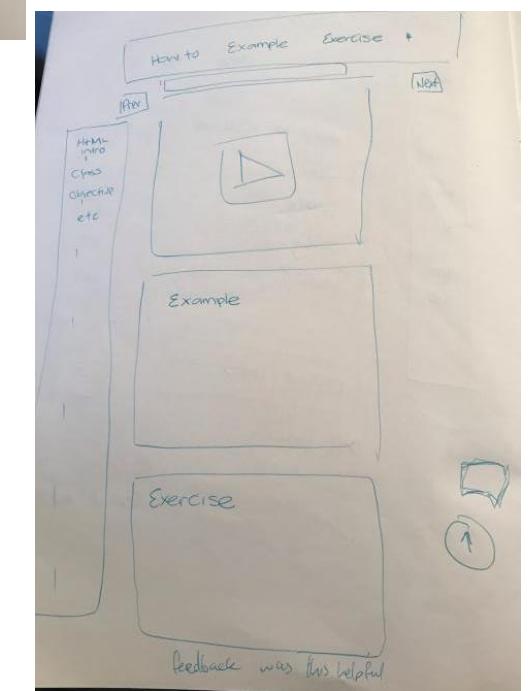
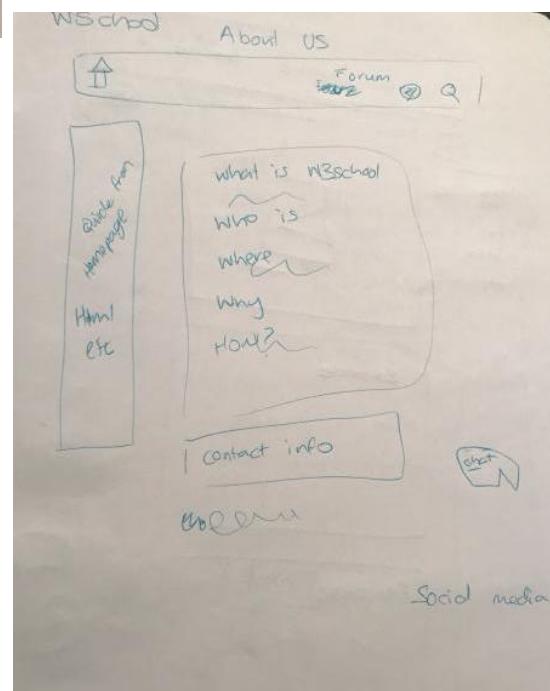
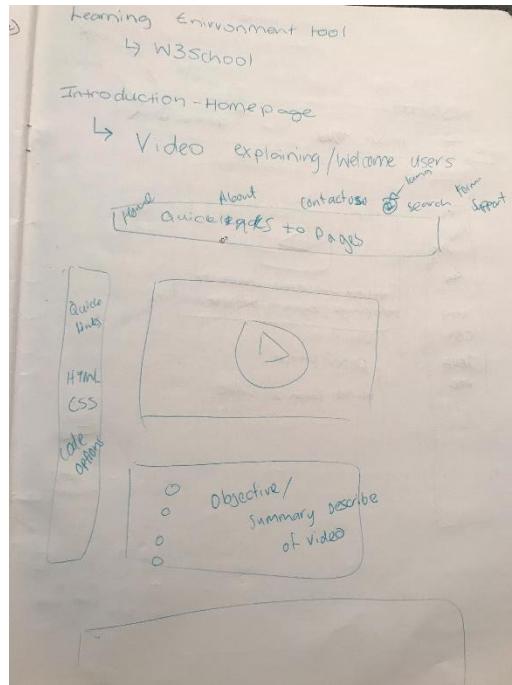
Ted Ed

A screenshot of the TED-Ed website's video library. The top navigation bar features the TED-Ed logo, a search icon, and links for 'register' and 'sign in'. Below the navigation is a secondary menu with 'Discover', 'Create', and 'Support' options. The main content area displays a grid of 12 video thumbnails, each with a title, a small image, and a red 'watch' button. The videos are categorized into four main sections: Business & Finance, Mathematics, Literature & Language, and Science & Technology. Each thumbnail includes the number of views at the bottom right.

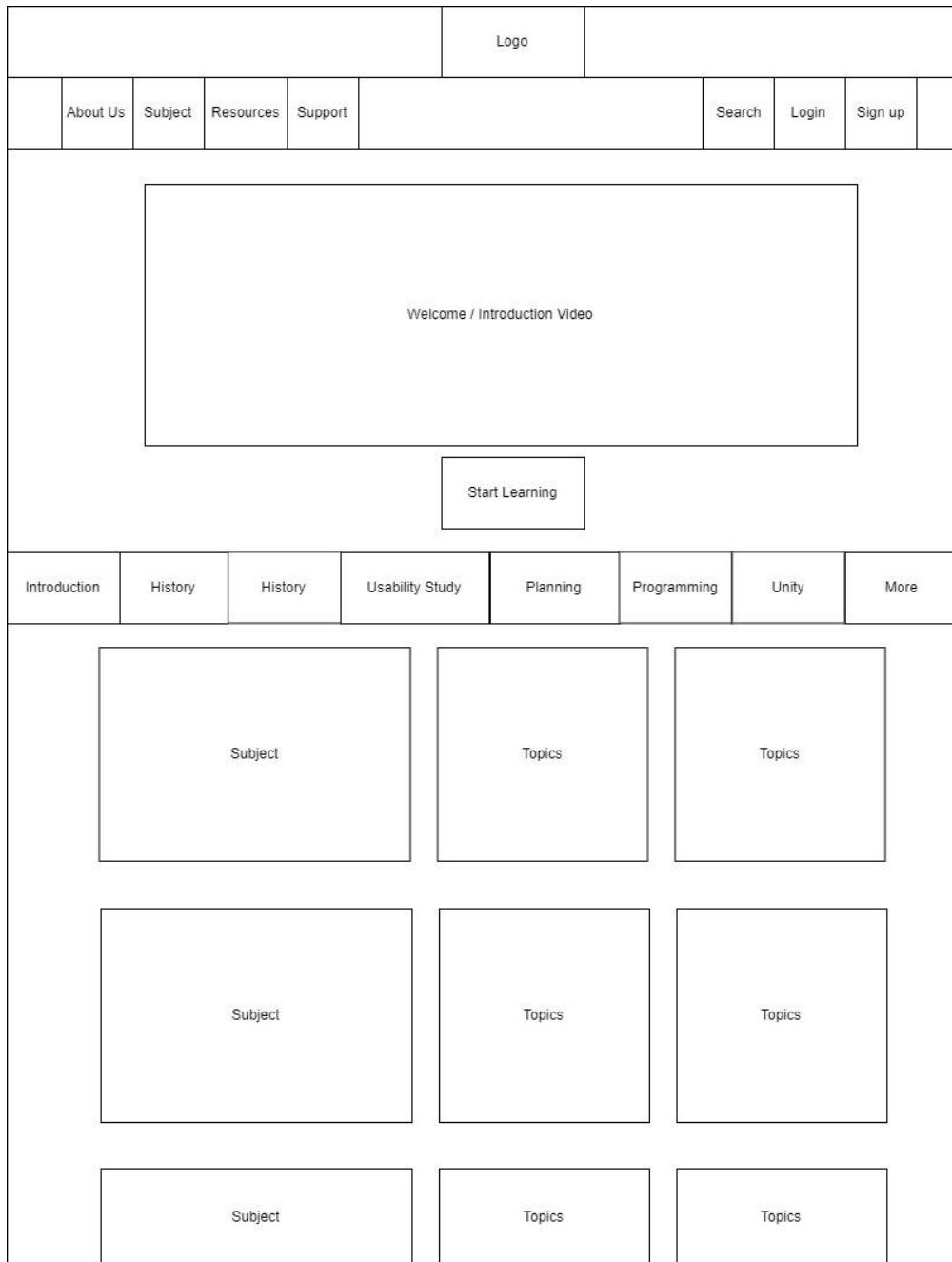
The screenshot shows the TED-Ed homepage with a red header bar. The header includes the TED-Ed logo, a search bar, and navigation links for 'Discover', 'Create', and 'Support'. Below the header, a large banner reads 'You have big ideas. Learn how to share them with TED-Ed Student Talks.' with a 'Learn More' button. The main content area displays a grid of video thumbnails under the heading 'Subjects All Subjects ▾'. Each thumbnail includes a title, a small image, a view count, and a 'Watch' button. The thumbnails are categorized by subject: Science & Technology, Literature & Language, History & Current Events, and The Arts. The first four thumbnails are from the 'TED-Ed Animations' series, while the others are from the 'Student Talks' series.

				Logo		Register	Sign in				
	Discover	Create	Support								
Feature Talk											
Learn more											
<table border="1"><tr><td>Subjects</td><td></td><td>Filter by</td><td>Sort by</td></tr></table>								Subjects		Filter by	Sort by
Subjects		Filter by	Sort by								
<div>Talk Preview</div>		<div>Talk Preview</div>	<div>Talk Preview</div>								
<div>Talk Preview</div>		<div>Talk Preview</div>	<div>Talk Preview</div>								
<div>Talk Preview</div>		<div>Talk Preview</div>	<div>Talk Preview</div>								

My First attempt at the Wireframe for the learning tool



My final attempt at the Wireframe for the learning tool homepage



Development Plan

In what follows you will see the usability study of w3schools website and all different planning concepts that I went through while coming up with the look of our class's learn tool website.

As a class we name our learning tool website Web Sprint and we were all split up into different groups and assigned different pages to create.

I am creating the Web Sprint overview page.

Usability Study of W3Schools

Overview

Initial page

The screenshot shows the w3schools.com homepage. The top navigation bar includes links for TUTORIALS, REFERENCES, and EXAMPLES. Below the navigation is a large green header with the word "HTML" in white. A sub-header "The language for building web pages" is present. On the left, there's a sidebar with categories like "HTML and CSS", "JavaScript", and "Server Side". In the center, there's a "HTML Example" section containing a snippet of HTML code:

```
<!DOCTYPE html>
<html>
<title>HTML Tutorial</title>
<body>
<h1>This is a heading</h1>
<p>This is a paragraph.</p>
</body>
</html>
```

A "Try it Yourself" button is located at the bottom of this section.

