**WRITE EVERYTHING IN THE PAST TENSE!** And slightly more formal (more to do with the structure. The writing will become more formal after it is written in the past tense, but definitely check throughout).

**Business model canvas**

I have decided against creating a business model canvas at this stage in the project. The reason for this is because I didn’t think my business would benefit from this task. The business model canvas works as a step-by-step business planner that you are able to add to when you feel necessary. It focuses on sections like: customer relationships, revenue streams, customer segments and value propositions.[[1]](#footnote-1) These specific sections I would be unable to currently fill in. I may consider creating one later on in the process but at this stage I am not going to.

**Framework I will be using**

**Creating my own set of tools**

I will not be using any frameworks; instead I will create my own package of tools that I will pitch to clients in the future. Showing them the specific set of tools the company would use during the creation. The tools will consist of: a grid system created by myself, SASS pre-processor, modernizr.js and normalize.css. The reason I decided to create my own package is because instead of using a bloated framework, I will be able to create all of the components I will want to use along with learning new aspects along the way.

**Using a Bootstrap framework**

I have decided to use a bootstrap framework for the creation of my business website. The reason I have changed my mind and decided to use a framework is because the time I will be spending on this will be greatly reduced and the quality will stay the same if not improved due to the addition time I will have. I will be using the new Bootstrap 4 alpha framework[[2]](#footnote-2) for my website. In Bootstrap you are able to choose versions of it. These versions allow you to select what features you would like to have in your framework. This can range from the full package right down to just keeping the grid feature. This gives me the freedom to choose how much of Bootstrap I would like to work with. I believe that choosing to use this framework will dramatically reduce the time spend on making my business website. As stated before this will free up a lot of time that I will be able to use improving various aspects of the project, whilst still keeping the quality of the website.

**Creating my own set of tools and pattern**

I have decided to change from using a bootstrap framework back to creating my own set of tools for the development of my project. The reason I have decided to change my idea back is because not only would it give me complete freedom during the development. It will also save me a large amount of time during the initial setup of each project. With Bootstrap I would need to remove the pre-implemented styles during the creation of each project. This would have to be done to stop client websites looking very similar. This would be a time consuming task. With the tools I will be creating it will make this process a lot faster and easier to manage. I planned to use a condensed version of bootstrap so I could eradicate the need to free code responsive navigation, a gridding system and various other aspects on each project. Instead I am going to create a patterns library that will hold all of my code previously used on other projects. This will solve the problem of unnecessarily free coding sections on every project and it will be done without the use of a large framework.

Many website design and development companies choose to use their own set of toolkit libraries to have as a standard mark-up when creating websites. These toolkits provide valuable assets that will speed up, improve and make the development process faster. These toolkits include assets like: a grid system, the text editor used (this is where you would write all of your code) like sublime text[[3]](#footnote-3) or brackets[[4]](#footnote-4), various libraries like Mordernizr(helps you manage and support old browsers with JavaScript and css)[[5]](#footnote-5) and Normalize(makes a browser render all elements more consistently through styles)[[6]](#footnote-6), CSS pre-processers(A scripting language that extends CSS and gets compiled into regular CSS syntax) like SASS[[7]](#footnote-7) and LESS[[8]](#footnote-8), JavaScript pre-processers such as CoffeeScript[[9]](#footnote-9) and version control systems(used for tracking and controlling project files) like Git[[10]](#footnote-10) and Subversion[[11]](#footnote-11).

Before creating my personal toolkit library I thought it would be a good idea to get some expert advice on what tools current website design and development companies are using and what ones they would advise to use. The companies I emailed were: Built by Buffalo, Net Natives, Clearleft and Ten4.

**Built by Buffalo**

I spoke to Dan Griffiths at Built by Buffalo asking him what tools did his company use and what ones would he recommend for me to use. He mentioned for me to have a look at foundation version 6, this version has really condensed down the amount of unnecessary code used to make it a lot more lightweight and better to use. I told him that I have used foundation before and wanted to get away from using a framework. He then went on to saying the tools his company uses. They use: SASS, CoffeeScript, Git (with Gitlab used for hosting their repos) and their own customised grid. They also use a patterns library that consists of “a few barebones projects, starter elements and design templates honed over the years.”  
  
From this conversion with Dan Griffiths It gave me an insight into what type of tools well respected company’s use in their day-to-day activities. I will analyse these set of tools to see if they will be right for me to use in my project.

**Code 7**

**Clearleft**

I spoke to Charlotte Jackson at Clearleft about the tools their company use and what they would recommend for me to use. Clearleft “Work with top industry specialists to uncover fresh opportunities, develop your digital strategy, and bring new products and services to life.”[[12]](#footnote-12) I was asked to sit in on a Clearleft tech development meeting to help me gain a better understanding of the tools commonly used in their company. From this meeting I gained a better understanding of what tools I should be focusing on, along with the benefits of using a patterns library.

Clearleft focus primarily on HTML, CSS and JavaScript in their day-to-day activities. However they believe it is good practise to have a basic understanding of most tools out there. Clearleft are very current and focus on keeping up to date with technologies and common web trends. Clearleft use pattern libraries for a majority of clients they work with. This is something I am going to research into for the later stages of my company.

