Design Thinking Playbook (Project 1)

Creating Responsive HTML and CSS from Pre-Designed Website

President University

About the kit

Get Ready to Change The World!

It's all about a change. World of users experiences is the key to unlocking the potential of any idea, product or business.
But you don't need to be a designer to apply the principles of Design Thinking to the way you work with your team.

This workshop will give you and your team a simple, inclusive and step-by-step process using the basic principles of Design Thinking. This will be a kickstart for you to generate your idea and make a real prototype.
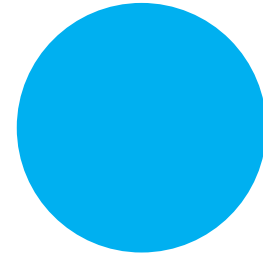
Are you ready? Let's get started!

Introduction

In this workshop kit you will:

Learn and apply the process to any problem faced by your team or business. whether it's a new product, system, or campaign.
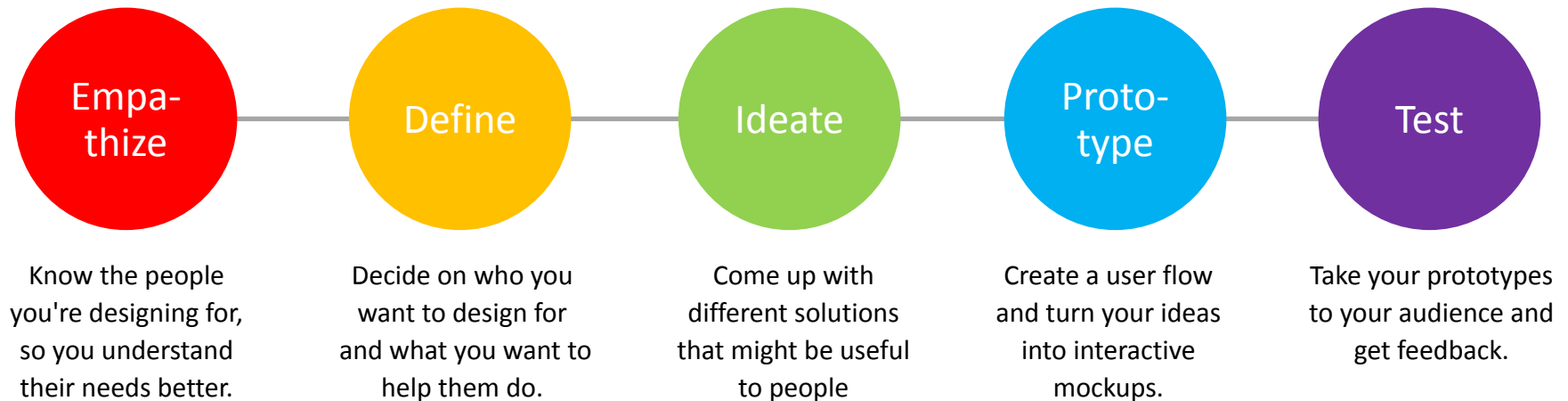
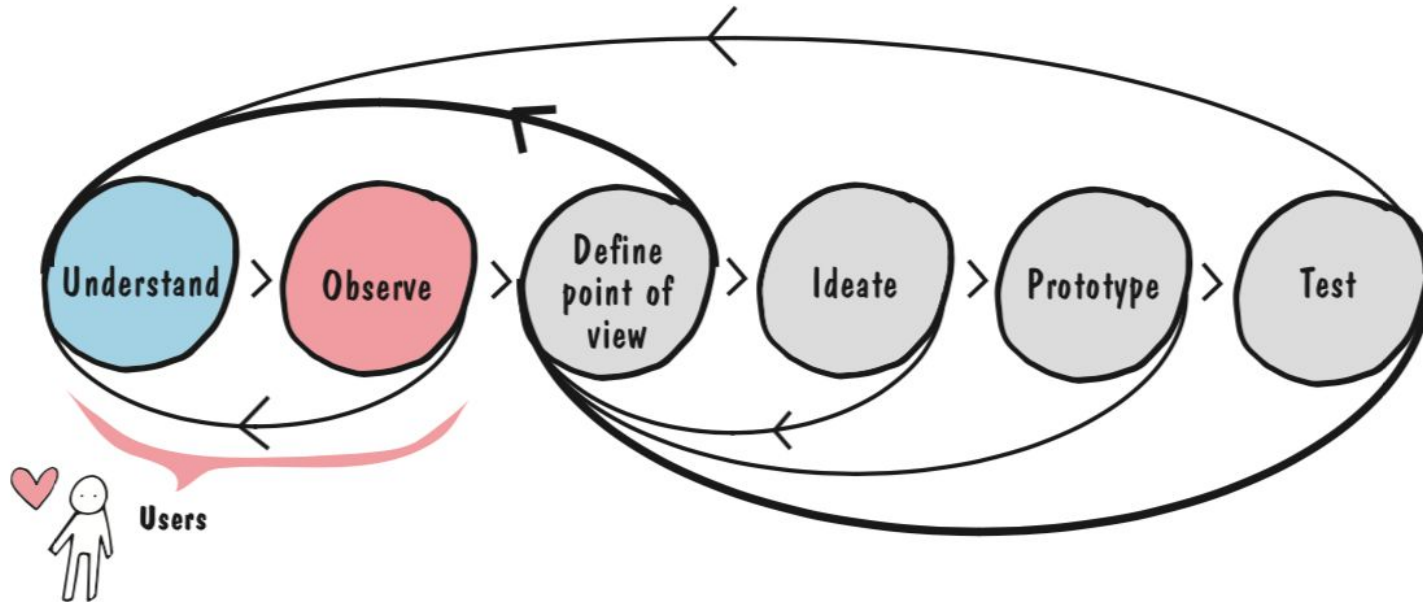Define, empathize, and target your user. It will help you to find your idea of your solution.

Making a testable prototype to complete the challenge you've defined.

What is design thinking?

Design Thinking is a set of principles that will help you discover an idea through a process, with the user's needs at the center of every decision, and a user-test to prove your solution working.

Empa-thize

Know the people you're designing for, so you understand their needs better.

Define

Decide on who you want to design for and what you want to help them do.

Ideate

Come up with different solutions that might be useful to people

Proto-type

Create a user flow and turn your ideas into interactive mockups.

Test

Take your prototypes to your audience and get feedback.

How to use this workbook?

The Design Thinking process will be flexible as long as the user's needs are at the center of every decision. You can use this workbook as the template to discover, define, ideate, and evaluate both the process and the problem's solution. It is ok when you integrate it with other tools and methods to enrich the final solution. You can add/change/duplicate any part of this template regarding the requirements of your process.

This version is Google Slides friendly, so you can fill it out and do a group collaboration within online learning.

"User-centered design means understanding what your users need, how they think, and how they behave – and incorporating that understanding into every aspect of your process."

Jesse James Garrett — User Experience Designer

Let's Get Started
Create a Team

+ Team Leader

Fraderic Jesse - 001202405005

+ Team Members & Roles

Bonaventura Mones Haryoko - 0012022405002

Susi Septiyani Febrian - 0012022405015

Muhammad Rizky - 001202405015

Noval Agustian - 001202405010

Create a
Project Plan

+ **Establish Your Goals**

- Adjust the navigation menu to be responsive

- Suitable for all device

-

-

+ **Define Indicator of Success**

-Navigation menu must be responsive

-Website should be suitable for all device

-

-

Create a
Project Timeline

Day 1 & 2	Day 3 & 4	Day 5 & 6	Day 7 & 8
- Design Creation	-Build Structure	-Testing	-Navigation and Layout Enhancement
- Setting up project	-Build CSS Visual Features	-Refinement	-Apply Flexbox/Grid

Day 9 & 10	Day 11 & 12	Day 13 & 14	
-Fine tuning	-Testing	-Final Review	
-Improve accessibility goals	-Compatibility goals	-Launch Goal	

Stage 01
Empathize

Develop your end-user's profile and try to see the world through their eyes

The empathize stage helps develop understanding towards your potential end-user and will be the guiding light when you move toward brainstorming solutions. You'll be asked to search the basic details of the person you are designing for, such as:

- What is their daily routine?

- What are their goals?

- What do they feel?

Each answer takes you a step closer to finding the right solution whilst also giving you a deeper understanding of user motivation and needs. Consider the broad spectrum of people who will be touched by what you design.

Define the user you are designing for

The purpose of this profile is to frame all of your ideas and solutions around the individual that is most likely to use it.
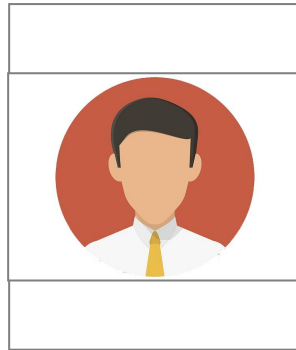
Name _____