Learn HTML5 Tutorial

This screenshot shows the "Learn HTML5 Tutorial" page. It features a navigation bar with links for HTML, CSS, JavaScript, etc. Below the navigation is a "HTML5 Tutorial" section with a "Home" link. The main content area is divided into several sections:

- HTML Examples:** Describes how to create a website and provides a link to "HTML Examples".
- Examples in Every Chapter:** States that the tutorial contains hundreds of examples.
- HTML Exercises:** A section titled "Test Yourself With Exercises" with a "Start the Exercise" button.
- Exercise:** A text input field with placeholder text: "Add a tooltip to the paragraph below with the text 'About W3Schools'." Below the input is a "Submit Answer" button.

HTML Quiz Test

Test your HTML skills with our HTML Quiz!

[Start HTML Quiz](#)

HTML References

At W3Schools you will find complete references about tags, attributes, events, color names, character-sets, URL encoding, language codes, HTTP messages, and more.

[HTML Tag Reference](#)

HTML Exam - Get Your Diploma!



W3Schools' Online Certification

The perfect solution for professionals who need to balance work, family, and career building.

More than 25 000 certificates already issued!

[Get Your Certificate](#)

The [HTML Certificate](#) documents your knowledge of HTML.

The [CSS Certificate](#) documents your knowledge of advanced CSS.

The [JavaScript Certificate](#) documents your knowledge of JavaScript and HTML DOM.

The [Python Certificate](#) documents your knowledge of Python.

The [jQuery Certificate](#) documents your knowledge of jQuery.

The [SQL Certificate](#) documents your knowledge of SQL.

The [PHP Certificate](#) documents your knowledge of PHP and MySQL.

The [XML Certificate](#) documents your knowledge of XML, XML DOM and XSLT.

The [Bootstrap Certificate](#) documents your knowledge of the Bootstrap framework.

[Home](#)

[Next](#)

Try it Yourself

The screenshot shows the W3Schools 'Try It Yourself' feature. On the left, the code editor contains the following HTML:

```
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>
<h1>This is a Heading</h1>
<p>This is a paragraph.</p>
</body>
</html>
```

On the right, the preview window displays the output: "This is a Heading" followed by "This is a paragraph."

HTML Examples

This screenshot shows the 'HTML Examples' section of the W3Schools website. The main navigation bar includes 'HTML', 'CSS', 'JAVASCRIPT', 'MORE', 'REFERENCES', and 'EXERCISES'. Below the navigation, there's a 'Previous' button and a sidebar with 'HTML Basic' and 'HTML Attributes' sections.

HTML Basic

- HTML document
- HTML headings
- HTML paragraphs
- HTML links
- HTML images
- HTML buttons
- HTML lists

HTML Attributes

- The title attribute
- The href attribute
- The width and height attributes
- The alt attribute
- Attribute without quotes
- Attribute without quotes does not work

HTML Examples Explained

This screenshot shows the 'HTML Examples Explained' section. It features a 'Previous' button and a sidebar with 'HTML Basic Examples' and 'HTML Documents' sections.

HTML Basic Examples

Don't worry if these examples use tags you have not learned. You will learn about them in the next chapters.

HTML Documents

All HTML documents must start with a document type declaration: `<!DOCTYPE html>`. The HTML document itself begins with `<html>` and ends with `</html>`. The visible part of the HTML document is between `<body>` and `</body>`.

Example

```
<!DOCTYPE html>
<html>
<body>
<h1>My First Heading</h1>
<p>My first paragraph.</p>
</body>
</html>
```

Try It Yourself »

HTML Exercises

This screenshot shows the 'HTML Exercises' section. It includes a sidebar with a list of exercises and a main area for completing tasks.

Completed 2 of 90 Exercises:

- Exercise 1 (checked)
- Exercise 2
- Exercise 3
- Exercise 4

Exercise:

Add a "tooltip" to the paragraph below with the text "About W3Schools".

```
<p>W3Schools is a web developer's site.</p>
```

Show Answer

Submit Answer

Other sidebar items include: HTML Attributes, HTML Headings, HTML Paragraphs, HTML Styles, HTML Formatting, HTML Quotations, HTML Comments, HTML CSS, HTML Links, HTML Images, HTML Tables, HTML Lists, and HTML Classes.

Observation of Dagula initial walk through

- Dagula is a first year Bachelor of Information Technology and has no experience in programming and never visited W3Schools before
- When using google to try find w3school website, w3school was not first website to appear as Dagula didn't know any programming languages names.

The image contains three side-by-side screenshots of Google search results:

- Search term: "learn to program"**
- Search term: "program website"**
- Search term: "learn how to make websites"**

Each screenshot shows a list of search results with titles, URLs, and snippets. The results include various programming languages (Java, Python, etc.), website builders (TechRadar, Web Designer), and general guides (Khan Academy, Khan Academy).

Website Page	Initial Thoughts	Problems	Solution Suggestion
Initial page	"there is nothing here to explain where to start or how to start"	<ul style="list-style-type: none"> Beginner will not know where to start, as they may have little / no understanding or knowledge of basic terms or really any overview of what programming languages are what they are used for. First time user of the website also do not know the purpose of the website therefore they do not know if the webpage will help and benefit them. 	Have a video welcoming new user to the website with an introduction that will explain where to start and purpose of the website.
Learn HTML5 Tutorial	<p>"No explanation of what you are learning. It goes straight into examples and followed by exercises"</p> <p>"the website doesn't explain or suggest what software I can use to programme in as alternative to the built-in editor"</p> <p>"the adverts in the middle of the webpage that are advertising"</p>	<ul style="list-style-type: none"> No explanations of what you are learning No tools or explanation of how to use any editor tools Adverts that mislead and confuse the user 	<ul style="list-style-type: none"> Have explanations and definitions before examples <ul style="list-style-type: none"> Video of someone explaining purpose of code and definitions have a webpage that suggest editor applications like notepad and show how to use them to compile code Relocate advertising to be only on the side bar, top or bottom of webpage and not in the middle of the tutorial

	other programming teaching tools is distracting and confusing me"		
Try it yourself	"I has the answer in there already"	<ul style="list-style-type: none"> • Answer given straight away 	<ul style="list-style-type: none"> • Give an objective or objectives for the user to try creating • hint options just in case the user gets stuck • After user runs the code; walk through to code to debug and help user learn from any mistakes
HTML Examples	"it is just a list of terms"	<ul style="list-style-type: none"> • lack of content 	<ul style="list-style-type: none"> • Have the list of terms with explanation, definitions and example code
HTML Examples Explained	"it is 'try it yourself' repeated"		<ul style="list-style-type: none"> • Blend this page in with HTML Examples then link to try it yourself page
HTML Exercises	"I like this feature but because I have not learnt any definition or purpose of what is being ask I cannot give an answer"	<ul style="list-style-type: none"> • lack content prior to exercises that explain and defines what is being asked in exercises 	<ul style="list-style-type: none"> • Have content prior to exercise that will explain and define terms and examples that are raised in the exercises <ul style="list-style-type: none"> • have multiple ways of teaching terms to cover all learning styles; • Video tutorial for visual / auditory learner • Puzzles to match terms with explanation for visual learners • Graphical / written terminology and explanations and use of quizzes for reader/writer learners • Practical Exercises for kinaesthetic learners

Questionnaires

Questions provided by Dagula, answered by Michelle

What is your previous experience in programming?

I have learnt HTML, CSS, JAVA and PYTHON in previous university course. I have also help create very basic websites for family and friends' websites as projects

Have you used w3School website before?

YES or NO

How much time do you typically spend on w3 school website?

3-5 hours a week, while working on a project.

Does the site provide enough information (Content)?

YES or NO

Do you find W3School website easy to use?

After you gained user experience of the website.

What do you like about w3schools and why?

The tutorial left hand navigation bar; I use this for quick links as i like to jump between chapters depending on what I am looking for

What do you dislike about w3schools?

Lack of clear explanations of basic terms for a beginner

What other products or tools have you use to learn to program?

Code academy, YouTube, VIC COMP102 lecture slides

Would you keep using this product in the future?

YES or NO

What do you like about these other products or tools?

They have video tutorials with examples and exercises to practice.

They normally start with definitions and explanations. which is followed by example code. Next you are given exercises and quizzes to test you. Therefore, you see how your learning process is going.

What do you dislike about these other products or tools?

Some YouTube videos can include unnecessary information making the videos longer than need be.

What could be done to improve W3School website?

Could include video tutorial that are short and to the point.

Is there anything missing from W3School's website that you expected?

A welcome page explaining what the website purpose is

Personas

Michelle Rose

Age: 24

School: Whitireia New Zealand

Course: Bachelor of Information Technology

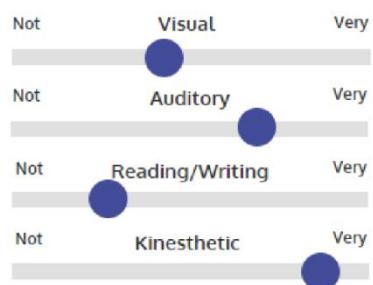
Level: 100



Goals

- ✓ Be able to analyse a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
- ✓ Be able to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- ✓ Be able to identify and analyse user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing-based systems.
- ✓ Be able to function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.

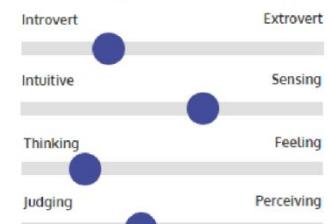
Learning Style



Bio

Michelle is a first-year student at Whitireia studying a Bachelor of Information Technology. Prior to studying Michelle work in technical support where she found her passion for IT. Michelle loves troubleshooting, diagnosing and solving any given computer issue. However what Michelle enjoys most is analysing data and looking into how the data could be used to make improvements. Therefore, Michelle is thinking about majoring in Data Science.