From my time spent at Clearleft I gained a large amount of knowledge about toolsets in the industry, and what ones would benefit my company. Although there are some tools I will be focusing on, I will be making a larger effort in trying to keep up to date with all technologies, both new and old, to gain a broader understanding of web technologies and trends in general.

**Ten4**

Ten4 are a “Web and app strategy, branding, design and development”[[13]](#footnote-13) company located in London. I emailed them to find out what tools they used on a day-to-day basis to help me select the correct tools for the development of my project. I spoke to Andy Green at Ten4 and he talked about: the tools they use, their common practises and the reasoning behind using/doing these. They use their own framework titled ‘Ten4 Framework’[[14]](#footnote-14). This is where they store all of their templates and tools to use on each project. Andy mentioned that Ten4 use: Either Craft CMS[[15]](#footnote-15) or Slim[[16]](#footnote-16) to build their projects on, Gulp, their own built Sass library that includes a grid system and a folder they call ‘addons’ that they use as a dump for all of the useful code they will reuse in other projects (animated slideshows, Google maps etc.). I had never heard of Craft CMS or Slim, however after some research I do not believe I will be using these yet. I will focus on using a more easily accessible one like Wordpress. Once I have learnt to fully understand Wordpress I will then begin to research Craft CMS and Slim in more detail. The other tools Ten4 use (Gulp, Sass and a patterns library) I have previously researched and through communication with Andy has shown me professionals commonly use these tools; this has confirmed the use of them in the development stages of my project. Andy also mentioned how Ten4 are ‘quite anti-jQuery’ and focuses on using JavaScript libraries instead. The reason Ten4 do not use jQuery is for ‘performance, educational and to lesser extent compatibility reasons’. I have always preferred the use of JavaScript to jQuery, however I have been using jQuery in most projects I have undertaken due to the simplicity of it. From speaking to Andy I have come to the conclusion that I will try to eradicate jQuery from the languages used for each project. By doing this it will greatly improve my knowledge of JavaScript, which will improve website speed on desktop and mobile, reduce the size of files and allow for easier code management.

**From hearing the companies examples I will choose what tools to use for my project and end it with a follow on to the information on each tool below!!!**

**Sublime Text**

Sublime Text is a one of the most popular text editors used by front-end developers. It is a paid text editor, however you can use it for free if you are not bothered by occasionally being prompted with adverts. A text editor is a computer program that allows users to input their chosen coded language into. For front-end development (the development of a website or web application) the user would then host these documents online so they can be accessed over the Internet. A majority of developers would choose a text editor due to preference, however the top text editors (Sublime Text, atom, brackets) have catered their design and functionality to what a developer would find user friendly. The aspects that a developer would usually look for in text editors are: good colour coding, good window management, good extensibility, easily implementable plugins, easily accessible user interface and sometimes the use of autocomplete for various programming languages. Sublime Text implements most of these points very well and I personally believe the user experience is very intuitive and pleasing to use.

**Git**

Git is a version control system (VCS) that allows you to remotely save changes made to your work. You can then push those changes online. Once those changes have been pushed online they are forever saved online as the updated version. Github is the online repo used to host my files. It shows you the bits of code that you have removed and the new code added to replace it. This allows you to monitor your work and see when certain changes were made. I have never used Git until this project. It is an extremely useful tool that I will be forever using on every development task I undertake.

**Sass**

Sass (Syntactically Awesome Style Sheets) is a scripting language that gets interpreted into CSS once it has been processed. This is called a pre-processor. “Sass is the most mature, stable, and powerful professional grade CSS extension language in the world.”[[17]](#footnote-17) In a poll done in 2012 studies showed that more people preferred using Less than Sass[[18]](#footnote-18). However since that poll SASS has become a lot more popular due to updates and changes. HTML, CSS and JavaScript frameworks such as Foundation, Skeleton and Bootstrap all focus a lot more on Sass now. Foundation has been Sass from the beginning, Skeleton is both Less and Sass and Bootstrap(the most popular framework) has recently switched from Less to Sass. This shows Sass is beginning to take over as the leading pre-processor. Again, there is a large aspect of personal preference involved in selecting the right pre-processor. After trying both Less and Sass, I found myself enjoying the experience of Sass a lot more.

**Gulp**

Gulp is a build tool (or task runner) that allows you to automate various tasks that would originally be manual. Some of these tasks include: compiling Sass, compressing your images, minify you CSS, minify your JavaScript and live reloads of a browser page. You would define these tasks in a gulpfile.js file and run them through the terminal. I originally looked into Gulp primarily for the Sass compile task. After some research I found out that not only would this be the best for compiling Sass, but also it would give me the freedom to add in multiple beneficial tasks, the ones stated above and more. The initial learning curve of using the terminal and calling from the gulpfile.js, proved to be quite challenging. These are two aspects I have never used for front-end development before. Once I began to understand how to use Gulp it became apparent just how much time and effort I would be saving during the development stages of my project. [[19]](#footnote-19)

**Custom Grid**

Creating a custom grid will give me complete freedom to make it as responsive as I like and define how many columns and rows I want as a maximum and minimum for each web page. The usual way to access a pre-defined grid system is by using frameworks like: Bootstrap, Foundation, Skeleton and many more. However you are also able to download stand-alone grid systems such as: 960 Grid System[[20]](#footnote-20), Fluidable[[21]](#footnote-21) and One % Css Grid[[22]](#footnote-22). I was originally going to use the latter of the two examples I just explained, the stand-alone grid system. But then instead I decided to create my own grid system from scratch. The benefits from creating my own grid will be: the file size will be dramatically reduced, I have complete freedom in choosing how responsive it will be, I will make the terminology simplistic to understand for all and I will have the potential to improve my grid at any given stage.