Age _____

Occupation _____

Location Sahiwal, Pakistan _____

Relationship _____

Education _____

Others _____

Pains

- Need an experienced HTML and CSS developer to convert my pre-designed website into a responsive design.
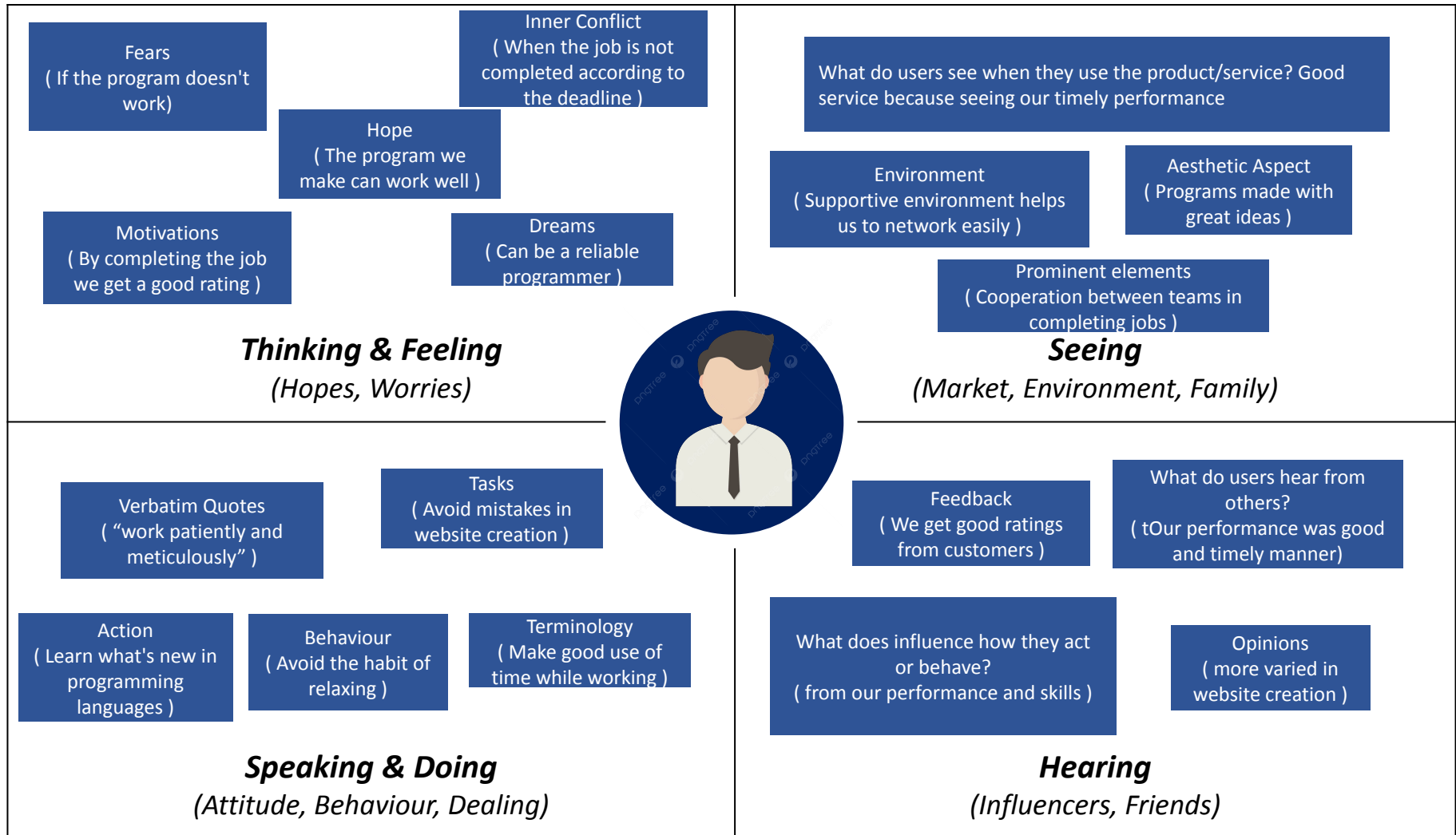
Gains

- Adjust the navigation menu to be responsive and suitable for all devices.

Jobs-to-be-done

- Adjusting the navigation menu to be responsive
- Website should be suitable for all devices
- Deliver high quality work in a timely manner.

Empathy map (unfinished)

The purpose of this profile is to frame all of your ideas and solutions around the individual that is most likely to use it.

Thinking & Feeling
(Hopes, Worries)

Fears
(If the program doesn't work)

Inner Conflict
(When the job is not completed according to the deadline)

Hope
(The program we make can work well)

Motivations
(By completing the job we get a good rating)

Dreams
(Can be a reliable programmer)

Seeing
(Market, Environment, Family)

What do users see when they use the product/service? Good service because seeing our timely performance

Environment
(Supportive environment helps us to network easily)

Aesthetic Aspect
(Programs made with great ideas)

Prominent elements
(Cooperation between teams in completing jobs)

Speaking & Doing
(Attitude, Behaviour, Dealing)

Verbatim Quotes
("work patiently and meticulously")

Tasks
(Avoid mistakes in website creation)

Action
(Learn what's new in programming languages)

Behaviour
(Avoid the habit of relaxing)

Terminology
(Make good use of time while working)

Hearing
(Influencers, Friends)

Feedback
(We get good ratings from customers)

What do users hear from others?
(tOur performance was good and timely manner)

What does influence how they act or behave?
(from our performance and skills)

Opinions
(more varied in website creation)

1. Find The User

Questions:
Who are the users?
How many are there?
What do they do?

Methods:
Quantitative collection of data

Answer:
A user from Sahiwal, Pakistan

2. Building up a hypothesis

Question:
What are the differences between the users?

Methods:
Description of the groups of similar users/segmentations

3. Confirmations

Question:
Is there any data or evidence that confirms the hypothesis?

Methods:
Quantitative collection of data, empathy map

4. Finding patterns

Questions:
Are the initial descriptions of the groups still correct?
Are there other groups that might be important?

Methods:
Categorization, applying the jobs-to-be-done framework

5. Creating Persona

Question:
How can the persona be described?

Methods:
Categorization, persona

6. Define situations

Questions:
What use cases does the persona have?
What is the situation?

Methods:
Searching for situations and needs User profile canvas/customer profile Customer journey

7. Validation

Question:
Do you know such a person?

Methods:
Interviews with people who know the personas Reading and commenting on the persona description

8. Creating scenarios

Question:
In a given situation and with a given objective: What happens when the persona uses the technology?

Methods:
Narrative scenario—storytelling, descriptions of situations, and stories

Prepare for
Collecting Data

Interviewee
Name List:

\# Interview 01

List of Questions

- What you can do? We can make the web responsive using HTML and CSS code.

- Who can we ask for help? You can ask us for help and you can book through the freelancer website.

- Where we can ask for help? In web freelancer.com

- When is the deadline website? Usually within 2 days it is completed

- Why do you want to accept a job? Because we can get additional income from working on the website

- How to get the job done immediately? We work in teams instead of individuals so it is faster to complete

Things to Do

- Tools Preparation: Using a laptop or computer, ensure stable network and software to create the website

- Time & Schedule Arrangement: Follow up the 2 day deadline schedule

- Follow up the respondents: Immediate checking if the program does not work

Get a
Data Collection (unfinished)

Interviewee Name:

Interviewee Name 01

Observations & Quotes

The website is not responsive

The website is not compatible on other devices

Interpretations

The website should be able to perform responsive tasks

The website should be made compatible on other devices

Capture what you see and hear during a field visit, record their direct quotes. Separate your observations from your interpretations so that you know what you saw and what you thought it meant for that person.

Stage 02

Define

The big, meaty problem you want to solve for the society/your business, customer and/or end-user

Good design solves problems. What will you solve for your user?

Using what you learned in the last stage, it's time to discover a pain point to form a clear challenge that you can tackle.

- **It's all about the end-user:** Remember this is more about the people you're trying to help than technology
- **Keep it focused:** Make sure the problem you are trying to tackle isn't too broad or vague
- **Check it against the Empathise stage:** Refer back to the user profile to make sure you're on the right track.

Once you've established a meaningful problem, you'll be able to brainstorm better solutions around it. Onwards!

Problem Statement

Define the problem you are trying to solve for the end-user and why it's going to be important to them. Keep referring back to this as you go.

Example:

+ What problem are you trying to solve for your end user?
Find Freelance teaching jobs on the phone

+ Why is this important to them?
As a freelance teacher, he often working in classroom away from laptop. That means she needs to quickly find and apply for new teaching slots on her phone before they get filled

+ What problem are you trying to solve for your end user?

Adjusting the navigation menu to be responsive

Website should be compatible across devices

+ Why is this important to them?

It is not convenient to use a website only in one resolution

It is not flexible if a website can only be accessed through one certain device

Define Insights

Insights are a concise expression of what you have learned from your research and inspiration. They are the "*aha!*" moments and unexpected learnings.

Sometimes, it can be helpful to write an insight in the form of a Point-of-View (POV) statement which makes an insight specific to a user or user group. A simpler way to create a POV is through the POV equation.

user + need + interesting learning **= POV**

Insight / PoV 01

He likes it if our work pays him dividends

He wants us to fulfil his demands

Insight / PoV 02

It tends to the current problem that the user is facing, which is the lack of responsiveness and flexibility of his website

The improvement need to incorporate responsive website design that is compatible across devices

Insight / PoV 03

It makes him feel excited to see our creation turn into reality

How Might We

Make Insights Actionable

Actionable and successful ideas start with the right question, which identifies important opportunities through great INSIGHTS. Remember, each "how might we" (HMW) question will only address a portion of your challenge so you can create multiple HMWs and prioritize them for ideation.

How Might We ...

How might we accommodate the needs of by understanding and looking for ideas to create a website program the user want

How might we improve the layout to with by understanding several programming languages such as CSS, HTML, Javascript etc

How might we arrange the system by dividing each job in handling the user's wishes.

How might we adapt the A-scenario? By understanding the basic basics of a program to be created to understand the function functions of each code in HTML, CSS and Javascript programming languages

Stage 03

Ideate

Generate lots of ideas that might be useful to the end-user.

Now for the fun part! You already know your user and the problem that needs to be solved. Let's start to brainstorm possible solutions.

- The goal of ideation is to rapidly create enough simple and wild ideas as many as you can that apply to the problem. So you can have a discussion to pick the best one.

- Set up your brainstorming rules. Stay focus to the user profile and problems you defined in the previous stages

- **Defer judgement.** There are no bad ideas at this point. There will be plenty of time to narrow them down later.

Let's get started!

List the user needs and features

This forces you to apply the ideas you created to real user needs. How many solve the problem your user is facing?

Our target user needs to be able to...

We must be able to understand user requests based on the desired website

We must understand the intent and purpose of a program that the user wants

We must complete the job according to the specified deadline

Therefore our design needs these features...

