

COMP CO710: Assignment 2 – A Story

Nathan Rowbottom, Sam Scott, Bernadette Summers, 2023

This is an important handout. Please ask your teachers lots of questions about it to make sure you understand. If you have trouble reading it, consider finding someone in the school, at home, or in your community who can help you. Even if you can read it fine, it's a good idea to have someone else look at it with you to make sure you haven't missed something important.

Collaborative Storytelling

Storytelling plays a vitally important role in communities around the world. Stories are a form of entertainment and a teaching tool. In many Indigenous cultures, stories pass on wisdom, knowledge, and inspiration from one generation to the next. Stories can help us see through another person's eyes and explore choices. New and emerging technologies give us the opportunity to experience stories in a new way.

For this assignment, your teachers would like you to make a mobile-first web site that tells a story with multiple paths. The reader should be able to make choices that guide the flow of the story by tapping links on each page. This gives the reader the ability to collaborate with you and guide the telling of the story. It also gives them a chance to explore the consequences of the various choices you present to them.

What Story Should I Tell?

The story you decide to tell is up to you. You can use this assignment as an opportunity to share a story drawn from your background or culture, or you can share an entirely new story. You can use the story as a teaching opportunity, or you can tell a story that is just purely for fun (though you should keep in mind that every story teaches us something, no matter what the writer intended).

You can treat the story like a game where the reader is trying to make choices that lead to a good outcome or avoid a bad outcome. Or you can create a story where the choices change the story in meaningful ways, but there is no clear winning or losing path.

You could also choose to embed Indigenous content into your story. For example, you could tell a creation story or the story of a historically or culturally significant event or individual, you could use current issues around Truth and Reconciliation as a theme for your story, or you could use an important cultural practice that you want to share with others. You should be very cautious and sensitive if you choose any of these options, perhaps checking in with an Elder or others in your community about what you are planning to write and how you are planning to present the story.

Planning Your Story

It's a good idea to plan out your story before you start making web pages. You can use an online tool like Twine (<https://twinery.org/>) to do the planning.

- There should be at least 10 different paths through your story and 10 different pages with text and images on them. You could create a diagram of how the pages link together before you start.
- There should be at least 4 possible endings.
- Each end page should have a little bit of text that tells the ending, and an image to go with the text. Then there should be a link back to the start of the story.
- Each page that is not an end page should have a little bit of text and an image to go tell this piece of the story. Then it should end with some choices. Each choice will be a link to another page.

Note that this course is not a writing or illustration class. If you feel unsure about your ability to come up with a story or images to go with it, you can find the text and images you need from another source or use generative AI to help you create them. If you do this, you should put comments in the HTML of your web page that state where the text and the images came from.

Using What You have Learned

Your teachers would like to see you use some of the knowledge and skills they have offered about mobile-first web design. They'd like to see you use as much of what they offered as possible when you make your web site.

In the mobile design unit of the course, they have told you about:

Mobile-First HTML Code

This includes the use of a div as a container, and div elements for sections within the page (header, navbar, content, footer). It also includes the use of the viewport meta tag.

Mobile-First CSS Code

This includes effective use of CSS box model properties (margin, border, padding, width, % vs. px, box-sizing), the *element element* selector, reset rules, flexboxes, big link buttons, and navbars.

Consistent Look and Feel

All the pages of your story web site should look like they belong together. This is best achieved using an external CSS style sheet with internal style sheets or id attributes to create different moods for individual pages.

Student Reflection

When you are finished making your collaborative story, please take a moment to reflect on the knowledge and skills you used and the story you told on your web site. You should write a short reflection (up to three paragraphs) in a text or Word document and include a link to your story page in the document.

You can write a free form reflection, or you can answer the following questions:

1. How has the process of learning HTML and CSS and completing this assignment helped you to grow as a web developer and/or as a person?

2. What is more important to you about this assignment – the HTML and CSS knowledge and skills you used, or the story you told?
3. How could you improve the web site or the story? What do you wish you had done (or wish you knew how to do) so that you could make it even better?

Teacher Reflection

When the teachers evaluate your work, they will also reflect on what they have learned from it and on the teaching and learning process. They will write reflections for you and include them in their feedback. They might choose to address one or more of the following in their reflection.

1. What did you like the most, or what were you most grateful for in the story the student told you?
2. Of all the knowledge and skills that went into the student's story web site, what were you most pleased to see them using?
3. What changes could you make to your teaching practice to help students learn more effectively about mobile-first web design?

Evaluation

You should make your story web site using **repl.it** and hand in your student reflection (including a link to the page you made) on **D2L**.

The content of the page is completely up to you, and it's also up to you how much you make use of the basic elements of mobile-first web design. But please keep in mind that your teachers' job is to evaluate the web site as evidence for how well you have achieved the course learning outcomes.

That means they will be looking for the following:

- An attractive, mobile-first design that makes effective use of HTML and CSS.
- An external CSS style sheet, with internal style sheets and/or the use of ids and classes where appropriate.
- At least 10 pages and 10 different paths through the story.
- At least 4 different endings.
- Good use of links and images on every page of the web site (no broken links or images).
- Correct structure, indenting, and commenting of the HTML and CSS code.

Rubric

Performance (4 marks): Pages load and run with no errors. All links work. There is a path to each ending.

There are at least 10 pages in the project. Each page has an image on it. The pages have a consistent mobile-first look and feel. External and internal style sheets are used.

Structure (4 marks): No syntax errors in HTML or CSS. Brackets and tags are closed, property and attribute names are correct, semicolons and colons used effectively, all CSS rules are working. Box model and other relevant CSS properties are used effectively.

Code Style (1 mark): The index.html pages and CSS files have a comment at the top with your name. Text and image sources are noted in comments. The HTML and CSS files are indented consistently for easy reading.

Student Reflection (1 mark): Student has handed in a thoughtful reflection on the learning process.