**CoffeeScript**

CoffeeScript is a pre-processed language that compiles into JavaScript. CoffeeScript, like Sass for CSS, changes the syntax needed to write correct code. This is the main reason I have chosen **not** to use CoffeeScript for my final project. The reason for this is because I want to be able to use JavaScript more fluently before learning another language that will focus on using different syntax to make it easier to output into JavaScript. However I will look into learning CoffeeScript in my own time after this project has been completed because from what I have researched it showed me that CoffeeScript is an exceptional language to learn if you want your code to be more fluid and readable.[[23]](#footnote-23)

**JavaScript vs jQuery**

When looking at the tools I was using for the development of my project, a question arose when particularly looking into CoffeeScript. That question was whether to write in JavaScript or jQuery for the development of my project. I have been using both infrequently for two years now. In previous projects I tended to use jQuery more than pure JavaScript. This is because I believed it was easier to use and you could achieve a similar result with less lines of code. I decided to do some research to find out what other developers thought about JavaScript and jQuery. When researching online I found lots of different threads and articles explaining the positives and negatives for both. Overall I found that developers preferred to use JavaScript to jQuery for larger projects. One of the main reasons for this is because of it’s better performance. This is because of increased loading speed, reduced file size and better optimised performance. jQuery was not specifically designed with mobile in mind so certain functions (like the click function) cause large delays. One of the main benefits of jQuery is the reduced development time and how it’s friendly towards beginners. The reason for this is because it is harder to make mistakes and the API and numerous plugins are easier to use. jQuery is a JavaScript library that makes the developer write slightly different syntax to pure JavaScript. Developers that do not completely understand JavaScript would find it hard to actually learn how the language worked if primarily using jQuery. I found this to be very important when selecting between the two. If I used pure JavaScript I would be improving my understanding of the language that would be needed if I wanted to write more advanced code. If focusing on jQuery I would improve my jQuery skills but I would not be improving my knowledge of JavaScript, the language jQuery is based on. This would allow me to progress to a certain point before inevitably having to learn more about JavaScript.[[24]](#footnote-24)

I also communicated with various web design and development companies and all of them focus on using JavaScript over jQuery. This may have something to do with them generally working on larger projects. However when speaking to Andy from Ten4 he said the following.

“From experience teaching placement students here, I've found that blind use of jQuery unsurprisingly gives no real understanding of Javascript programming as a whole. By 'banning' jQuery, we cultivate better problem-solving developers, who are always surprised how simple and flexible the 'proper' way actually is.

This reinforced the conclusion I came to from my research that I should primarily focus on JavaScript until I have a better understanding of the language. I will consider learning about jQuery in more detail later on in my career. However the main benefit of learning it would be for improved speed during development, so as long as I ensure my knowledge, skill and speed in pure JavaScript is very high I don’t see there being a reason to use it in the future..

**Patterns Library**

I have been researching pattern libraries and seeing if it would be beneficial for me to use when handing over deliverables to clients. After speaking to the development team at Clearleft I gained a better understanding of why using a pattern library would be beneficial for certain projects. A pattern library allows you to break up your code into modules. This allows you to isolate sections of code to make it easier for clients to implement that specific code into their existing website, e.g. footer, sign-up form, navigation etc. This is quite a specific way to show a client your deliverables. It would mainly be used when a client has a tech team that works on websites, this is because it involves the client receiving the code and implementing it into their existing website. I am going to use a pattern library called Pattern Lab[[25]](#footnote-25). This is a free to use pattern library that Charlotte Jackson from Clearleft recommended me to use. I will use this pattern library to gain a better understanding of how it works. Then I will be able to use it to improve the handover of deliverables once I gain the right client.

**CREATE A TABLE TO SHOW WHAT TOOLS I HAVE USED AND A SMALL SENTENSE ABOUT EACH TOOL. THIS WILL BE USED TO HELP THE USER HAVE A VISUAL DISPLAY OF THE TOOLS USED.**

**Payment packages**

I have decided to create payment packages to allow clients to choose the level work/money put into their website. There will be between 3-5 packages ranging from a 1 that would be a single page website to a 3,4 or 5 that will be a fully bespoke design. The biggest benefit from doing price packages is to allow the client to know the amount of money needed to pay for the amount of work they are wanting. This also prevents the client bartering with you or being unhappy with the result for the amount of money they paid. By doing the payment packages it cuts out any confusion between the customer and myself with regards to money and the amount of work. It also allows me to create fully bespoke websites and charge the correct amount. Whilst also letting the client visually see what additional features they will gain from paying more for this package by comparing to the other ones