Therefore, our design should be responsive and be accessed across devices

We need several programming languages combined such as HTML, CSS, Javascript and Bootstrap to fulfil the function of the website

We need a stable device, network and most importantly teamwork when working on our website, if the network is not stable, it will postpone the specified deadline

Brainstorming

Our website must contain these features:
-Responsive web design
-Responsive buttons and hyperlinks
-Compatible across devices
-Design should consider aesthetics
-Design should be user friendly and engaging
-Website must be informative
-Minimize data and information redundancy

SCAMPER questions to guide your brainstorm

Substitute
What can be substituted?
What can be used in its place?
Who can be involved instead?
Which process could be used instead?
What other material could be used instead?

Combine
What can be combined?
What can be mixed?
How might certain parts be connected?
Which purposes could be combined?

Adapt
What other ideas are suggested by it?
Is there anything that is similar and can be applied to the existing problem?
Have there been similar situations in the past?

Modify
What modification could be introduced?
Can the meaning be changed?
How might the color or shape be changed?
What can be increased?
What can be reduced?
What could be modernized?
Can it be enlarged?
Can it be downsized?
Put to other uses
For what other purposes could it be used in its present state?
For what purpose could it be used if it were modified?

Eliminate
What could be eliminated?
What are the things it would still work without?

Rearrange
What other patterns would also work?
What modifications could be introduced?
What could be replaced?
What could be rearranged?

Describe Your Idea

Create a concept description for the idea that you would like to prototype and repeat for each idea

+ Concept Name

Creating Responsive HTML and CSS from Pre-Designed Website

+ How Does it Work

The navigation website serves as a menu, or a hint that makes it easier for users to search for features.

The way it works is simply by clicking on the menu on the website that has been simplified for search

Responsiveness is indicated by its performance under different resolution and across devices

+ Sketch

For the coding

HTML Code

```html
<!DOCTYPE html>
<html lang="en">
 <head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <link rel="stylesheet" href="website.css" />
  <title>Web | Portofolio</title>
 </head>
 <body>
  <div class="container">
   <div class="sidebar">
    <nav>
     <ul>
       <li><a href="">About</a></li>
       <li><a href="">Portofolio</a></li>
       <li><a href="">Blog</a></li>
       <li><a href="">Contact</a></li>
     </ul>
```

Stage 04

Prototype

This will enable you to share your idea with other people and discuss how to further refine it. You can prototype just about anything.

Prototyping is not about getting it right the first time: the best prototypes change significantly over time.

Challenge yourself to come up with at least three different versions of your idea to test multiple aspects of the possible solutions your team has come up with.

Prototype #number 1

Website Navigation

Functions / Materials :

The navigation website serves as a menu, or a hint that makes it easier for users to search for features.
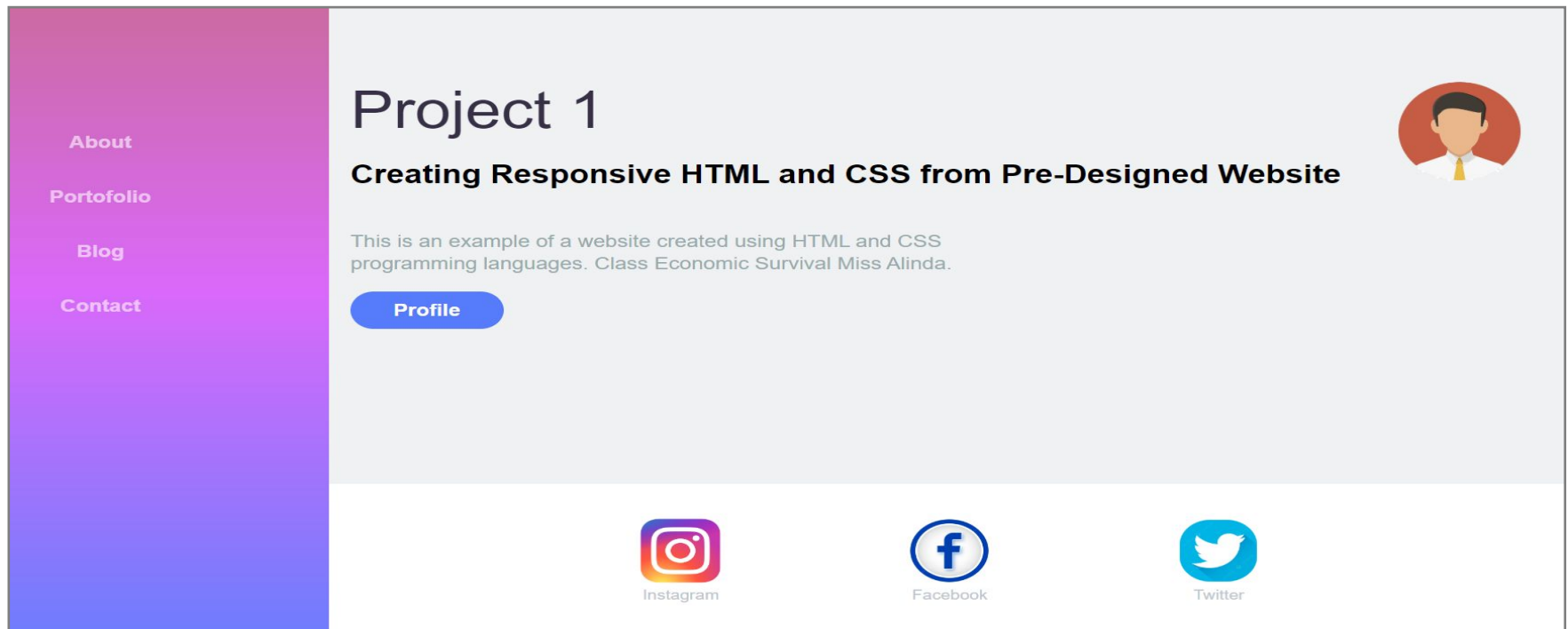
Test & Feedback

Feedback is one of the most valuable tools in developing an idea. Sharing prototypes helps you see what really matters to people and which aspects need improvement.

A good feedback conversation is a mix of spontaneous reactions to your prototype as well as structured questions designed to compare various peoples' opinions about the same topic. Prepare a question guide that helps you navigate both sides.

Test Result
Prototype Name:

Prototype 1

List of Questions

Is the website responsive?

Is the website suitable across devices?

Is the website informative?

Is the website interactive

Interviewee
Name:

Interviewee Name 01

User Feedback

- Yes, it works with multiple resolution

- Yes, it works on multiple devices

-No, it still needs more information

-No, more buttons and animations should be added

Test Result
Prototype Name:

Prototype 1
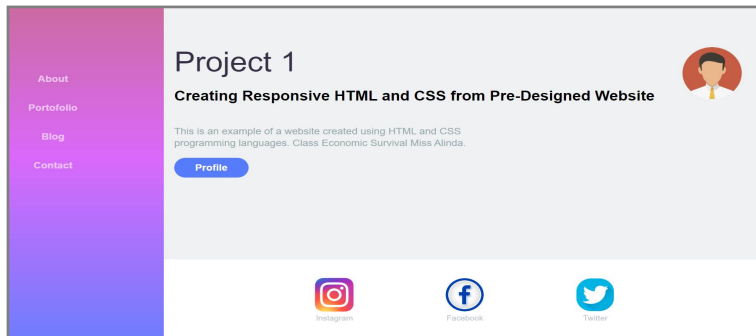
Interviewee Name:

Interviewee Name 01

Keep

-The master design

_____

_____

Increase

-Add more information

-Add more interactive factor

-Add images

_____

_____

Decrease

-Decrease redundant icons

_____

_____

_____

_____

Final Outcome

Describe it!

Based on our user feedback, we need to improve in several aspects such as informativeness and interactiveness, hence we have added some information about our website and some interactive hyperlinks.

Overall, it has fulfill the user's main request which was responsive and compatible across devices. This can be shown as it is running on different resolution and also across different devices.

We have successfully completed the assignment given by the user.
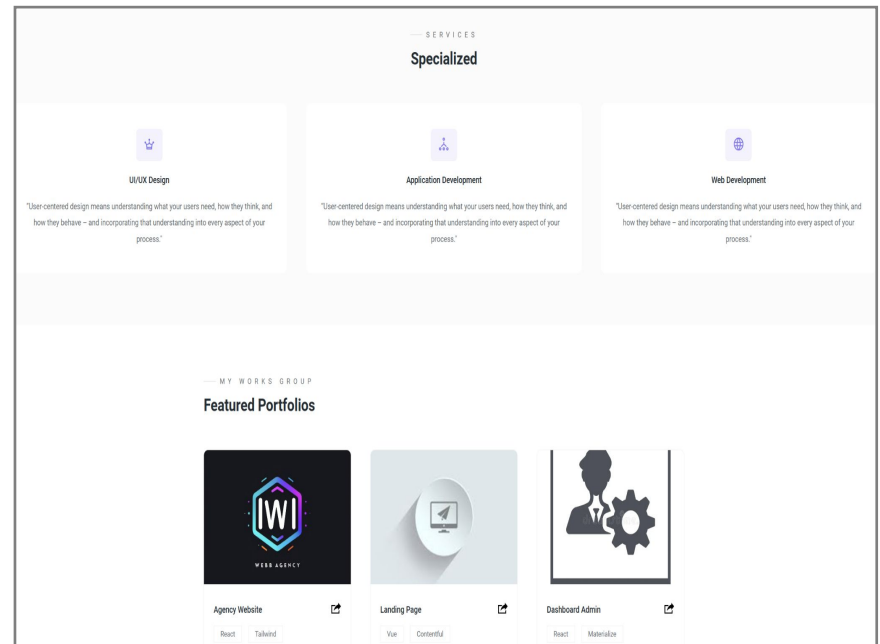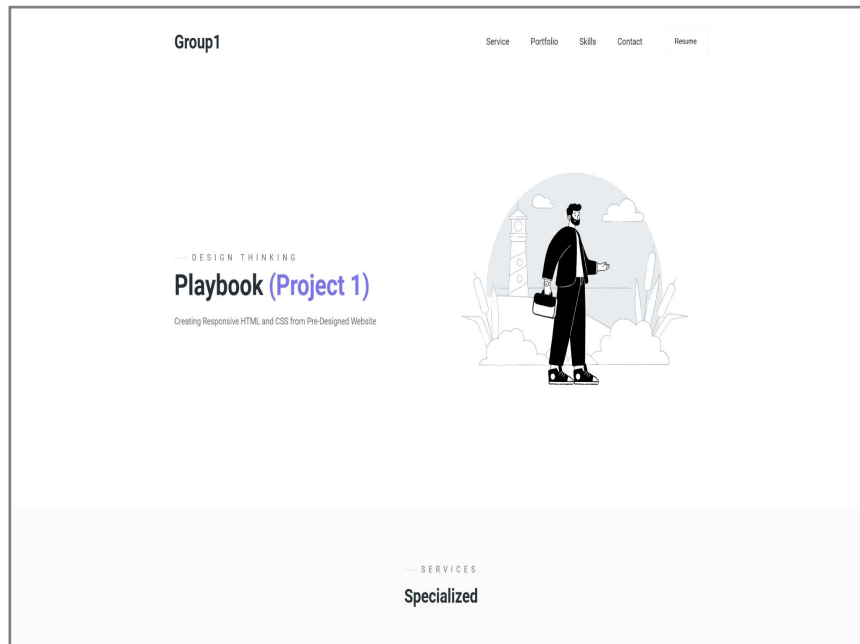
References