Personality



Michelle_Rose | 0225021102 | Michellerose0211@gmail.com

Sitemaps

Figure S1 is my first attempt of a sitemap to represent a learning tool for programming websites

Figure S2 is a class discussion of a sitemap to represent a learning tool

Figure S3 is the 1st attempt at a sitemap of overview page of web sprint

Figure S4 is the 2nd attempt at a sitemap of overview page of web sprint after class discussion where each student was assigned pages

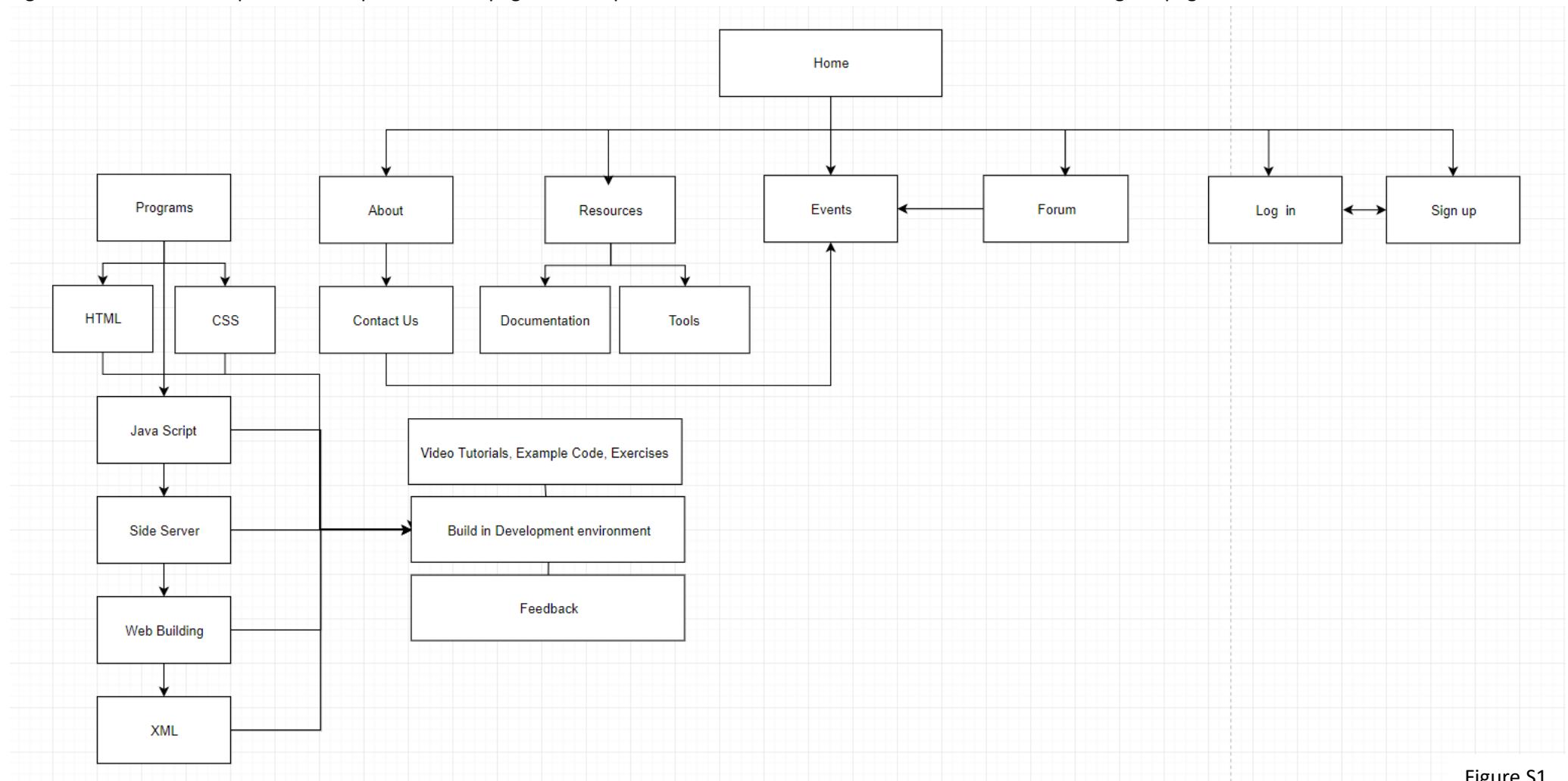


Figure S1

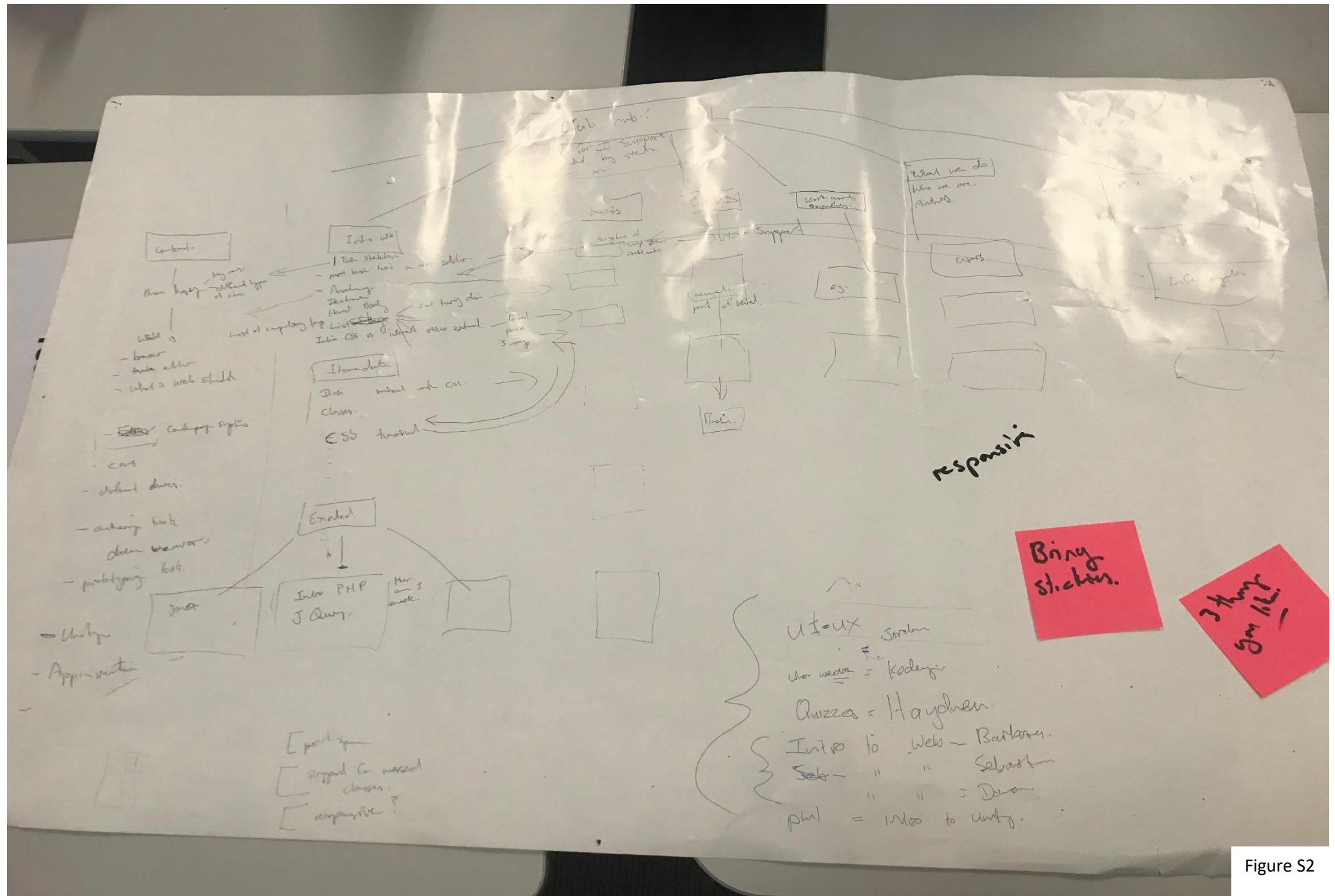


Figure S2

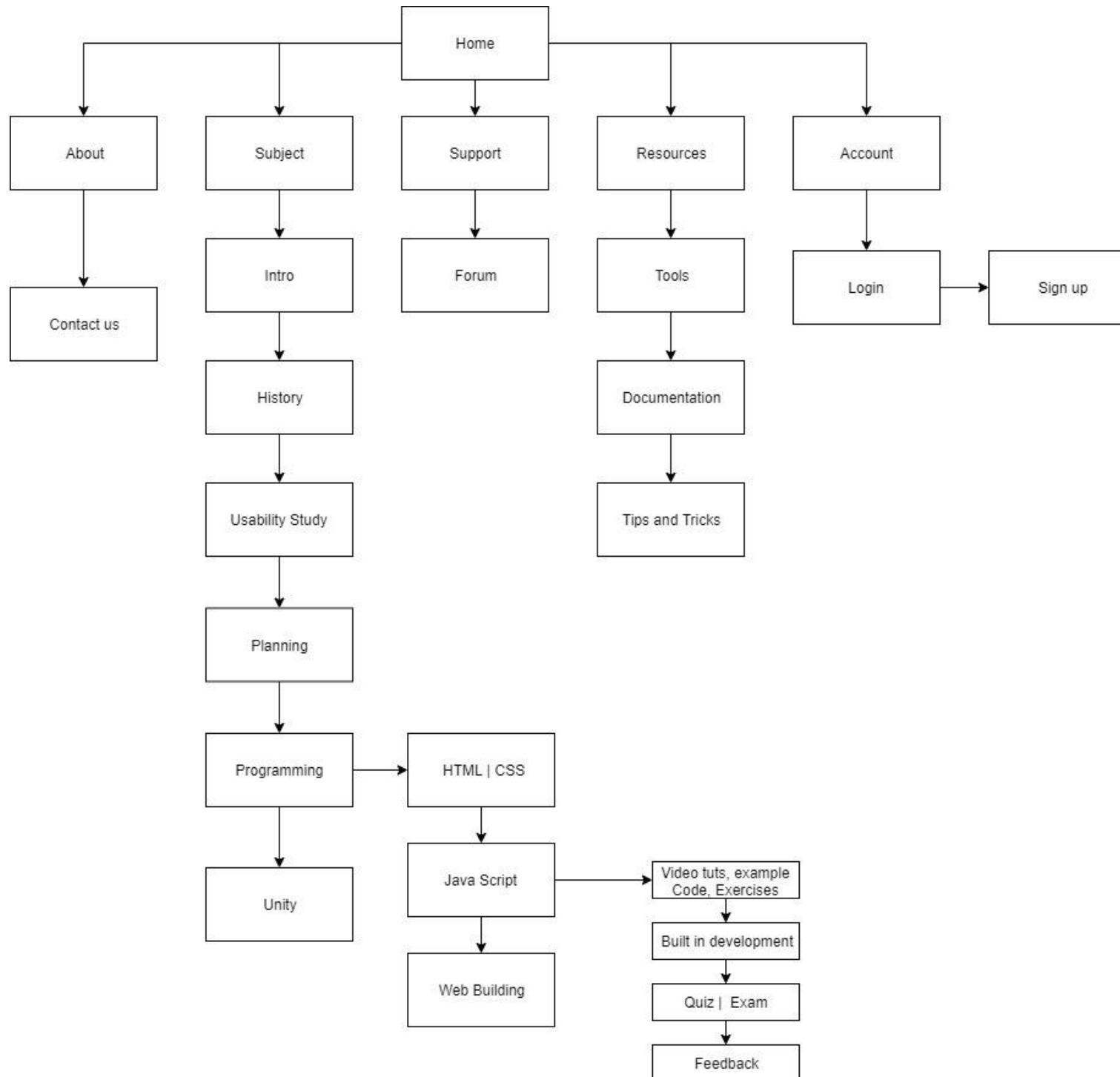


Figure S3

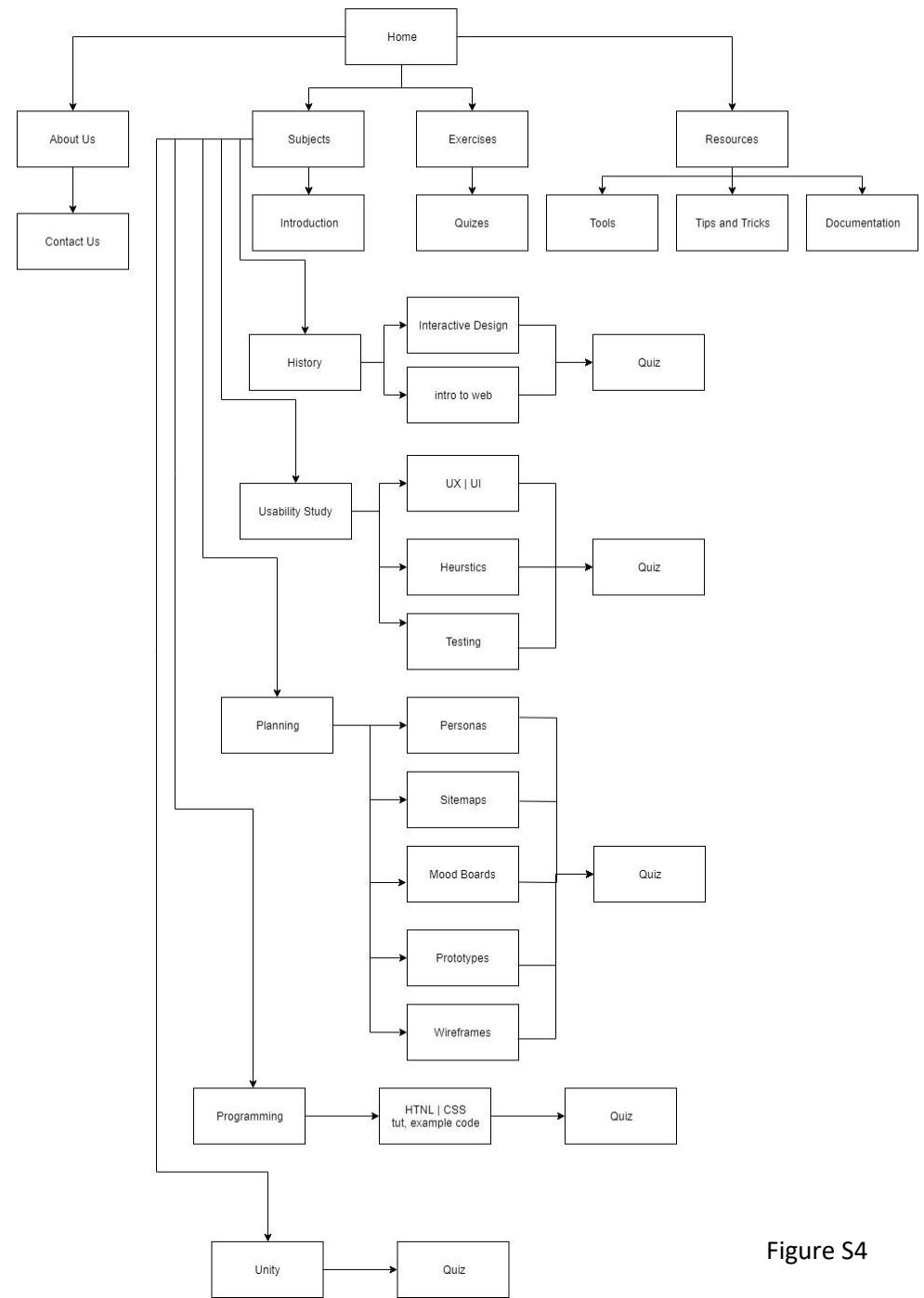