**Setting up as a sole trader**

**Social media presence**

**Facebook**

I will be creating a professional Facebook account for my company. Facebook is currently the most popular social media website with an estimate of 900 million unique monthly visitors.[[26]](#footnote-26) Although Facebook isn’t primarily used for professional businesses, if the page is done correctly it can generate a lot of views and potentially leads. Nutella is a great example of a well-made Facebook page. Nutella regularly post: competitions, fun facts, adverts, fans pictures and recipes. By doing this it keeps your users/fans interested in your page whilst also marketing to them. Creating interesting and intuitive posts is very important. If a user considers a post good enough to share, then that post will be displayed to that users entire friends list. In result spreading their marketing posts across the whole of Facebook. Photo competitions are a great way to get users to interact with your page. The user would upload a relevant image and tag the company. This would result in images of your products circulating Facebook, potentially getting new users to view your page and generating relevant conversation about your company.[[27]](#footnote-27)

When creating my Facebook page I will be looking to regularly update it with: fun facts, tutorials, informative posts and progression of the business. By doing this correctly I will gain a large following on the most popular social media website. This will be easily transferable across social media platforms allowing me to obtain backlinks and multi-platform followers.

**Twitter**

I will be creating a professional Twitter page to market my business. Twitter is second on the leader board of most popular social media websites with an estimated 310 million unique monthly visitors.[[28]](#footnote-28) Twitter is a good balance between professional and fun. A very important way to successfully market to a large audience is to regularly post (tweet) informative, humorous or interesting information that is easily accessible for the general public to interact with. By getting as many users to interact with your posts, it will result in your information getting re-posted (re-tweeted) so more users will be able to view it. I came across an article titled “9 Small Business Twitter Marketing Examples to Study”.[[29]](#footnote-29) In this article it listed nine points to focus on when creating a professional business twitter account for a small business. Those points were:

1. Use twitter to stand out.
2. Keep your followers interested.
3. Stick with it.
4. Provide a balance of work and fun.
5. Keep your mobile users in mind.
6. Listen to your customers.
7. Promote hard to find products.
8. Connect with people who need what you have to offer.
9. Use twitter for lead generation.

I believe this list really shows you what is needed to successfully market your business on twitter. Some of the key points from this list are more important for specific projects, the ones I believe to be most important for my project are: Use twitter to stand out, Keep your followers interested, Provide a balance of work and fun and Listen to your customers.

Using twitter to stand out is an obvious but very important point. Because there are so many companies/users on twitter you have to try new things to stand out and get people interested in your company. This point is very important for my business because I am going to need to try new things to reach my target audience to keep them interested enough to continue to follow my company page.

Keeping your followers interested is also a very important point. It ties in quite a lot with the previous point, Using twitter to stand out, because to keep users interested you might need to stand out and the reason to stand out might be to keep your followers interested. I believe this point is the most important on the list. If users begin to lose interest with my company page then that will result in losing followers and potential customers, which is the main reason to market on Twitter, to gain customers.

Providing a balance of work and fun will be very important for my specific business Twitter page. The reason it will be so important for my business specifically is because my target audience is going to be so varied. With other companies like software companies and computer game companies they usually have a narrower more focused target audience that share likes and dislikes, this would make it easier to market to. So by providing a balance of work and fun it will allow me to engage with a larger selection of users.

Listening to your customers for any business is very important. If you can show your customer service is quick and painless, this will definitely keep users interested in your page. Even though customer service will not commonly be done over Twitter for my kind of business, if users ask questions about videos, competitions and articles posted then responding to those quickly will show how active you are on your account and will entice users to ask more questions, therefor increasing the interaction on your page.

All of the points on the list are important for any business, but I felt the ones stated above I should focus on to ensure my company’s interactivity is as much as possible. This will prevent users from un-following the account.

**LinkedIn**

I will be creating a LinkedIn page to market my company. LinkedIn is third on the leader board of most popular social media websites with an estimated 255 million unique monthly users. [[30]](#footnote-30) LinkedIn is the most popular professional social media website. It primarily focuses on professional work unlike Facebook and Twitter. LinkedIn will be a great platform to network with professionals through posting informative or humorous articles, videos and images. LinkedIn allows you to edit your profile to display: information about your company, the skills your company have, the field you specialise in and much more. This allows users to see what your company does and potentially gain a lead from it. I believe LinkedIn is a necessity for my business. It will not only potentially get me clients, but also allow me to network with other professionals and talk about common trends, new developments and other important factors in my companies sector. This will result in me gaining important contacts for future developments of my business.

**YouTube**

Creating a YouTube channel for my business will increase my reach to users by having another platform to market on. I will focus on uploading tutorials on my channel for informative tasks and tips for starting out with website design and development. These tutorials will stretch from coding best practise to marketing your business correctly. By creating this YouTube channel I will be improving my SEO with multiple backlinks to my website and other social media sites. It will also gain me a larger user fan base through them learning new information and my company being connected to their source of learning.

Those are the four social media websites I will be marketing on. Facebook, Twitter, LinkedIn and YouTube. Each website has their benefits over the other so by marketing on all I believe it will cover a large amount of the social media scene. In result getting my company acknowledged across many platforms through informative and humorous content.