- Baret, Pieter. (2015): The Role of Design Thinking

- Marvelapp.: Design Thinking Workshop Kit

- Osterwalder, A., et al. (2015): Value Proposition Design.

- Lewrick, M.,et al. (2018): Design Thinking Playbook

- IDEO.(2012): Designer's Workbook.

CREATING RESPONSIVE HTML AND CSS FROM PRE-DESIGNED WEBSITE

Project 1- GROUP 1
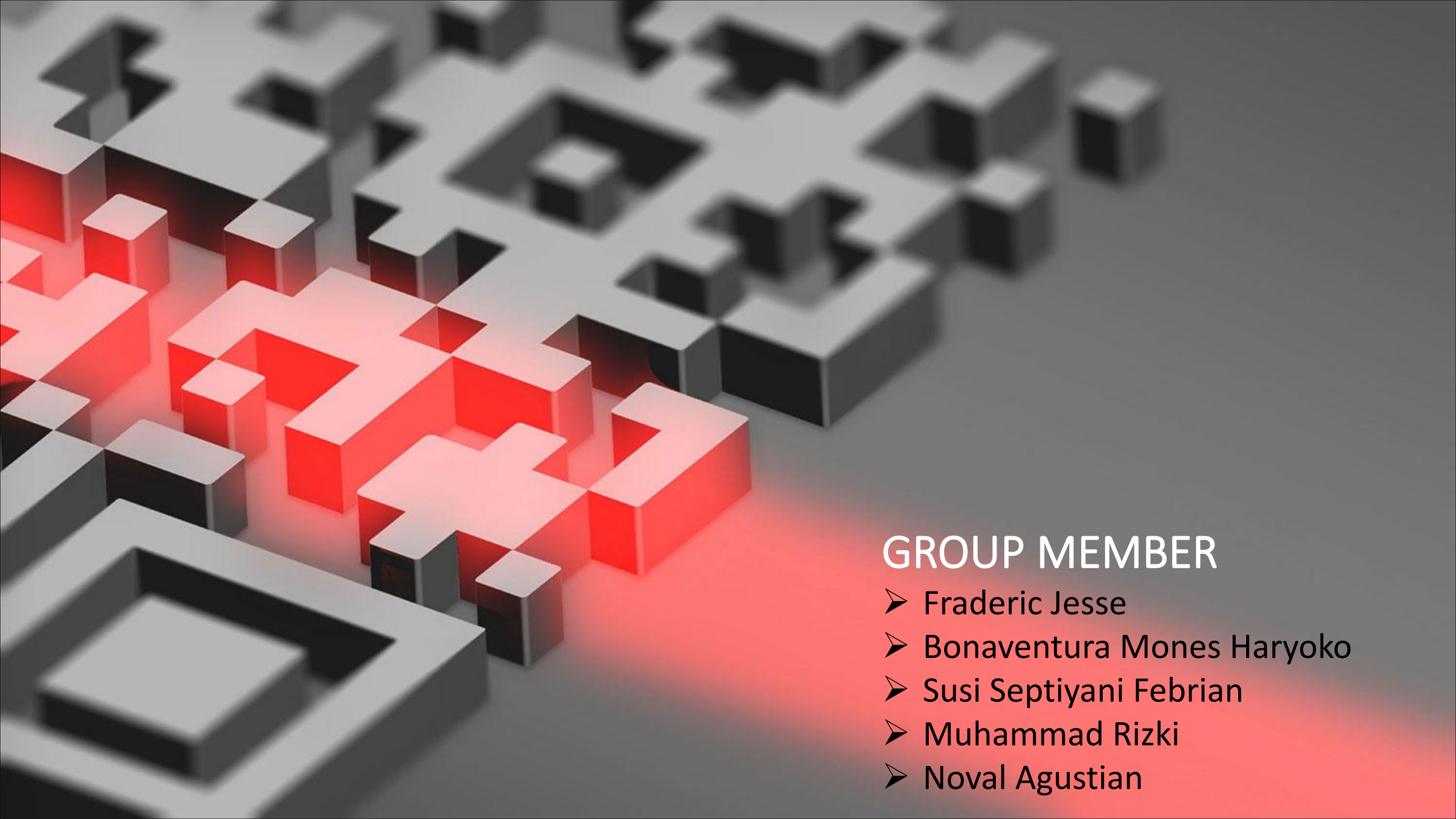
GROUP MEMBER

- ➢ Fraderic Jesse
- ➢ Bonaventura Mones Haryoko
- ➢ Susi Septiyani Febrian
- ➢ Muhammad Rizki
- ➢ Noval Agustian

INTRODUCTION AND PROJECT PLAN

Responsive design in HTML ensures a website adapts to various screen sizes and devices. It uses CSS media queries to adjust layouts, font sizes, and images based on the device's width. JavaScript can enhance responsiveness by enabling dynamic behavior, like hiding or showing elements depending on the screen size. To incorporate responsive design, CSS is used for styling, JavaScript for interactive elements, and HTML structure.

The project plan and the definition of success in responsive design is: 1) the navigation menu must be responsive, and 2) the website should be suitable for all devices, providing a seamless user experience.

Define the user you are designing for

GOALS ADJUSTING

PAINS :

Need an experienced HTML
and CSS developer to convert
my pre-designed website into
a responsive design.

1. The navigation menu to be responsive
2. Website should be suitable for all devices
3. Deliver high quality work in a timely
manner.

GAINS :

Adjust the navigation menu
to be responsive and suitable
for all devices.

JUST-TO BE DONE

Adjusting the navigation menu to
be responsive.
Website should be suitable for all
devices.
Deliver high quality work in a timely
manner.

DEFINE INSIGHTS

Insight/ pov1

He likes it if our work pays him dividends
He wants us to fulfil his demands

.

Insight/ pov3

It makes him feel excited to see our creation turn into reality

STRENGTHS

WEAKNESS

S

W

Insight/ pov2

It tends to the current problem that the user is facing, which is the lack of responsiveness and flexibility of his website

The improvement need to incorporate responsive website design that is compatible across devices

OPPORTUNITIES

THREATS

O

T

How Might We …

How might we accommodate the needs of by understanding and looking for ideas to create a website program the user want

How might we improve the layout to with by understanding several programming languages such as CSS, HTML, Java script

How might we arrange the system by dividing each job in handling the user's wishes.

How might we adapt the A-scenario? By understanding the basic basics of a program to be created to understand the function functions of each code in HTML, CSS and Java script programming languages

Timeline

Website

Day 1-day 2

Setup and Initial Development Analyze the Design: Review the pre-designed website and identify key components. Set Up Project: Create a project folder and subfolders for HTML, CSS, and images. Build HTML Structure: Write the HTML, focusing on semantic elements. Basic CSS Styling: Add initial styles to match the design.

Day 3-day 4

Mobile-First Approach Mobile-First Styles: Set up styles specifically for mobile devices Create Mobile Navigation: Implement a responsive mobile navigation menu (e.g., hamburger icon)..

Day 5- day 6

Testing and Refinement Test on Mobile: Review the website on various mobile devices and refine. Add Media Queries: Implement media queries for tablet and desktop views.

Day 7- day 8

Navigation and Layout Enhancements Enhance Navigation for Larger Screens: Add dropdowns and hover effects for the desktop navigation. Use Flexbox/Grid: Apply Flexbox or Grid for layout adjustments.

Day 9- day 10

Fine-Tuning and Accessibility Fine-Tune Styles: Adjust padding, margins, and typography for better usability. Accessibility Checks: Ensure accessibility features are included (e.g., alt texts).

Day 13- day 14

Final Review and Launch Final Review: Conduct a thorough check of responsiveness and overall design. Deploy the Site: Launch the site to a web server or hosting service..

Day 11-day 12

Testing and Compatibility Cross-Browser Testing: Test the site in different browsers for compatibility. Performance Optimization: Optimize images and minify CSS for better performance.