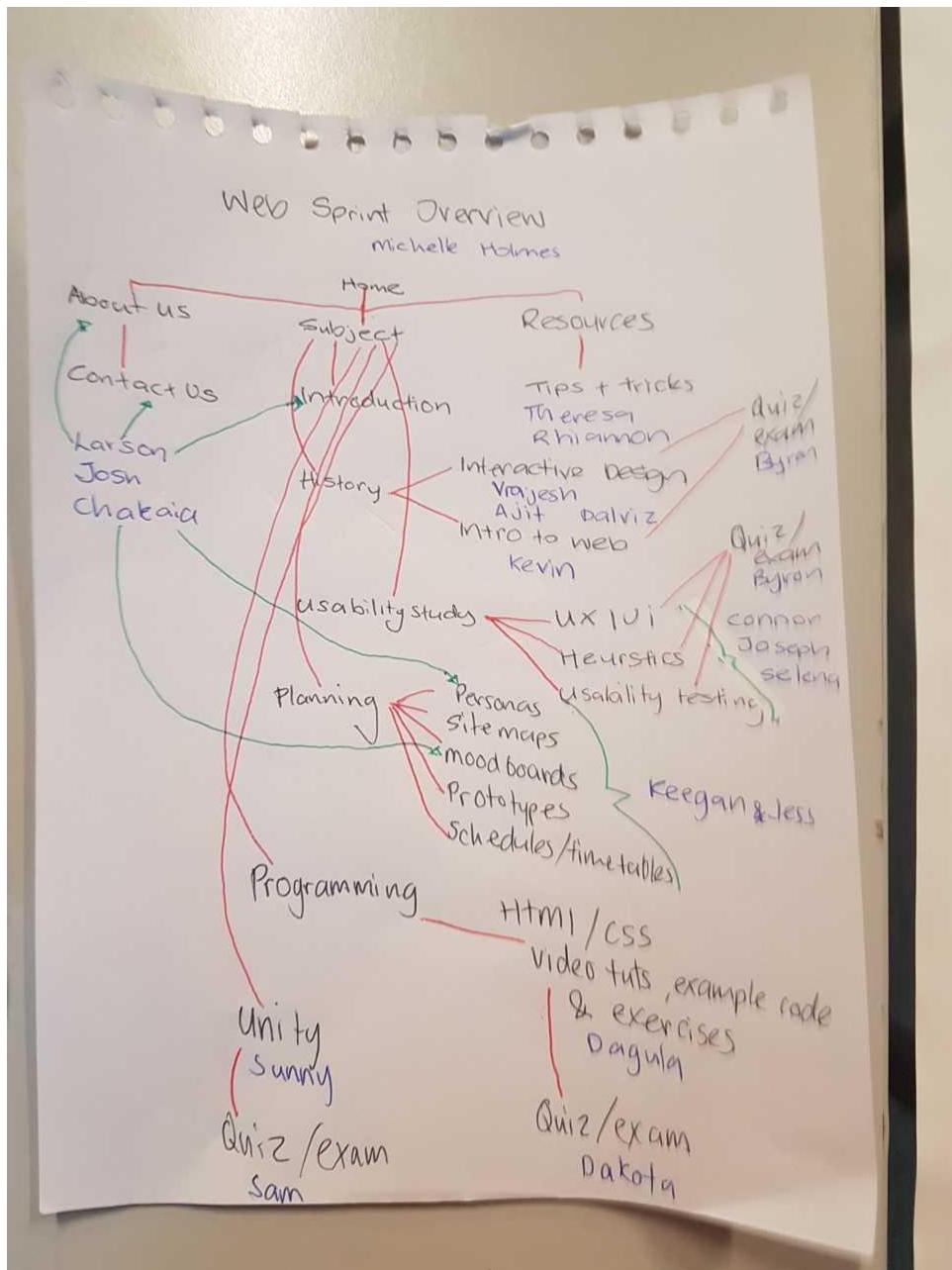


Figure S4

Wireframes

Figure W1 is my first attempt of wireframes to represent a learning tool for programming websites

Figure W2 is a wireframe representation of homepage of Khan Academy website

Figure W3 is a wireframe representation of homepage of TedEd website

Figure W4 is a wireframe representation of homepage of Coursera website

Figure W5 my 1st wireframe representation of the overview homepage of Web Sprints website

Figure W6 is my 2nd wireframe representation of the overview homepage of Web Sprints website

Figure W7 is my 3rd wireframe representation of the overview homepage of Web Sprints Website