**Design and develop business cards**

**Cash flow forecast**

**Create business plan (Contracts, quotes etc)**

**Insurance policies**

**Professional indemnity insurance**

Professional indemnity insurance (PI insurance) is a type of liability cover designed to protect an individual or business against claims made by clients for loss or damage due to negligent advice or services.[[31]](#footnote-31) PI insurance will help my company in the unlikeliness of the client being unsatisfied with the product received and asking for compensation. I will not be using this insurance until my company grows in size and will have multiple projects in production at one time. This is because multiple employees will be working on projects simultaneously, so I cannot ensure mistakes are not made on every project. This insurance will cover the expenses if the customer’s needs are not met and they decide to ask for compensation.

**Property insurance**

Property insurance is a policy that allows reimbursement to the owner if their equipment is affected by: fire, water, theft, loss, accidental damage or a natural disaster.[[32]](#footnote-32) By having property insurance it will reduce the impact my company will take financially from loss of equipment. It will also help cover compensation for clients if their information/work is lost. I will be looking into using property insurance at the early stages of my company. I will use one of the cheapest plans as the equipment I own is very minimal, which means I will not need expensive coverage.

**Owning intellectual property**

Intellectual property (IP) is every aspect of a product or service that enables people to earn recognition or financial benefit from what they invent or create, through patents, copyright and trademarks.[[33]](#footnote-33) When creating a business it is very important to understand IP. This is because if either the client or anyone at your company breaks the law IP is protected under, the penalty could range from a polite letter asking the content to be removed to a jail sentence.[[34]](#footnote-34)

When creating my business plan I intent to add my companies IP as a small section, it will then get referenced in the terms and conditions that the client would need to sign for the business transaction to proceed. I will be kept as the author and owner of IP for the website code created for each project. This is to allow small elements of code to be reused across projects, such as a contact form. Copyright, Design and Patent Act 1988 is the current UK copyright law that gives creators of artistic work the right to control the ways in which their material may be used.[[35]](#footnote-35) The IP of designed assets for a client will be owned by my company to allow them to be displayed on websites as examples of work. As the designs will be bespoke I will ensure that the assets are not reused for other projects in the terms and conditions.

**Company name**

**Majime studio**

When I was choosing a name for my company I wanted to have one that was unique and memorable. Majime is a Japanese term that signifies being responsible, reliable and getting things done without drama.[[36]](#footnote-36) It is also an anagram of Jamie M. When searching domain names for my company I found that Majime studio was taken, along with: Majime design, Majime development and Majime. I wanted my company name to have an impact when first said to someone. I believed Majime studio had that impact. The main problem I found with Majime is how people would both pronounce it, and interpret how it’s spelt. This could be a large problem when explaining your business to someone and they return home realising they are unsure how to spell your company name.

**Crank design & development**

I decided to name my company “Crank”. I believe with the correct icon, typography and colour scheme this could work very nicely. A crank is most commonly known as a piece of equipment that fits between parts of a machine to create movement. The reason for choosing the word crank is because it represents my website design and development company. My company will act as the crank between the clients and the final product. It is a concise company name that will scale well. A key aspect of a company name, I believe, is to ensure the company can be represented with just the icon within the logo. It proves the design is eye catching and memorable.

**Crank Creations**

After creating the logo for Crank design & development I realised the name was too long and didn’t have the initial impact I wanted when explaining to someone. There were no ‘.co.uk’ or ‘.com’ domain names available for Crank design or Crank development (having Crank design & development was too hard to understand without spaces in the URL). I decided to change the company name to Crank creations. Crank creations is a lot easier to remember and understand, especially when written in a URL. I was able to purchase a ‘.co.uk’ and ‘.com’ domain name for crank creations. When explaining the company to individuals I believe Crank creations has a unique but relevant name linking the creations part to the deliverables getting produced.

**WRITE ABOUT CHOOSING A DOMAIN NAME AND THE NAME CHANGING FROM CRANK TO CRANK DESIGN & DEVELOPMENT TO CRACK CREATIONS.**

**POTENTIALLY USER TEST OR EXPERT REVIEW THE NAMES I HAVE CHOSEN.**

**My company logo**

**Crank design & development**

When creating the logo for my website I wanted to use an icon that stood out to allow it to be used on it’s own. I wanted to use the word crank but also add design and development into that logo to show what the company does. I wanted to use the accented colour I will be using throughout my website. I wanted this colour to be a purple or blue. Blue represents creativity, imaginative and being wise. Purple represents trust, being dependable and strength.[[37]](#footnote-37) All of these traits are what I want the user to feel when viewing my company website.

**Design 1**

****

After creating this logo I thought it was too text heavy and the icon was a small percentage of the logo. This needs to be a larger part so the website can be recognised with just the logo. I decided to use a cog as the icon because a crank fits onto a cog to and make it work. The cog represents the client’s project, when placed next to the company name ‘crank’ effectively shows how the company will make the client’s project work with design and development. I was experimenting with colours and thought I wanted my accent colour to be quite a dark purple or blue.