PROGRESS

Day 1- day 2
setup and initial development

1. Creating the Design Adding Visual Features:-Header with a logo and navigation menu-Main content area with images and text-Footer with social media links
2. Set Up Project-Make a folder structure in a file explorer.-Ensure Visual Features: Clear separation of files, indicating organization.

```
/project-folder
    /html
        index.html
    /css
        styles.css
    /images
    /js (if needed)
```
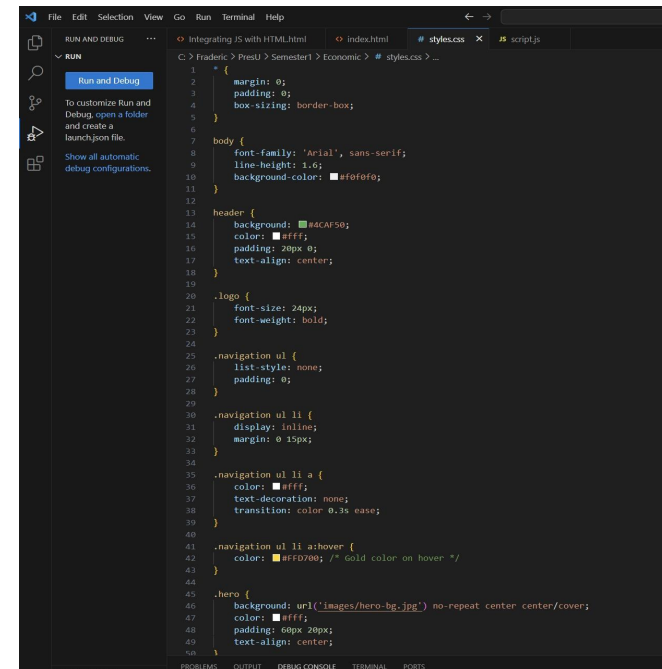
Day 3- day 4
Mobile- first approach

1. Build HTML Structure Visual Features: Clear, organized structure that outlines the main sections of the website.
2. Basic CSS Styling Visual Features: Demonstrates styling for the body, header, and navigation, establishing a simple and clean look.

PROGRESS

```
a1.html > html > head > link
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta name="viewport" content="width=device-width, initial-scale=1.0">
6      <link href="styless.css" rel="stylesheet"/>
7      <title>Document</title>
8  </head>
9  <body>
10     <h1> Economic Survival</h1>
11 </body>
12 </html>
```

```
haha.html  ×    # haha.css
haha.html > ...
1   <nav>
2       <ul>
3           <li><a href="#">Home</a></li>
4           <li><a href="#">Services</a>
5               <ul class="dropdown">
6                   <li><a href="#">Web Design</a></li>
7                   <li><a href="#">SEO</a></li>
8               </ul>
9           </li>
10          <li><a href="#">Contact</a></li>
11      </ul>
12  </nav>
13
14
```

Day 5 & Day 6:
Testing and Refinement Testing on Mobile Devices
1. Review on Various Devices: Check the website on multiple mobile devices (smartphones, tablets) to ensure it's responsive. Use tools like Chrome Dev Tools to simulate different screens.
• Example Screens:
Smartphone View:
▪ A single-column layout, large buttons, readable text.
▪ Tablet View: Two-column layout with side menus and larger images.
Add Media Queries
2. Implement Media Queries:
▪ Use CSS to adjust styles for different screen sizes.

Home	Services	About	Contact
Item 1	Item 2	Item 3	Item 4
Item 5		Item 6	

Day 7 & Day 8
Navigation and Layout Enhancements Enhance Navigation for Larger Screens
1. Dropdowns and Hover Effects: Implement a responsive navigation menu that includes drop downs. Example Navigation:
• Use Flexbox/Grid for Layout Adjustments
2. Apply Flexbox/Grid: Organize your layout using Flexbox or Grid for better responsiveness. Example Layout with Flexbox:

Infographic Style

Day 9 & Day 10

 Fine-Tuning and Accessibility Goal:

- Improve padding, margins, typography, and accessibility with alt texts.
- Example:

Add padding, margin adjustments, and font styling.

Ensure alt text is added for images for screen readers.

Day 11 & Day 12

Testing and Compatibility Goal:

Test cross-browser compatibility and optimize performance by compressing images and minifying CSS.

Steps:

Use Chrome Developer Tools and tools like Browser Stack for testing across browsers

Optimize images and minify CSS by removing extra whitespace.

```
body {
    font-family: Arial, sans-serif;
    padding: 20px;
    margin: 0;
    background-color: #f0f4f8
}

h1 {
    font-size: 2em;
    margin-bottom: 10px
}

p {
    margin: 10px 0;
    line-height: 1.6
}

img {
    max-width: 100%;
    height: auto;
    margin: 20px 0;
    border-radius: 8px
}
```

Fine-Tuning and Accessibility Example

This example demonstrates padding, margin adjustments, and typography improvements.

A serene landscape with mountains and a lake.

PROGRESS

Day 13 & Day 14
Final Review and Launch Goal:
Conduct a final design and
responsiveness check before
deploying the site.
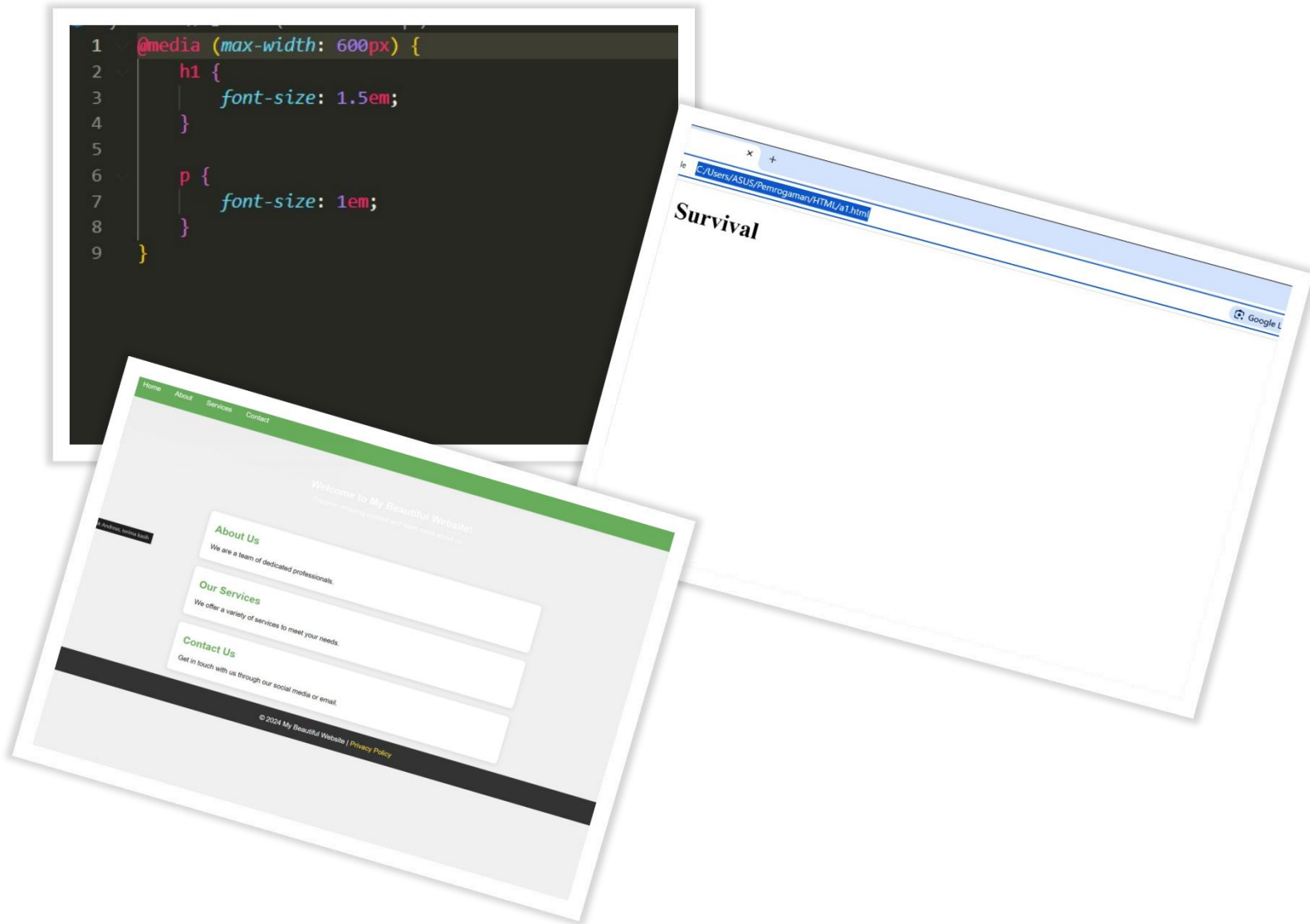
Describe Your Idea

Concept Name
Creating Responsive HTML and CSS from Pre-Designed Website

How does it work
The navigation website serves as a menu, or a hint that makes it easier for users to search for features.

