

SIT120 Practical

Week 2 –Responsive web apps design, advanced HTML, CSS and JavaScript



GOALS:

- Improving page and Creating User stories and UI/UX (Responsiveness, CSS and Figma)
- Creation of the responsive web applications.
- Using advanced html, css and js elements for web designing
- Note 1-2 sentences reflections for each tasks

Please do not use examples from the web or unit site for your tasks and try to be as creative as possible.

Task 1 – Understand about responsive web Pages and apps

- In this practical you'll learn the fundamentals of responsive web design. You'll create your own responsive web page that works well on any device - phone, tablet, desktop or anything in between.
- Visit <https://developers.google.com/web/fundamentals/design-and-ux/responsive/> for more information.
- Visit any two of the existing websites closest to your proposal idea and perform their responsiveness analysis

Task 2 – CSS and Improve your web page

- Use CSS to improve your web page/s and work in the following aspects
 - Page layout
 - Navigation
 - Colour and Graphics
 - Content
 - Functionality
- Create a page and discuss different aspects with your tutor

Task 3 – User stories and UI/UX design for your project

- In this task you are going to write user stories and design a UI/UX prototype for the project specification.
- You can visit <https://codingsans.com/blog/user-stories-with-templates> to know about user stories and how to write them.
- The User Interface, and User experience, are concerned with how web apps look (UI) and feel (UX). The UI is simply how an app looks. This involves where we place things (called layout), the spacing between things (called padding and margin), the fonts we use, and most importantly, the colours we use.
- You can use **Figma** to quickly compose and design UI/UX. Create a free account here <https://www.figma.com/> and start working this task for your project.
- Create user stories and UX and discuss with your tutor (see examples from lecture)

Task 4 – Use graphics, media and API's (Homework)

- Implement the following and discuss/demonstrate to your tutor

Improve your web page by adding graphics, media and some other API's such as

- Canvas
- Audio, video and plug-ins.
- API's like geolocation, drag/drop.

Discuss your Assessment 1 Idea with Peers

- Read the Assessment 1 task sheet and look at marking rubric to discuss how marking and rubrics work in this unit.
- Find the submission dropbox in Resources -> Assessment -> Assignment 1 and check the format and type of files to be submitted.
- Academic misconduct such as plagiarism and collusion are not tolerated. For more info visit

<http://www.deakin.edu.au/students/studying/academic-integrity>

- Start discussion and working on the assessment task in this practical session.

Revisit Week 1 Task 4

– Vue.js Framework

- Get started to learn Vue.js
- Create a basic todo component using Vue
- Visit this page for detailed information
<https://vuejs.org/v2/guide/>

Learn two other examples from
<https://vuejs.org/v2/examples>

Todos:

- ☐ Assignment 1: Project
- ☐ Assignment 2: Project and PPT
- ☒ ~~Assignment 3: Portfolio~~

Important – Create a responsive web Page (Start Working towards your Proof of Concept for Assessment 1)

- Create a responsive web page with the following requirements
 - It should be a business idea like online shopping, services, etc.
 - Your application should contain HTML hyperlinks between the pages, provide necessary information about the web page.
 - It should have a search function, query function as well as contact information.
- Use HTML, CSS and JavaScript properly.
- Create a page and discuss different requirements with your demonstrator

Hint: <https://vuejs.org/v2/examples>