**Design 2**

****

I changed the design quite drastically. I increased the prominence of the icon and made the word ‘crank’ the main word to focus on. Giving design & development the same space as the single word crank. I really liked the typography used for the word, but the icon just didn’t stand out enough for me.

**Design 3**

****I decided to add common development icons into the large icon to give the company more relevance to website design and development. I also tightened up the spacing between the text and icons and switched the colour pallet around. I was still unhappy with the icon not thinking it stood out, especially if it was on it’s own.

**Design 4**

****

I improved the cog icon to fit closer with the website design and development settings style icon. I reduced the amount of accent colour to just the word ‘crank’.

**Design 5**



I decided to split the cog down the middle with colour. I believed this made the logo seem more design orientated. However I still was not quite happy with the colour scheme and how much the icon stood out. I began to test various colours using this design.





**Design 6**

****

I decided to split the cog in half and divide it slightly. I believe this made the icon stand out well and could be used alone to represent the company. I still was unsure about the accented colour but at this point I knew I wanted to keep black in the logo.

**Design 7**

****

I began to change the colours around to see what it would look like. I tried making the text saying ‘crank’ black but instantly thought against it after seeing this logo design. I felt like it should be the other bit of text in black and the accented colour for the word ‘crank’. I was very close to the logo I wanted.

**Design 8 – Final design**

****

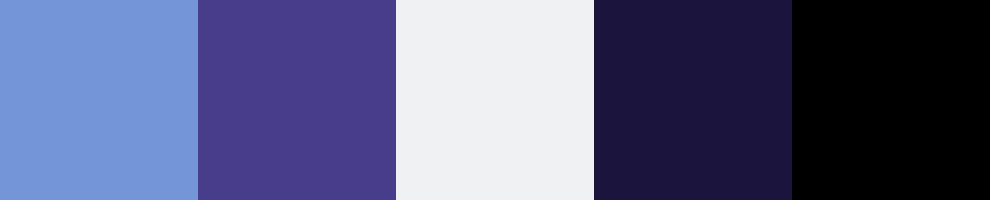
I decided to go with a purple for my accented colour and keep the other colour black. I felt this gave it a slick design and made it very memorable and eye catching. This colour scheme will be used on my website, the black mainly for the text and the purple will be used as an accented colour throughout.

**Crank Creations**

**ADD ALL THE LOGOS BELOW HERE EXPLAINING EACH ONE A LITTLE BIT.**

**Colour scheme**

During the creation of the company logo I discovered that I wanted to use the colour blue or purple as the accented colour for my company. I decided to choose purple for the logo, however I still want to use blue within my company because studies show it represents creativity, being imaginative and wise[[38]](#footnote-38). Colours psychological meanings differ depending on the person but generally purple and blue represent trust and creativity. I created a colour palette to give myself a visual example of the colours that will represent my company, mainly on the website.

****

I will explain roughly where each colour in this palette will fit into the website (from left to right). Colour 1 will be used for subheadings. Colour 2 will be used as the accented colour for icons and occasional headings. Colour 3 will be used as the background colour. Colour 4 will be used occasionally for headings and as the footer background above the copyright information; this will be where contact information will sit and links to social media on each page. Colour 5 will be primarily used for body text, it will also be used as the copyright footer background.

The website will be very clean and minimalistic. Using a predominant amount of colour 3 with colour 1, 2 and 4 subtlety used throughout will do this. I believe this colour palette will make my company website look slick and modern. Whilst also being minimalistic and eye-catching. These are the main positive points I realised from the competitor analysis that I personally thought would make for a great website design.

**IF THE COLOUR SCHEME CHANGES MAKE SURE I CREATE ANOTHER COLOUR PALETTE AND WRITE ABOUT IT HERE!**

**Site accessibility**

**Site accessibility is important in the design stage. Colour blind, vision impaired etc. WCAG.com is the standard for it. Rating in A, AA ,AAA and evaluate that on my website. Disability discrimination act research about this and maybe write about it. GOV.UK section on accessibility.**

When designing a website it is important to focus on making it accessible for all users. If it is not accessible to people with disabilities, you will lose a percentage of your target audience. The Web Content Accessibility Guidelines (WCAG) website was created to help you create web content that is accessible to people with disabilities. The WCAG is a technical standard that uses 12 guidelines to give your web page/application a testable success criteria to rate at either: A, AA or AAA.[[39]](#footnote-39) The 12 guidelines are broken into 4 different principles: perceivable, operable, understandable and robust.

**Perceivable information and user experience**

This means the web page/application must be presented to all users in a way they can perceive it. So there must be no information on the page that any user would find difficult to read/understand. The perceivable principle has 4 guidelines to understand and implement.

**Text alternatives for non-text content**

This is ensuring an image, video, audio or function are labelled with text to help the user understand it. For example on a search button it will have the word “search” on it instead of a “magnifying glass”.

**Captions and other alternatives for multimedia**

Users that cannot hear audio or see video need alternatives to engage with the piece of media. For a user that is unable to see the video should include audio descriptions that narrates to describe important visual details in the video. For users that are unable to hear the audio they should be able to see sign language interpretations for the audio content.