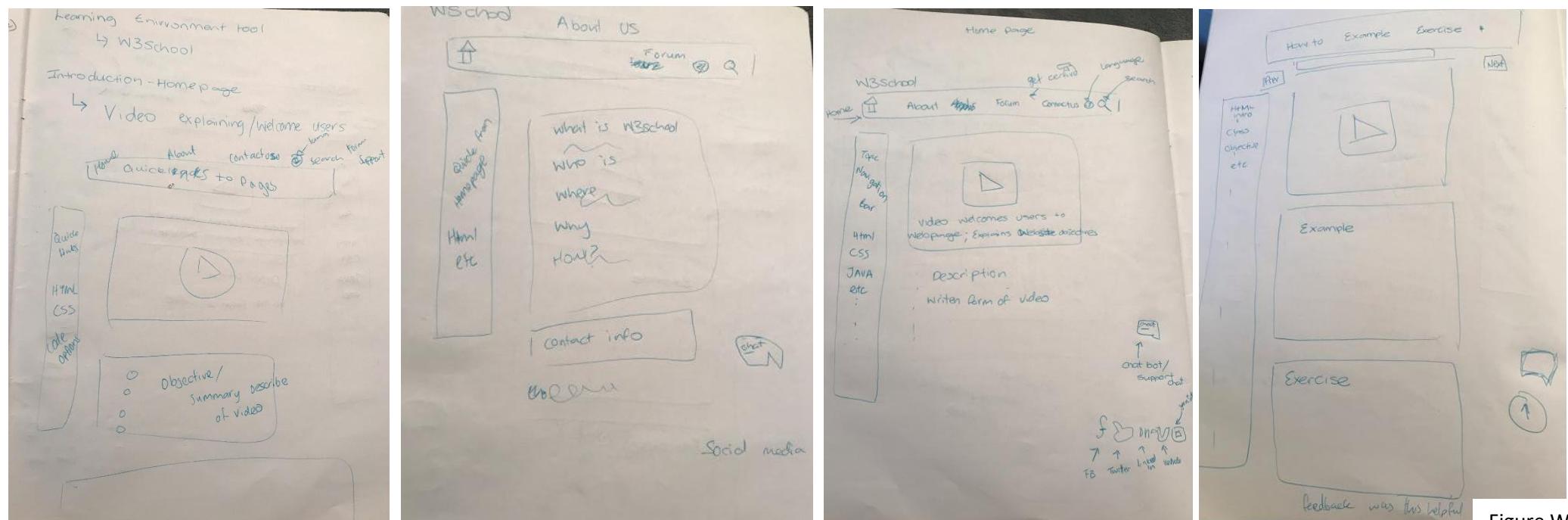


Figure W1

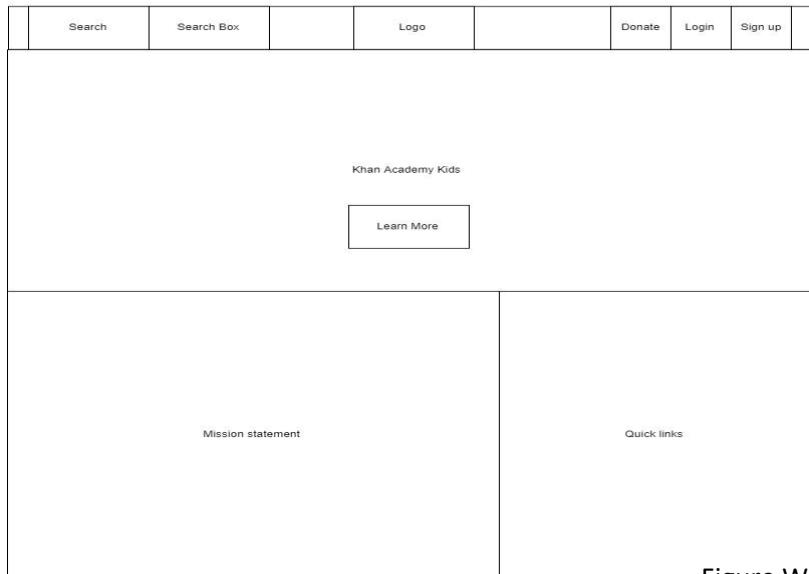
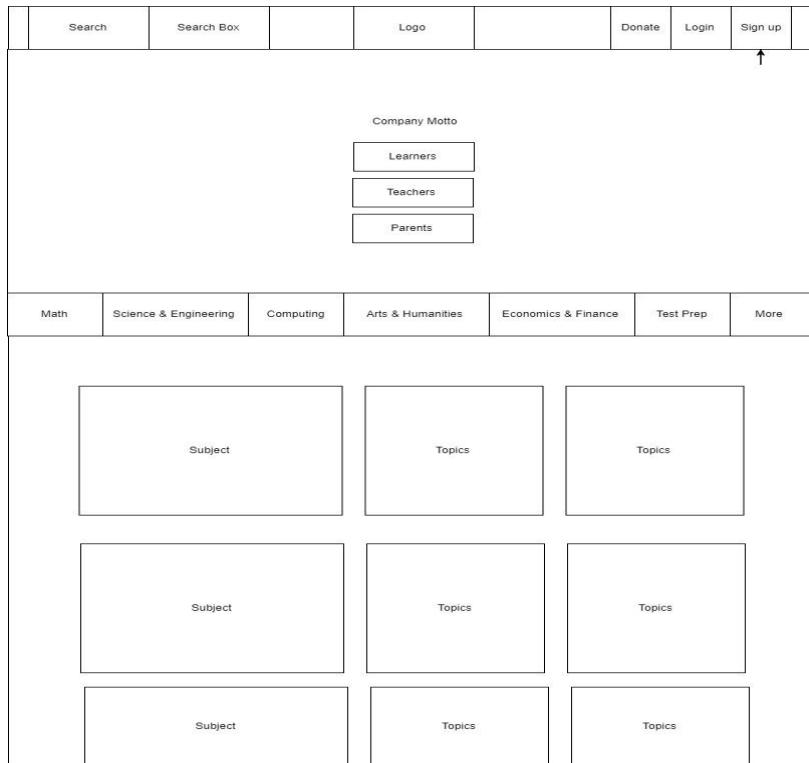