The way it works is simply by clicking on the menu on the website that has been simplified for search

Responsiveness is indicated by its performance under different resolution and across devices
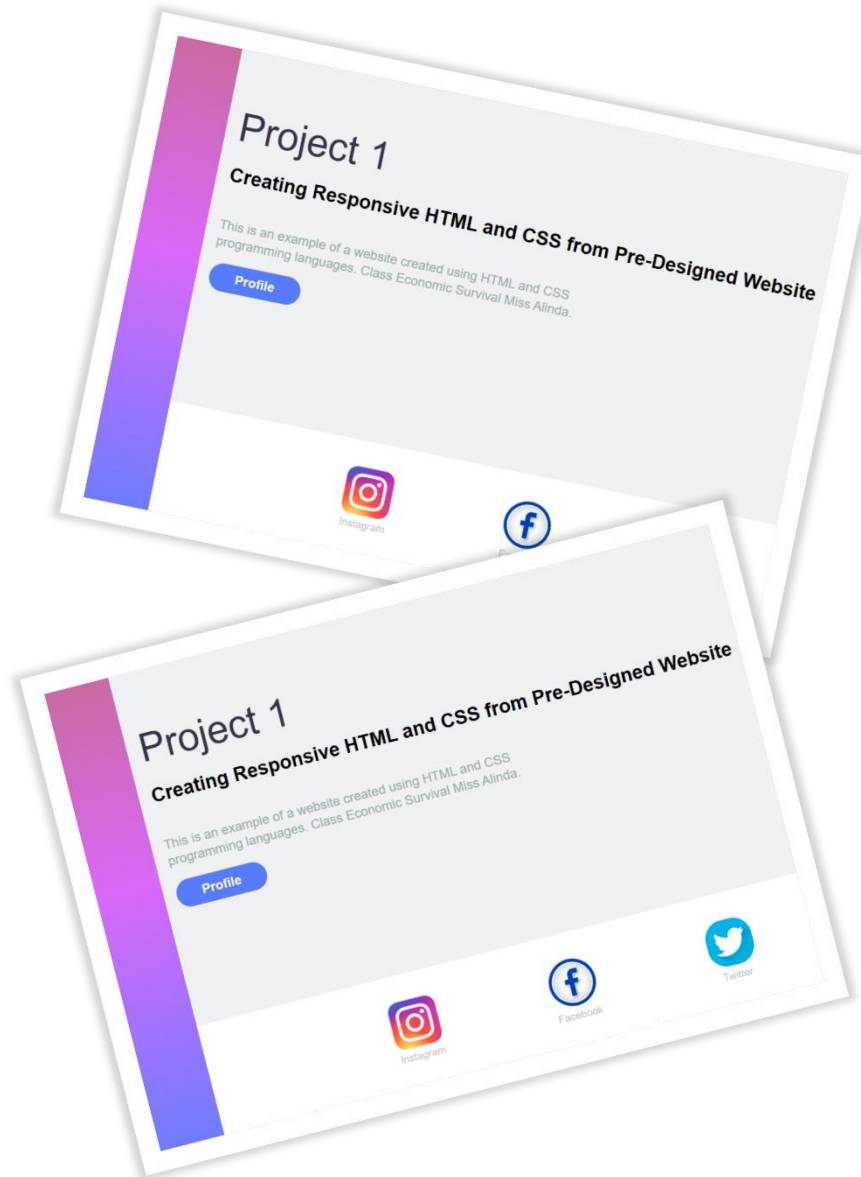
Final Outcome

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Overall, it has fulfill the user's main request which was responsive and compatible across devices. This can be shown as it is running on different resolution and also across different devices.

We have successfully completed the assignment given by the user.

COST AND REVENUE STUCTURE

Creating responsive HTML and CSS

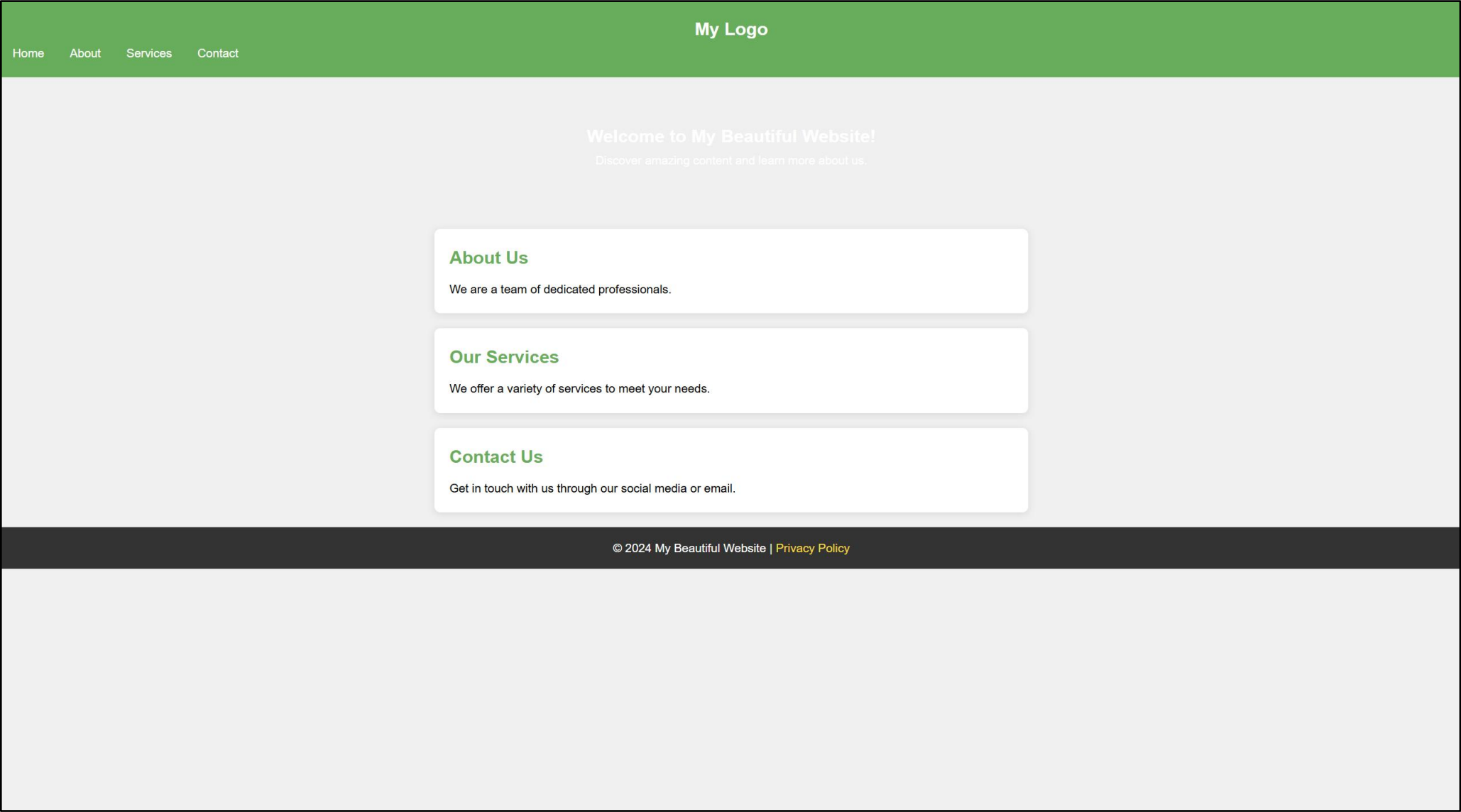| Cost And Revenue Structure of Creating Responsive HTML and CSS from Pre-Designed Website				
Revenue				
Revenue Stream	Details			Amount
Fixed Price for Full Project	One-time fee for the entire project.			30
Cost Breakdown				
Cost Category	Details			Estimated Cost
Labor (Development Time)	Developer time spent coding HTML, CSS, testing, and refining the site.			$10 (for the entire project)
Software/Tools	Use free tools (e.g., VS Code, Figma for visuals, etc.).			$0 (free tools)
Hosting/Domain	Cost of hosting the site temporarily. Use free hosting like GitHub Pages or Netlify.			$0 (using free hosting)
Quality Assurance (Testing)	Basic manual testing using personal devices.			$0 (manual testing)
Miscellaneous Expenses	No additional costs (budget is very limited).			0
Time Breakdown				
Day	Task	Time Estimate (hours)	Cumulative Hours	Cost
1-2	Initial Setup & Analysis: Review the pre-designed website, organize project folders, and start basic HTML structure.	2 hours	2 hours	$10 (Labor cost)
3-4	Basic CSS Styling: Write simple CSS to match design. Implement basic mobile-friendly design (limited media queries).	2 hours	4 hours	$10 (Labor cost)
5-6	Mobile-First Implementation: Implement mobile navigation (e.g., hamburger menu) and media queries for mobile.	2 hours	6 hours	$10 (Labor cost)
7-8	Refinement for Desktop: Adjust the design for desktop views. Basic layout adjustments using Flexbox or Grid.	2 hours	8 hours	$10 (Labor cost)
9-10	Testing: Manually test the site on mobile and desktop browsers. Adjust CSS as needed for basic responsiveness.	2 hours	10 hours	$10 (Labor cost)
11-12	Final Tweaks & Visuals: Fine-tune the design and include visuals (e.g., a simple pie chart or bar graph).	2 hours	12 hours	$10 (Labor cost)
13-14	Final Review & Deployment: Check for bugs, ensure responsive behavior across devices, deploy to free hosting.	2 hours	14 hours	$10 (Labor cost)