**Content can be presented in different ways**

Allowing the content on the website to be presented differently by: allowing the user to increase/decrease the size of text, being able to change the colour scheme or any other change to styling to facilitate the user can improve the overall accessibility of your web page/application.

**Content is easier to see and hear**

There are many ways to make your web page/application easier to see and hear, such as: allowing text to be resizable, having a sufficient background and foreground colour contrast, not having colour as the only way of conveying/identifying information or having all audio able to be paused, stopped or turned off to reduce the chance of it interfering with assistive listening devices.

**Operable user interface from a keyboard**

The users must be able to effortlessly operate the web pages/applications interface. If there were operations that proved to be too difficult for certain users to complete, then this would result in a badly integrated user interface.

**Functionality is available from a keyboard**

Many users do not use the mouse when interacting with websites. To make the website accessible for these users, the content must all be accessible with the keyboard alone. Users might be using: keyboards with ergonomic layouts, on-screen keyboards, or switch devices. By having the content fully accessible to keyboard it would improve the user experience for them as well.

**Users have enough time to read and use the content**

Some users may need more time when reading/using content. To ensure all users gain the full experience of a website, all content that changes should be viewable for an extended period of time. Ideally there should be no time limits for reading/completing contents or tasks.

**Content does not cause seizures**

Some users may have photosensitive eyes that when exposed to flashing light/images could cause seizures. To ensure this is not a problem it is important to avoid using any flashing content.

**Users can easily navigate, find content, and determine where they are**

A website that is well-organised and laid out helps users to navigate throughout effectively. The actions that could be taken to improve how users navigate through the website are: having clear page titles, multiple ways to navigate to each section, clearly labelled pages to ensure the user knows where they are and the purpose of a link is clear.

**Understandable information and user interface**

The content and operations on the website must be easily understandable to all users. By having content that is beyond the understanding of certain users would increase the chance of users potentially navigating away from the website.

**Text is readable and understandable**

The content on a website must be readable and understandable to the broadest audience possible. The content must also be understandable for assistive technology.

**Content appears and operates in predictable was**

Many users rely on predictable interfaces that will stay consistent on each page. By ensuring the functionality of your website is consistent will help users feel comfortable when navigating though it. If the website is not consistent it could cause confusion to the user.

**Users are helped to avoid and correct mistakes**

It is important, when possible, to help users avoid making mistakes when interacting with the website, if mistakes are made then it is equally important to clearly label how the user can correct those mistake. For example when a user is filling in a form the instructions should be very descriptive. If an error is made on the form then the error messages and suggestion for correction should be clearly visible.

**Robust content and reliable interpretation**

By making the content of a website robust it would mean that users are able to easily access the content, even if technology’s advance. Assisted technologies (text-to-speech programs, audio descriptor programs etc) are constantly evolving, by having a robust system that allows content to be accessible as these technologies evolve will greatly increase your websites overall accessibility.

**Content is compatible with current and future user tools**

When creating your content you should ensure it is compatible with: all browsers including older versions, assistive technology and other user agents (a software that is acting on behalf of a user)[[40]](#footnote-40). By meeting this requirement it will help maximise compatibility with current and future user agents.

**WRITE ABOUT THE A,AA OR AAA RATING SYSTEM.**

**WRITE SOMETHING ABOUT THE.GOV WEBSITE THAT LIZ MENTIONED**

**WRITE WHY ACCESSABILITY WILL HELP IMPROVE MY WEBSITE**

**Design layout ideas**

The layout of a website is very important. You need to have the user in mind during the whole process. This is to ensure the website is user friendly. Making the website user friendly is one of the most important aspects in the design process. If a user cannot operate the website as intended, then you will potentially lose client.

One of the main problems I encountered during the design stages was the lack of content I will have to fill up the pages with. This is mainly for the ‘Work’ page on the website.

**WRITE HERE ONCE I KNOW THE OPTIONS OF WHAT TO DO FOR THE WORK PAGE, E.G. WRITE SOMETHING LIKE “BE THE FIRST TO GO ON MY WORK PAGE” ETC.**

**Global Sections**

**Navigation**

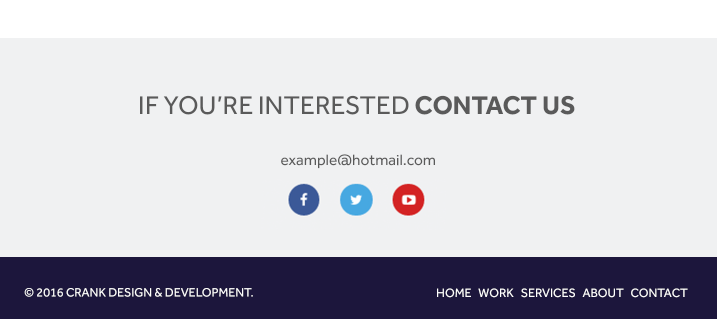
****

I wanted to have the navigation quite large when the user first landed on the page. This clearly allows the user to see how to navigate around the website. It also allows them to easily digest the company logo.

****

When the user starts to scroll down the page the full logo will get hidden. This is to prevent a large amount of the screen to be taken up whilst scrolling through the website. The navigation will be fixed to the top of the screen but only with the short hand logo displaying below. The hide effect will be done with JavaScript. It will notice when the user has scrolled to a certain point on the screen and hide the full logo. When the user scrolls to the top of the page the full logo will reappear.