Figure W2

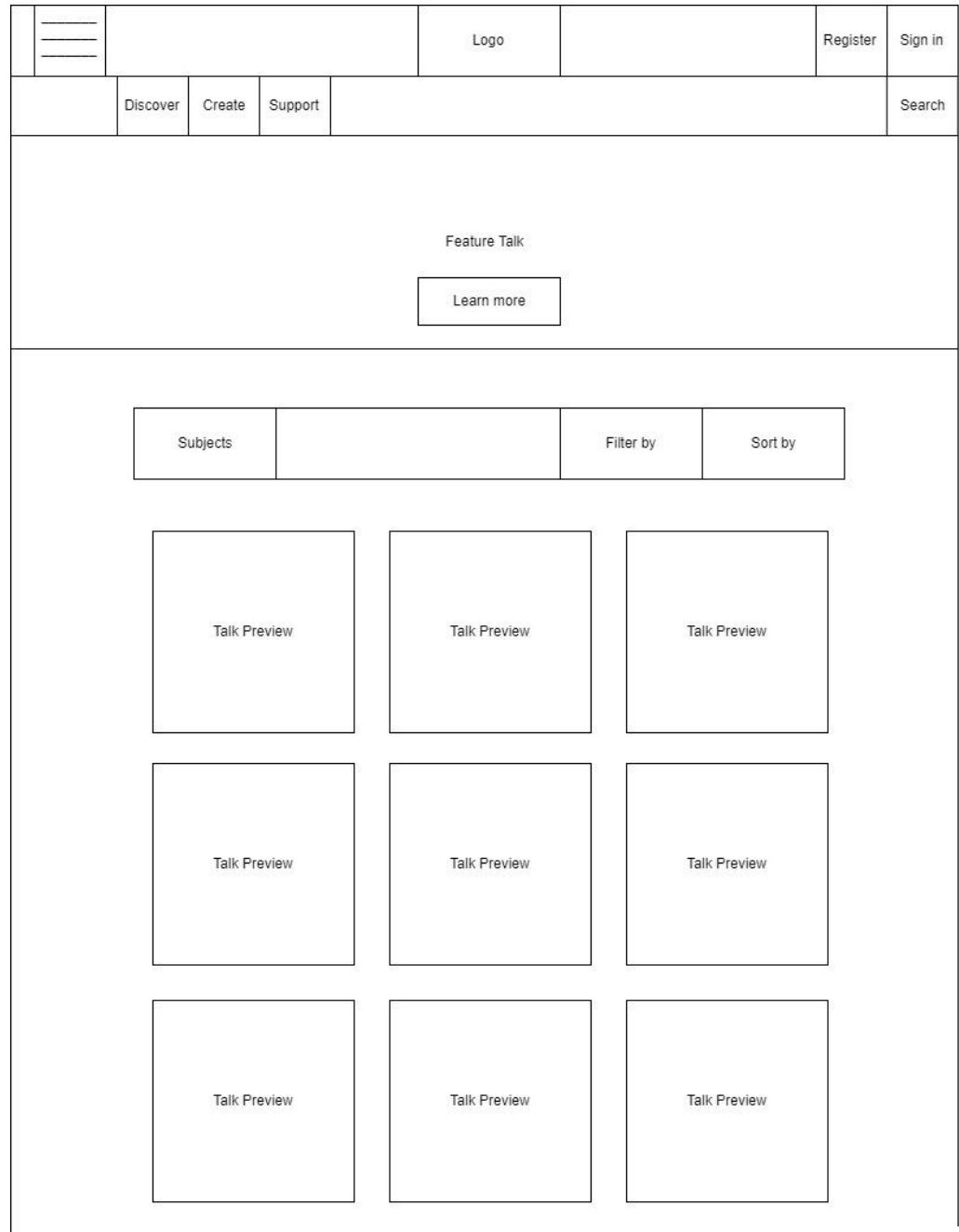


Figure W3

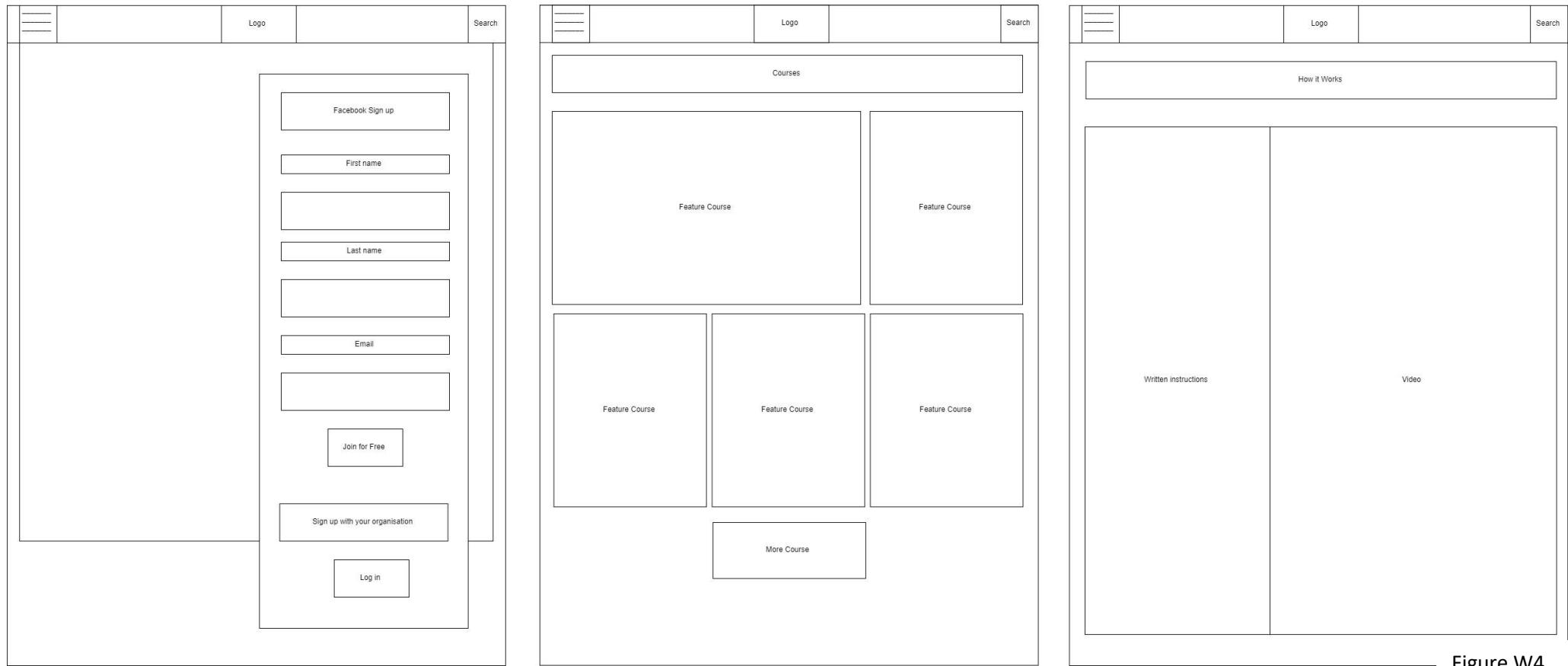


Figure W4

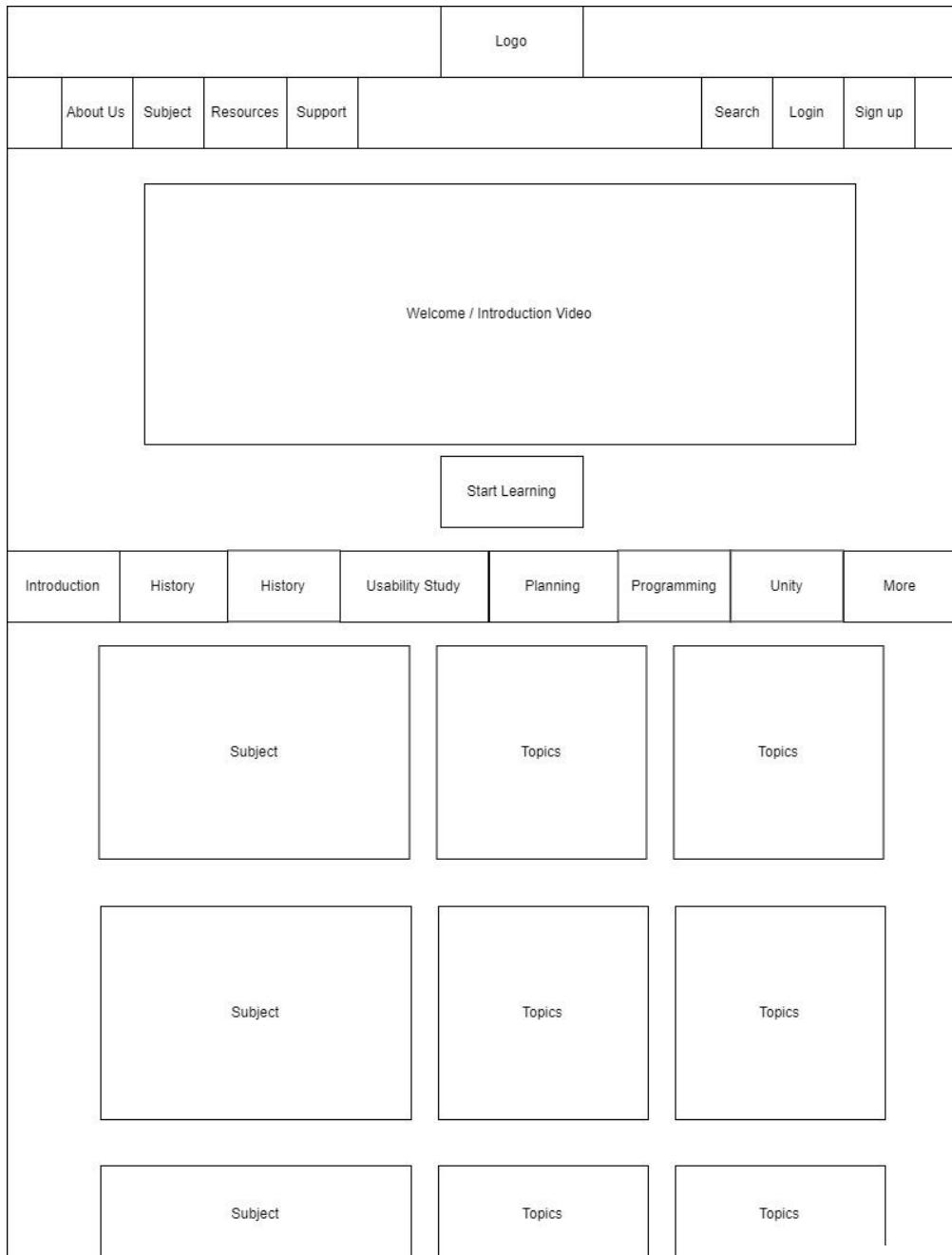


Figure W5

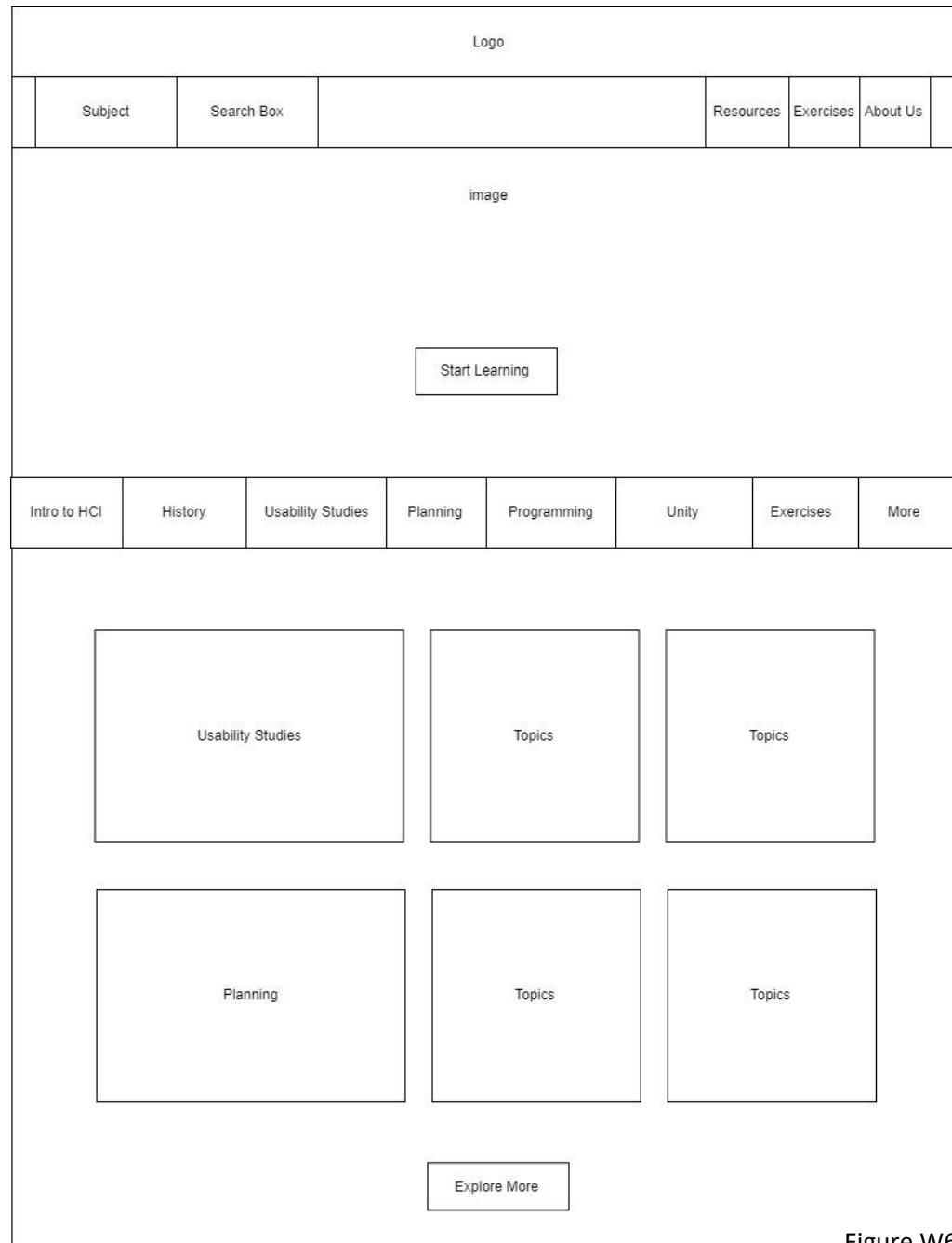


Figure W6

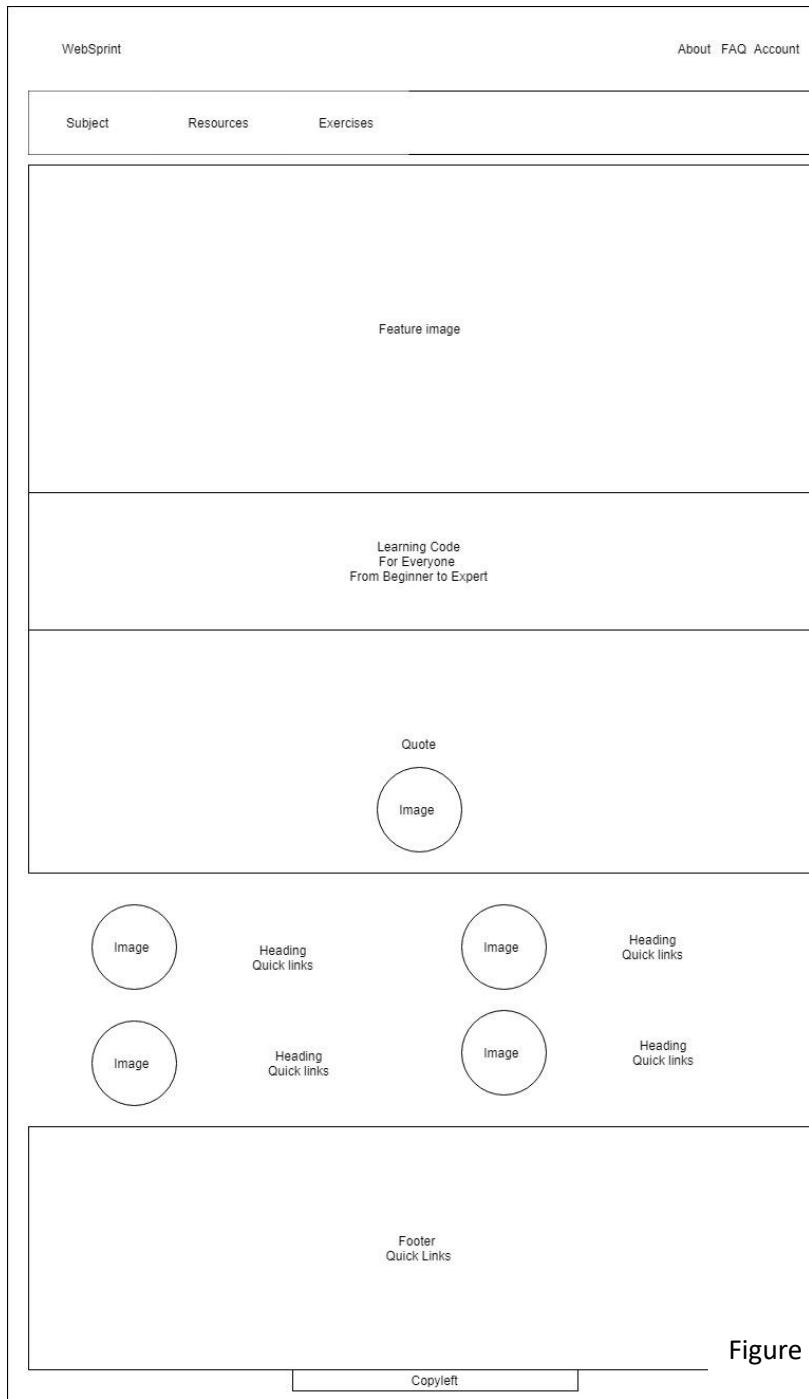


Figure W7

Mood boards

Figure M1 is my first attempt of Mood boards to represent a website for myself ie personal blog

Figure M2 – M7 are other class members Mood Boards that were discussed in class and best element were pull into M8

Figure M8 is the class mood board for Web Sprint

Arial
Cambria
Goudy Old Style
Myriad Pro
Rockwell
Segoe UI Historic
Sitka
Time New Roman



Figure M1

Main Colour 1: #ffffff 

Main Colour 2: #e1e1e1 

Sub Colour 1: #95d9f5 

Sub Colour 2: #fa6b41 

Sub Colour 3: #339193 

Font: Century Gothic

Style ideas:

- Simple but eye catching
- colourful but not blinding
- interesting graphic styles

Icon Styles:

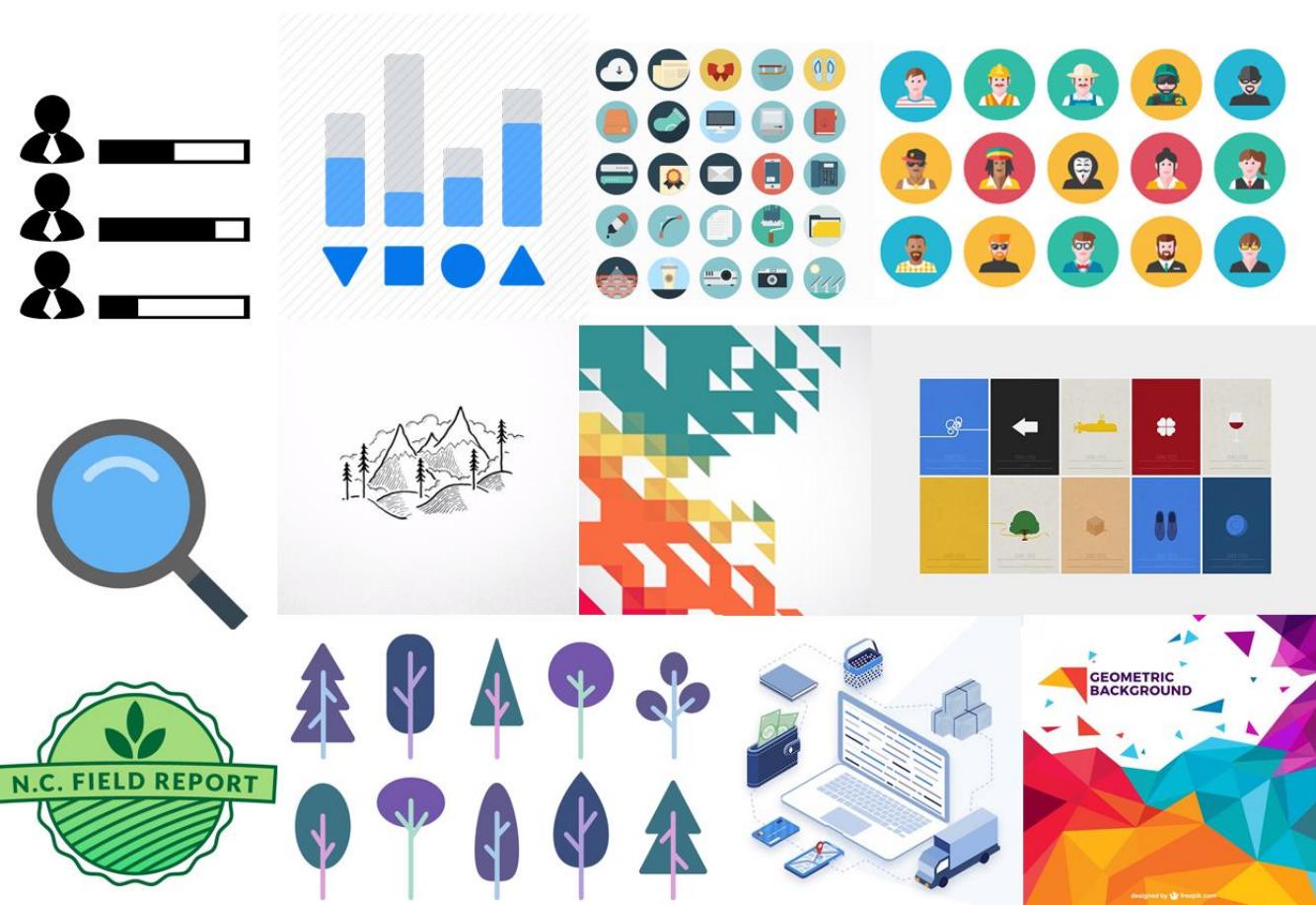


Figure M2



**Lose
yourself
in our
world
of tea**



Figure M3



#F1F1F2
overcast

#F0CBABE
milkshake

#FA1D4E2
ice

#1995AD
glacier blue



Huskytrainingandtips.com

Adventures with new husky puppy

Grooming, training, leash training,

Safety, cage training, food,

Treats, videos, everyday life



LINES AND HARNESSSES

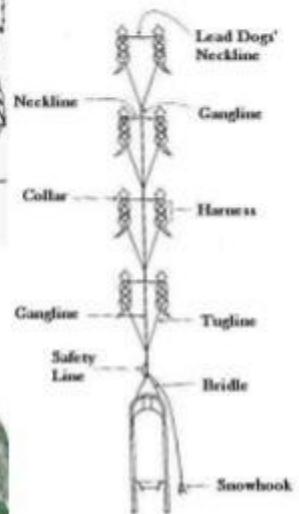


Figure M4

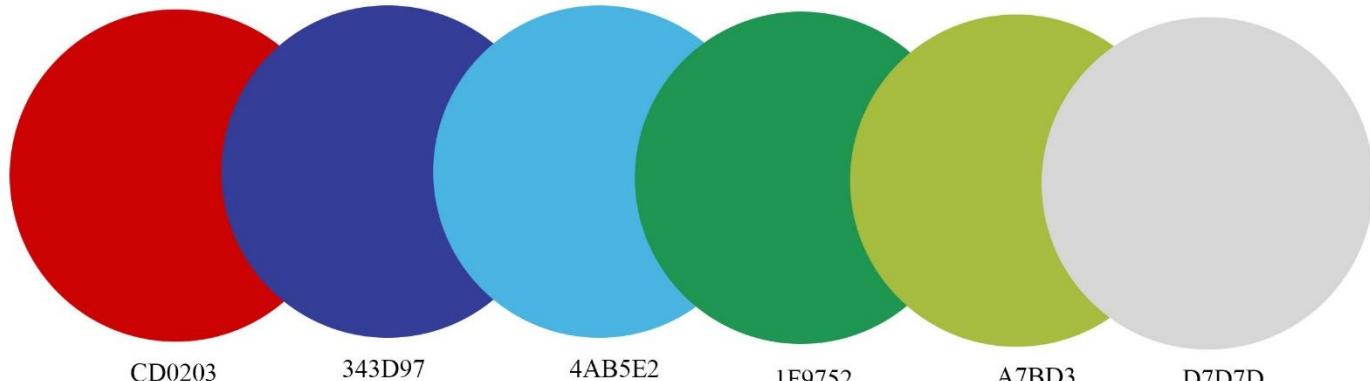


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Tahoma

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join capital

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How you ever thought to yourself, "Why own a bank?" We just think of how much easier your financial resources could be. Capital does it one better, because you literally become a part owner. Instead of owning it in a bank, you're a member of the credit union.

