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| --- | --- |
| **Project Case** | A logo for a software laboratory center  Description automatically generated |
| COMP6232001 | COMP6800 | COMP6800001 | COMP6800016 | COMP6800049 | COMP6880051 | Human and Computer Interaction |
| **Computer Science** | **E242-COMP6800-JA03-00** |
| ***Valid on*** *Even Semester Year 2023/2024* | **Revision 00** |

1. Kelompok tidak diperkenankan untuk:

*Members of the group are prohibited from:*

* + - Melihat sebagian atau seluruh jawaban kelompok lain,

*Seeing a part or the whole answer from other groups,*

* + - Menyadur sebagian atau seluruh jawaban dari buku, catatan, video, dan jenis referensi lainnya,

*Retell a part or the whole answer from books, notes, videos, and other references,*

* + - Menyadur sebagian atau seluruh jawaban dari internet,

*Retell a part or the whole answer from the internet,*

* + - Mengumpulkan jawaban yang tidak sesuai dengan tema soal,

*Submitting an answer with a different theme from the given case,*

* + - Melakukan tindakan yang menyebabkan jawaban dicontek oleh orang lain atau kelompok lain, baik disengaja maupun tidak disengaja,

*Doing action that could result the answer being copied by someone or other groups, intentionally or unintentionally,*

* + - Melakukan tindakan kecurangan lainnya.

*Committing other dishonest actions.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dicantumkan pada butir ke-1, maka nilai mahasiswa dan/atau kelompok yang melakukan kecurangan, baik menyontek atau dicontek, akan dinolkan sesuai dengan peraturan yang berlaku.

*If it has been proven that a group has committed dishonest actions outlined in point 1 above, the whole groups related to the incident, regardless of which one copies or has their answer copied, will be issued a score of zero according to the regulation.*

1. Jawaban yang dapat diterima dan dinilai adalah jawaban yang dikumpulkan sebelum batas waktu yang telah ditentukan.

*The answer must be submitted before the designated deadline to be accepted and graded,*

1. Jawaban akan dinilai berdasarkan teknik atau metode yang diajarkan pada kelas praktikum dengan menggunakan software yang sudah ditentukan.

*The scoring will be based on the materials taught during the practicum classes using the designated software. Using different software than requested may result in your answer not being graded.*

1. Jika Anda tidak membaca peraturan ini, maka Anda dianggap sudah membaca dan menyetujuinya.

*By taking this exam, you agree to these regulations, regardless of whether you have read it or not.*

1. Persentase penilaian untuk matakuliah ini adalah sebagai berikut:

*The score will be distributed as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | 100% | - |

1. Perangkat lunak yang digunakan pada matakuliah ini adalah sebagai berikut:

*This course uses the following software:*

|  |
| --- |
| **Software**  *Software* |
| Figma  Visual Studio Code  Web Browser (Google Chrome) |

1. Ekstensi file yang harus dikumpulkan untuk matakuliah ini adalah sebagai berikut:

*Your answers must be in the following file extensions:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| - | FIG, HTML, CSS, JS, Asset Files | - |

1. File yang harus dikumpulkan adalah keseluruhan jawaban beserta dengan aset yang digunakan (gambar, audio, video, dll) dan dokumentasi proyek yang berisikan link referensi aset dan penjelasan mengenai aplikasi yang dibuat (terlampir bersama dengan soal).

*Include other files that can support your project, such as: all files in your project, other files (image, audio, video, etc.) used in your project, \*.doc file (documentation of your project) that contains all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc.*

## Soal

*Case*

**JeniusAcademy**

**JeniusAcademy** is an online learning platform that targets users ranging from elementary schools up to students that are preparing for college entrance exam. They claim that 90% of the users who are subscribed to them are acing their exam with A-grade, which is proved by many positive testimonies from a wide-range of users.

JeniusAcademy is aiming to transform its website into a sleek, modern interface. This revamp aims to incorporate an array of features, including interactive online learning tools, personalized one-on-one tutoring, diverse exercises and try-outs, a robust progress tracker, and an engaging discussion forum. By seamlessly integrating these elements, JeniusAcademy seeks to elevate its platform to meet the evolving needs of its wide-ranging user base.

JeniusAcademy are looking for a talented UI/UX designer to collaborate on a comprehensive **website prototype** that not only embodies their brand essence but also significantly enhances the user experience in using their **online learning platform**. You, as a future UI/UX designer are challenged to do this project and fulfill their needs in creating a website the delivers the best experience to the users.

The requirements for JeniusAcademy are described below:

1. JeniusAcademy wants you to design the **website prototype** of all **five pages** before continuing to the **website code**. The prototype will be created using **Figma**. Ensure the website prototype you created is **intentionally different** from the website that you will make later, even if the themes are the same. Each page must contain **navigation, header, content**, and **footer** as its basic structure. Maintain the **consistency** for the **colors** and **layouts** for each page when designing the prototype.
2. JeniusAcademy wants you to build the website to be **attractive**, **fully functional**, and **responsive** to deliver a seamless experience to users in all kinds of devices. The website must be accessible from **desktop**, **tablet**, and **mobile phone** in a perfect manner. To achieve this task, use **5 kinds of CSS property** and **JavaScript**. Use **meta viewport tag** and **media screen rule** that will be applied if the screen is below **1200px** and **768px** screen width, each of them with their own **specific styling** that accommodate the needs and constraints for every device width.
3. The website consists of **five main pages**. They are **Home Page**, **Register Page**, **Subscription Page**, **Testimony Page**, and **Learn Page**. Below are the requirements for each page:
   * **Home Page**

This page shows their **tagline**, which is “**Fun Learning, Bright Futures**”. Besides that, they want to give a **brief showcase of each feature** they have and their **best-selling subscription packages.** Lastly there’s a **frequently asked question (FAQ)** section so that the users can easily get their answer for a question about the product.

* + **Register Page**

This page is used to **register** the **user data**, which are first name, surname, email, phone number, password, and password confirmation. You are asked to create **five kinds of form components** and **five kinds of validation**. For validation, you must create it using **JavaScript** and **don’t use regular expression**.

* + **Subscription Page**

This page shows their variety of **subscription packages** the user can choose for what they need. Display **relevant information** for each package such as the name of the package, price, and the benefits that the user will get.

* + **Testimony Page**

This page shows the **user testimonies** about their experience in using JeniusAcademy. Display the user’s **image**, **name**, the **package** they choose, and their **testimony**.

* + **Learn Page**

This is the page where the user can learn from **online videos** that JeniusAcademy provided. Provide **relevant functionalities and information** that the user need, such as the video itself, learning objectives, teacher info, the material / exercise, etc.

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**. Set up your site as **creative** as possible but still strive for **consistency**.
        2. The **website prototype** must be designed using **Figma** and make suretocreate some **features**, such as color and text style, effect, component, variant or interactive component, and navigation.
        3. Consider the **color**, **font**, **size**, and **layout** that you use to design the prototype and website.
        4. Use only **external** **CSS**. Internal or inline CSS will not be marked.
        5. Use **CSS box positioning** to design your web structure**,** do not use table for the layout.
        6. Consider the **language** you use, including spelling and grammar, feel free to choose either Bahasa or English, but you cannot have both at the same time.
        7. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets,** and **mobile devices**.
        8. Any kinds of **framework** are **prohibited**. Do the project **with vanilla (original) HTML, CSS**, and **JavaScript**.
        9. Organize your files with **subdirectories**.
        10. Include **references** (link from a website, book, etc) that you use in creating the website.