**Footer**

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The footer is located at the bottom of each page. It is the same on every page. The footer is used to display information that such as: licencing, extra navigation, social media links, contact details and a call to action. I have decided to add a small navigation at the bottom to allow users to access it faster after they have read the content of a page. The ‘Contact Us’ text will be hyperlinked to the contact page, to entice the user to take the first steps in communication; this is the call to action. I have chosen to use a minimalistic footer to allow the user to focus on the text I intend them to read. By keeping the text minimal as well, it reduces the chance the user will intentionally not read it due to time constraints.

**Homepage**

**Add aspects from the homepage**

**Work page**

**Add aspects from the work page**

**Services page**

**Add aspects from the services page**

**About page**

**Add aspects from the about page**

**Contact page**

**Add aspects from the contact page**

**Design my own icons**

**Fonts to use on the website**

**Titles font**



The font I have used for the titles is called Campton. Campton is clean san-serif font that looks great in bold or light font weight. This was downloaded for free from the website font fabric[[41]](#footnote-41). I then made it into a web font through font squirrels web font generator[[42]](#footnote-42). Font squirrels web font generator is a service provided by font squirrel that allows users to convert a standard font format (.ttf, .otf, .eot etc.) into a web font. This allows standard fonts to be used in the development of websites by creating a HTML and CSS file for them, that you copy into your code. Certain fonts are blacklisted from this service, so you must make sure the font is allowed to be used for web before converting.

**WRITE ABOUT THE BACKUP FONT THAT WILL BE USED FOR OLDER BROWSERS.**

**ONCE THE OTHER FONTS HAVE BEEN CHOSEN I WILL WRITE ABOUT TESTING ALL OF THE FONTS ACROSS DIFFERENT BROWSERS AND DEVICES.**

**TECHNICAL GRASP**

**UNDERSTANDING OF PROBLEM AREA**

**PROJECT MANAGEMENT**

**REPORT QUALITY**

**EVIDENCE OF LEARNING**

**RESEARCH EFFORT**

**PROJECT EXHIBITION (10%)**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Grade** | **Technical grasp** | **Understanding of problem area** | **Project management** | **Report quality** | **Evidence of learning** | **Research effort** | **Project Exhibition (10%)** |
| **A+ 80-100%** | Outstanding technical understanding, exploration and insight | Original approach, execution and performance | Outstanding professional level of project management with all stages /changes thoroughly documented | Outstanding organisation , structure and standard of presentation | Evidence of very high quality analysis, synthesis, evaluation and critical evaluation | Evidence of intellectual rigour, independence of judgement and insightful contextualisation | Inspirational, innovative and authoritative |
| **A >70%** | Excellent technical insight demonstrated to a professional level | Showed professional level of insight into the whole area in which the project is embedded | Completely successful and entirely self-managed | Excellent – clear, substantial, fluent, correctly organised, convincing and with no omissions | Mature reflection on the whole process, showing professional level of insight | Competent and thorough coverage of the field with excellent research in many areas. Research clearly influenced outcomes | Excellent – clear, substantial, fluent, convincing, with a poster exemplifying these qualities |
| **B 60-70%** | Good technical insight in nearly all areas | Showed a wide understanding of the problem area – few questionable aspects | Good planning, self-motivation and control of activities | Clear, thorough and convincing in almost all respects | Convincing evidence of learning across several different aspects of project activity | Competent and thorough coverage, with excellent research in some areas, clearly influenced outcomes | Clear, thorough and convincing in almost all respects |
| **C 50-60%** | About normal technical grasp for a Level 3 student | Adequate overall, but some significant aspects of the problem space were not fully appreciated | Adequate planning self-motivation and control of most activities – some lapses | Substantially satisfactory, but with some sections weak or missing | Evidence of some learning, normally in more than one aspect of project activity | Fairly thorough and mainly convincing research effort, some evidence of research influencing the outcome | Substantially satisfactory, but with some explanations weak or missing |
| **D 40- 50%**  **PASS** | Below typical for Level 3 – some weak aspects | Shows a largely immature, narrow or distorted view of the setting in which the product sits | Student required a substantial amount of management or guidance | Disappointing overall, with only about half the areas adequately treated | Only limited evidence of having learnt to do anything differently next time | Some evidence of research, though the connection between research and other outcomes is limited | Disappointing overall, with largely inadequate explanation and no or poor poster |
| **E <40%**  **REFER** | Weak in many respects - below pass standard, but not completely irretrievable | Weak in most respects, but student shows some understanding and could improve | Could not function without external control | Weak in most respects, below pass standard, but could be improved | Little evidence student has benefited from the experience; additional learning and reflection required | *Either* little relevant research *or* little connection between research and other outcomes | Weak in most respects, below pass standard, but could be improved |
| **F <30%**  **FAIL** | Completely unsatisfactory | Completely unsatisfactory | Completely unsatisfactory | Completely unsatisfactory | No evidence that the student has benefited | No evidence of research | Completely unsatisfactory |

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