Develop Coding: Assignment

Student Name:

For each question which includes ‘describe’ or ‘review’, write at least a paragraph worth of content to explain your answers. Include any other relevant evidence where appropriate, i.e. links or images.

Q1. Describe the purpose of using IT in creating your website and how you will use IT to plan and carry out the necessary tasks. IT is used for more or less in everything in todays age so it is vital to have some form of knowledge, most businesses if not all must use a website to market themselves to wider audience and help regulate consumers. My idea was to create a scouting portfolio website designed to reach out to clubs or even other scouts to showcase players and potentials of football players.

Q2. Describe methods, skills and resources needed to complete your website - explain what IT systems and software applications you need to be successful in your website project, and how you will use them to begin with the use of HTML and CSS are vital for this process, HTML and CSS are both front of house programs which allow us to import and edit what we would like our websites to become. There are various different methods included in these programs such as; Div (which creates it’s own box to divide the page into sections), Anchor (helps attach a link to the desired picture or txt), Flex wrapping (confines the picture inside a box so we can manipulate the image), <p> (constructing words into paragraphs) <h> (gives us a heading).

Q3. Describe the legal guidelines and risks that might impact your website project - how does GDPR and copyright affect website development? How you store it, how you use it for retargeting purposes, if you share it with 3rd parties, are you going to sell it, option to opt in or opt out should be applied to all websites , how you store and protect data base.

Q4. Review the ongoing use of IT tools you have used for your website and describe whether they are appropriate - what are the benefits and drawbacks of IT tools and systems used? HTML is a great tool, there are so many different functions and inputs that enable you to fully showcase your imagination and bring it to life, CSS is somewhat similar but in it’s own creative way, whilst HTML is the engine of the Ferrari, CSS provides us with the slender body. The only drawback I can comment on is the movement of pictures with flex wrapping, I feel there could be a less frustrating and time savvy way to move objects. I enjoyed the trial and error side because it forces you to learn but realistically it’s not very practical and of course I only say this as a novice of CSS.

Q5. Describe how you would test your website to make sure it looks as intended. Describe what kind of files you used in your website and explain why you have chosen those filetypes. How can you test your website to ensure it is accessible to people with disabilities? Describe how you can overcome potential accessibility issues with your website. Constant testing is required throughout the whole process most of the process requires you to test before moving onto the next stage of building the website. Also asking friends or colleagues is always handy. Using the live server add-on in vs code was very handy during the building stages as it would allow for constant updates the moment you save work in vs code. I used HTML, CSS, JPG, PNG. HTML and CSS are obvious choices but PNG and JPG were useful for adding volume and illustration whilst providing an attractive way to link other websites. For people with disabilities all field [labels](https://www.w3.org/WAI/tutorials/forms/labels/) should be properly labeled and easy to navigate. Add clear and short instructions. Buttons should be clear. For example, college scholarship forms or applications should be marked with “Submit Application,” rather than only “submit.” Make sure your forms are fully keyboard-operable. Your website should also contain text explanations for visual and video assets.

Q6. Describe ways to improve your productivity and efficiency throughout this project (how can you make sure you are using IT tools and systems in the most effective way?) If you could have been more productive or efficient, how would you implement this for a future project? Having greater further knowledge of the tools used would provide an increased productivity while also the experience that comes with that learning would improve time keeping and management. There are a great number of different functions that are usable and further insight into those functions could provide a more efficient output. A larger network of colleagues or like-minded people would also help. Research and plenty of experience. Having been through the process of building a website, planning using Trello or other similar programs such as draw.io are helpful and efficient, creating a simple idea and design which could be easily changed at any moment of the building process is handy so you know time is not an issue and if you have planned well enough you would have opportunity to add more to the project. Being patient, keeping calm and inquisitive in this line of work when there is so much available out there in the world tool wise is a powerful concoction to help you achieve efficiency and your ultimate goal.

Q7. Describe the final version of your website assess the strengths and weaknesses and describe further improvements you can make to your website. Is the website fit for purpose? Home Page; this was a simple page to showcase a simple layout of a larger idea provided having had more time and learning, its intention was to show the target audience the product (ie. The players) and originally were to have 5 or so stats next to the players picture which also including a link linking to what should have been another HTML page that would have information and illustrations showing the player in various matches and showing how they handled specific situations from live games. Unfortunately, this was a larger task than the time given so instead I had to scale it down to just the six players having links incorporated into the names to take them to a reliable scouting page. Refining the picture layout and being more efficient with spacing was a definite weakness that can be improved whilst also filling the home page out so it looks more attractive. Also, more attractive fonts and a less active background would have been better choices

Contact us page; the contact us page is designed to enable the audience to leave feedback, create a wider community and accessibility to encourage higher interaction with the customer. The comment section enables clear communication between myself and the consumer. I have also added in the grassroots logo and link to show that the website creator wants to work with the community to better it and grow the community itself by improving the structure of the business it is targeting (more footballers coming out of grass roots through the website increases future interest in the website and more reason to return to it). Again, here with more time it could have been refined to look nicer, better spacing, fonts, more links to social media such as twitter fb and Instagram. Adding phone number or other ways to directly contact such as email are also things I would have added.

About us page; The about is page is a fun way for the creator to express themselves and sell their idea/project to the target audience in a simple but effective way. The illustration is there to show the audience a similar idea of what is to be expected. Given more time my improvements would have been a video showing how the cut and clip analytics function would work when using the website.

Q8. Take a screenshot of your website homepage working in two different browsers. (Make sure the GitHub Pages link is visible in the screenshot).

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| For Code Nation/TLM reference | | | | | | |
| Develop: Coding - Assignment Mapping Document | | | | | | |
| Questions | Q1 | Q2 | | Q3 | | Q4 |
| TLM Criteria | 1.1.1, 1.1.3, | 1.1.2, 1.1.5, 1.1.6 | | 1.1.4, 1.1.7, 2.1.5 | | 1.2.1, 1.2.2, 1.3.1 |
| Questions | Q5 | Q6 | | Q7 | | Q8 |
| TLM Criteria | 1.3.4, 2.1.6, 2.1.7 | 1.3.2, 1.3.3 | | 1.2.3, 1.2.4, 1.2.5, 2.1.1, | | 2.3.1 |
|  | | | | | | |
| Website | | | | | | |
| TLM Criteria | 2.1.2, 2.1.3, 2.1.4, 2.1.8 | | 2.2.1, 2.2.2, 2.2.3, 2.2.4, 2.2.5, 2.2.6 | | 2.3.2, 2.3.3, 2.2.4 | |