Profit	**20**

COST BREAKDOWN CHART

Estimated Cost

- Labor (Development Time)
- Software/Tools
- Hosting/Domain
- Quality Assurance (Testing)
- Miscellaneous Expenses
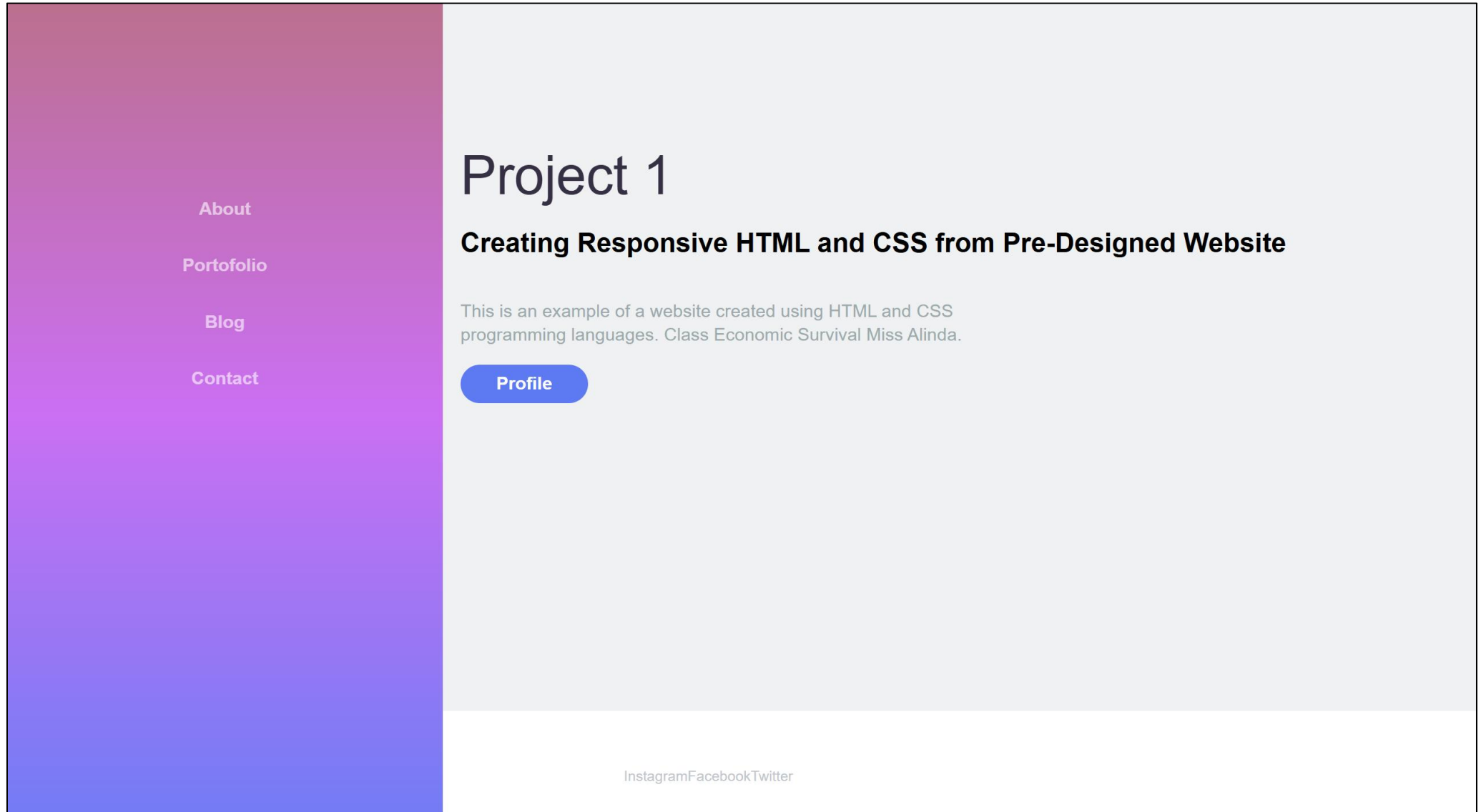
1% 1% 1% 1%

96%
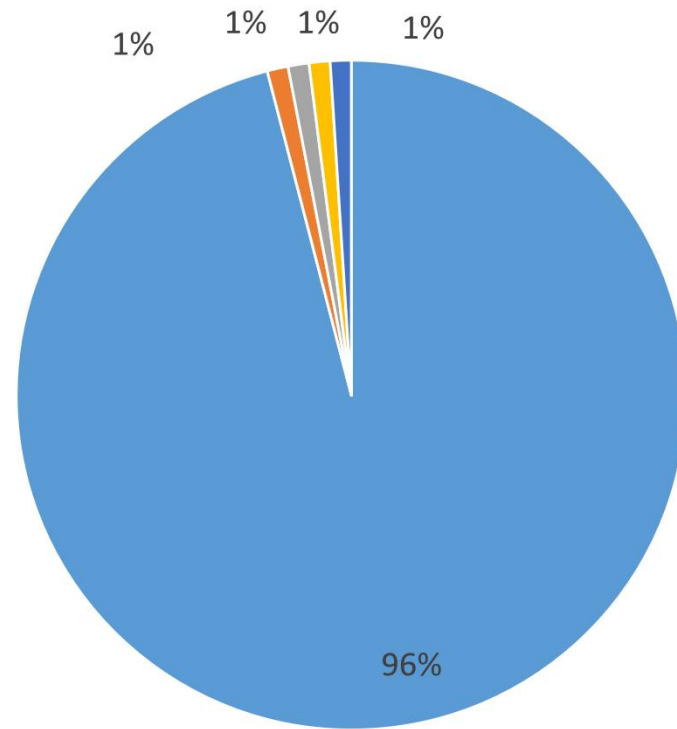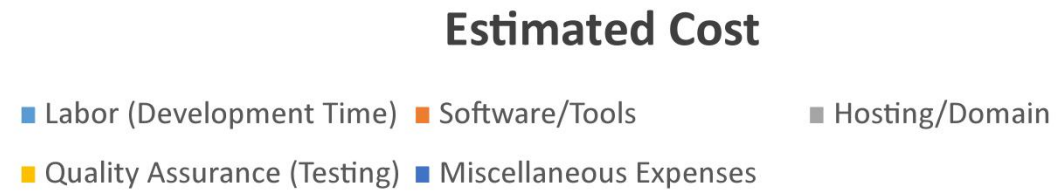
THANK YOU

Initial Prototype

This is our initial prototype. In this phase, we consider it a rough draft. The important aspects of this phase are creating and optimizing the user's requests, ensuring the responsiveness of the website, and ensuring compatibility across devices.

Modified Prototype

About

Portofolio

Blog

Contact

Project 1

Creating Responsive HTML and CSS from Pre-Designed Website

This is an example of a website created using HTML and CSS
programming languages. Class Economic Survival Miss Alinda.

Profile

InstagramFacebookTwitter

This is our modified prototype. In this phase, we are finalizing the displayed content and design.

Pre-finalized Prototype
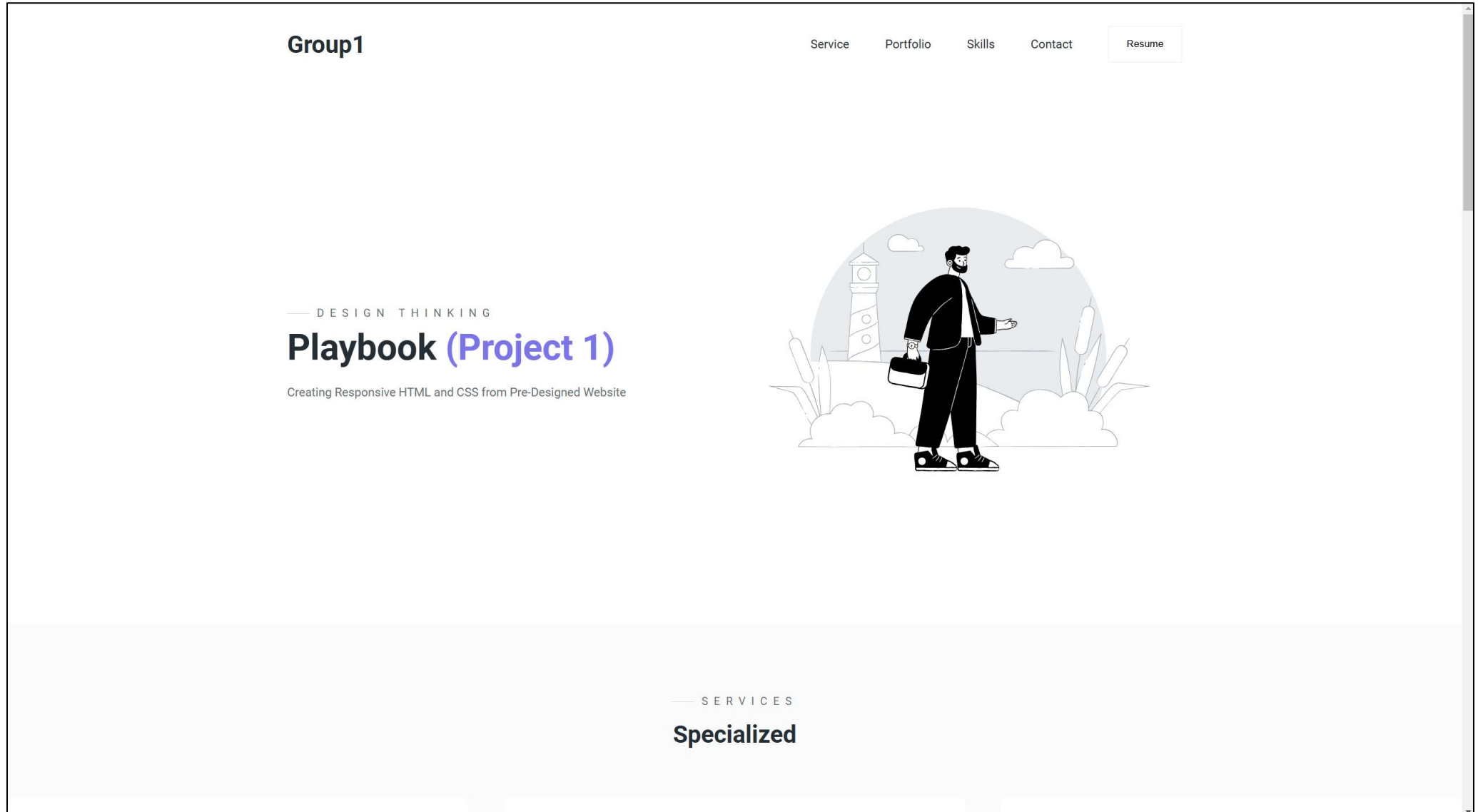
This is our pre-finalized prototype. In this phase, we have addressed the user's requests, which include responsiveness and compatibility. We have finalized the designs and included all major information. However, we are still in the testing phase to ensure that every component is working properly and to refine the final details and information. During this phase, we have identified some minor issues, such as incomplete information and redundancy.

Specialized

UI/UX Design

"User-centered design means understanding what your users need, how they think, and how they behave – and incorporating that understanding into every aspect of your process."

Application Development

"User-centered design means understanding what your users need, how they think, and how they behave – and incorporating that understanding into every aspect of your process."

Web Development

"User-centered design means understanding what your users need, how they think, and how they behave – and incorporating that understanding into every aspect of your process."