PRODUCTS

- BATES
- DEAL FURNACES
- HOME EQUITY
- INVEST UPDATES
- CAREERS
- GET STARTED ONLINE

Figure M8

Concepts

```
<!DOCTYPE html>
<html>
  <head>
    <style>
      ul {
        list-style-type: none;
        margin: 0;
        padding: 0;
        overflow: hidden;
        background-color: #333;
      }

      li {
        float: left;
        border-right: 1px solid #bbb;
      }

      li:last-child {
        border-right: 1px solid #bbb;
      }

      li a {
        display: block;
        color: white;
        text-align: center;
        padding: 14px 16px;
        text-decoration: none;
      }

      li a:hover:not(.active) {
        background-color: #111;
      }

      .active {
        background-color: #4CAF50;
      }
    </style>
  </head>

  <body>
    <ul>
      <li><a href="index.html">Home</a></li>
      <li><a href="#aboutUS">About Us</a></li>
      <li><a href="#subject">Subject</a></li>
      <li><a href="#resources">Resources</a></li>
      <li><a href="#support">Support</a></li>
      <li style="float:right"><a href="#">Sign Up</a></li>
      <li style="float:right"><a href="#">Login</a></li>
    </ul>
  </body>
</html>
```

Nav Bars

```
<!Doctype html>
<html>
  <head>
    <meta charset="uf-a">
    <meta http-equiv="x-UA-Compatible" content="IE=edge, chrome=1">
    <!-- Title-->
    <title>Web Sprint</title>
    <link rel="stylesheet" href="main.css">
  </head>
  <body>
    <div id="wrapper">
      <header>
        <!--Main Heading-->
        <h1>Web Sprint</h1>
        <!--Sub Heading-->
        <h2>Guide to making Good Websites</h2>
      </header>

      <!--Main Menu; Nav Bar-->
      <nav>
        <ul class="mainMenu">
          <li><a href="index.html">Home</a></li>
          <li><a href="aboutUS.html">About Us</a></li>
          <li><a href="subject.html">Subject</a></li>
          <li><a href="resources.html">Resources</a></li>
        </ul>
      </nav>
    </div>
  </body>
</html>
```

```
body {
  font-family: 'Arial', sans-serif;
  background-color: #f3f3f3;
}

#wrapper {
  max-width: 960px;
  margin: 0 auto;
  background-color: #a7bd3;
}

.header {
  background-color: #4ab5e2;
  height: 150px;
  padding: 4px;
}

.header h1 {
  text-transform: uppercase;
  text-align: center;
  color: #a7bd3;
  line-height: 50px;
}

.header h2 {
  font-variant: small-caps;
  text-align: center;
  color: #a7bd3;
}

.mainMenu {
  text-align: center;
  line-height: 32px;
  background-color: #a7bd3;
}

.ul_mainMenu {
  margin-top: 15px;
}

.mainMenu li {
  display: inline;
  padding: 0 10px 0 10px;
  font-size: 20px;
}

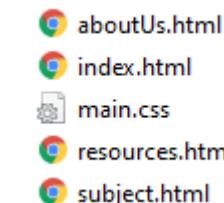
.mainMenu a {
  text-decoration: none;
  color: #a7bd3;
  padding: 8px;
  font-variant: small-caps;
}

.mainMenu a:hover{
  color: #4ab5e2;
}
```

WEB SPRINT

GUIDE TO MAKING GOOD WEBSITES

HOME ABOUT US SUBJECT RESOURCES



index.html About Us

File | C:/Users/Michelle/Documents/Design%20Fundamentals/Assignment%202/Website%20...

Apps Bookmarks snapper My Drive - Google... Whitireia Online: Sc... VMware vSphere Google Scholar School

Web Sprint

Home About Us Subject Resources

```

body {
    margin: 0;
    font-family: Arial, Helvetica, sans-serif;
}

header{
    background-color: #4ab5e2;
    height: 150px;
    padding: 4px;
}

header h1{
    text-transform: uppercase;
    text-align: center;
    color: #a7bd3;
    line-height: 50px;
}

header h2{
    font-variant: small-caps;
    text-align: center;
    color: #a7bd3;
}

.topnav {
    overflow: hidden;
    background-color: #333;
}

.topnav a {
    float: left;
    color: #f2f2f2;
    text-align: center;
    padding: 14px 16px;
    text-decoration: none;
    font-size: 17px;
}

.topnav a:hover {
    background-color: #ddd;
    color: black;
}

.topnav a.active {
    background-color: #4CAF50;
    color: white;
}

```

aboutUs.html
index.html
main.css
resources.html
subject.html

index.html

```

<!DOCTYPE html>
<html>
    <head>
        <meta name="viewport" content="width=device-width, initial-scale=1">
        <link rel="stylesheet" href="main.css">
    </head>
    <body>
        <div class="mainHeader">
            <h1>Web Sprint</h1>
        </div>
        <div class="topnav">
            <a class="active" href="#">Home</a>
            <a href="#">About Us</a>
            <a href="#">Subject</a>
            <a href="#">Resources</a>
        </div>
    </body>
</html>

```

WebSprint

About FAQ Account

Subject Resources Exercises

Search...

Website Version | Website 4

Web Sprint Search

Subject ▾

Resources ▾

Excercises ▾

About ▾

≡

Website Version | Website 5

Overview | Homepage

WebSprint

About FAQ Account

Subject Resources Exercises Search...

Learning Code
for Everyone
from Beginner
to Expert

Start Learning

"Everybody should learn how code,
it teaches you how to think"

-Steve Jobs

Introduction

Intro to HCI
Basic Computing
Graphic Design
Motion Design

Usability

UI vs UX
Websites that suck
Heuristics
Usability Studies
Usability Testing

Planning

Personas
Moodboards
Site Maps
WireFrames

Programming

HTML
CSS
JavaScript
Python
Java
C++

Information	Introduction	Usability	Planning	Programming
About Contact Us FAQ	Intro to HCI Basic Computing Graphic Design Motion Design	UI vs UX Websites that suck Heuristics Usability Studies Usability Testing	Personas Moodboards Site Maps WireFrames	HTML CSS JavaScript Python Java C++
Resources	History			
Tools Tips & Tricks Documentation Exercises	Interactive Design Intro of the Web			

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Introduction

[Intro to HCI](#)
[Basic Computing](#)
[Graphic Design](#)
[Motion Design](#)

History

[Interactive Design History](#)
[Introduction of the Web](#)

Usability



Planning



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[UI vs UX](#)
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[Heuristics](#)
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[CSS](#)
[JavaScript](#)
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"Everybody should learn how code, it teaches you how to think"

-Steve Jobs

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Introduction

Intro to
HCI
Basic
Computing
Graphic
Design



History

Interactive
Design
History
Introduction
of the Web



Usability

UI vs UX
Websites
that suck
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Usability
Studies



Planning

Personas
Moodboards
Site Maps
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HTML
CSS
JavaScript
Python
Java
C++



Programming

HTML
CSS
JavaScript
Python
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"Everybody should learn how code, it teaches you
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Subject ▾ Resources ▾ Exercises ▾ Search... About FAQ Account

SUBJECT

Introduction
What is...?
Intro to HCI
Basic Computing
Graphic Design
Motion Design

History
How things have changed...?
Interactive Design History
Introduction of the Web

Usability
How to make a good website

Planning
How to create plan...?

Motion Design

Usability
How to make a good website design...?
How to test your design...?
UI vs UX
Websites that suck
Heuristics
Usability Studies
Usability Testing

Programming
step by step instructions
HTML
CSS
JavaScript
Python
Java
C++

Planning
How to create plan...?
Templates and how to guides
Personas
Moodboards
Site Maps
WireFrames

Programing
HTML
CSS
JavaScript
Python
Java
C++

About	Resources	Subject	Usability	Planning	Programming
Contact Us	Tools	Intro to HCI	UI vs UX	Personas	HTML
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Account	Documentation	Computing	Heuristics	Site Maps	JavaScript
	Exercises	Graphic Design	Motion Design	WireFrames	Python
		Interactive	Usability		Java
		Design History	Studies		C++
		Introduction of the Web	Usability Testing		Unity

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Introduction

What
is...?

- Intro to HCI
- Basic Computing
- Graphic Design
- Motion Design
- Design



History

How
things
have
changed...?

- Interactive Design History
- Introduction of the Web



Usability

How to make a
good website
design...?

How to test
your design...?

- UI vs UX
- Websites that suck
- Heuristics
- Usability Studies
- Usability Testing



Planning

How to create
plan...?

Templates and
how to guides

- Personas
- Moodboards
- Site Maps
- WireFrames



Programming

step
by
step
instructions

- HTML
- CSS
- JavaScript
- Python
- Java
- C++

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Subject ▾ Resources ▾ Exercises ▾ Search...

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Step by Step guide on Web Development tools

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Tips & Tricks

Step by step guide on how to use any Operating System

Documentation

Useful Documentation

About	Resources	Subject	Usability	Planning	Programming
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Account	Documentation	Computing	Heuristics	Site Maps	JavaScript
	Exercises	Graphic Design	Usability	WireFrames	
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on Web
Development tools



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