— M Y   W O R K S   G R O U P —

Featured Portfolios

Agency Website

React   Tailwind

Lorem ipsum dolor sit amet, consectetur adipisicing elit. Ipsa unde esse laborum

Landing Page

Vue   Contentful

Lorem ipsum dolor sit amet, consectetur adipisicing elit. Ipsa unde esse laborum

Dashboard Admin

React   Materialize

Lorem ipsum dolor sit amet, consectetur adipisicing elit. Ipsa unde esse laborum

To view our finalized prototype that meets the launch requirements, please visit our actual website. This resume serves as documentation for our purposes.

Skills & Education

President University

Master's Degree - Software Engineering

2019-2023

President University

Master's Degree - Software Engineering

2019-2023

President University

Master's Degree - Software Engineering

2019-2023

Lorem ipsum dolor sit amet, consectetur adipisicing elit. Nesciunt, debitis facilis quibusdam aspernatur earum doloribus minus deserunt impedit sunt! Culpa.

- React JS
- Node JS
- MongoDB
- HTML
- Vue JS

- CSS
- Typescript
- Next JS
- Graph01
- Angular JS

name

name

Email

Send Message

Addres
3424 Layanan Avenue, Fayatteville, NC
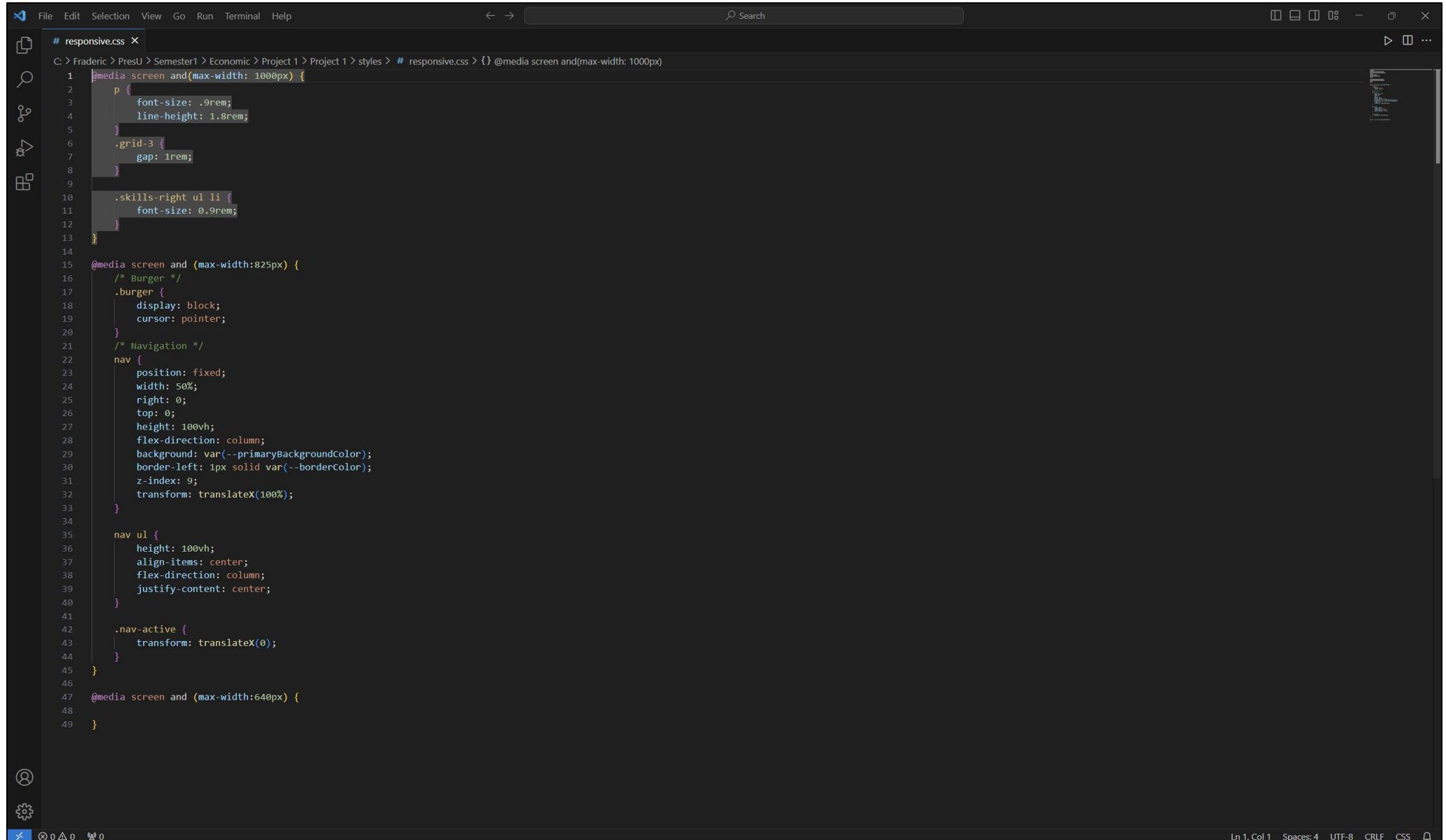
Phone
(501) 414-1541

Email
hlmyabdrhmn19@gmail.com

Responsive CSS Filesource
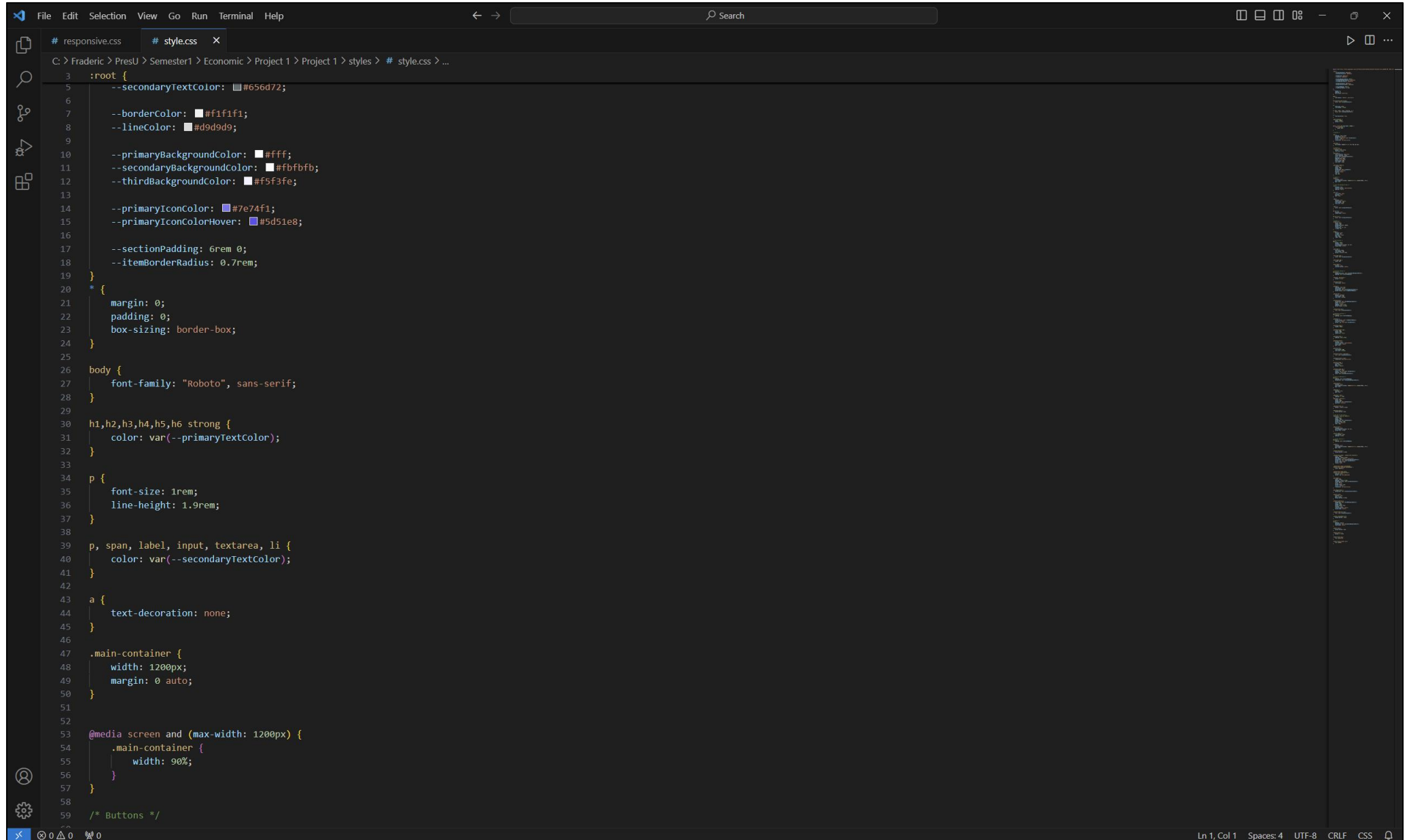

```css
@media screen and(max-width: 1000px) {
    p {
        font-size: .9rem;
        line-height: 1.8rem;
    }
    .grid-3 {
        gap: 1rem;
    }

    .skills-right ul li {
        font-size: 0.9rem;
    }
}

@media screen and (max-width:825px) {
    /* Burger */
    .burger {
        display: block;
        cursor: pointer;
    }
    /* Navigation */
    nav {
        position: fixed;
        width: 50%;
        right: 0;
        top: 0;
        height: 100vh;
        flex-direction: column;
        background: var(--primaryBackgroundColor);
        border-left: 1px solid var(--borderColor);
        z-index: 9;
        transform: translateX(100%);
    }

    nav ul {
        height: 100vh;
        align-items: center;
        flex-direction: column;
        justify-content: center;
    }

    .nav-active {
        transform: translateX(0);
    }
}

@media screen and (max-width:640px) {

}
```

This is our Responsive CSS file. With this CSS code, our website is able to perform responsively in terms of screen size, navigation, and device compatibility.

Styles CSS Filesource

This is our Styles CSS file. With this CSS code, users can experience our UI/UX-friendly, user-oriented design.