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Course: Web Platform Development 1 (M1I324173-17-B)

Assessment 2 Report:

Justification of the design Created :

The website is mainly designed for students who are learning javascript. It mainly targets the beginners, that is students who have little or no knowledge at all of javascript. The design of the website was implemented using Axure. Axure is a design tool and It's a quick way to make highly interactive prototypes that are viewable on the web. This tool was able to show the look and feel of an actual site. The first key term in the development was simplicity. The site had to be simple, in such a way that students will not struggle to find a certain page, such as a quiz. The simplicity will also allow the user to easily interact with the site. "Learning portal that offers sufficient flexibility to customize the learning journey and to customize the look and feel of the learning environment." By Li Whybrow October 25, Time to read:. 2015. What Makes An Effective Learning Portal? Here Are 7 Key Points To Consider. The other key term is the presentation of knowledge, whether to be in text form, visuals or audios. So for this site, the text form was the choice for transferring knowledge, which is the knowledge of javascript. Since this site is for helping the next cohort of students to learn javascript; the other key term that was considered in the development was interactivity. Which is how are the students going to be engaged. The implementation of the quizzes which will be discussed later was the main element to engage the students(main users) to the website. Furthermore, the other approach to development was how to assess the students, this was achieved by grading of the quizzes. Support is the major key to learning, so in the development, the contact form was implemented to allow students to raise their questions to the lecture they prefer and they will get help. Lastly , the main objective is to learn, so in the development, the external source of library full of a lot javascript material was provided , to enable students to explore the subject deeply for their intellectual growth in the subject.

Description of how the quizzes were implemented:

In the site. Three quizzes implemented. The first quiz grades the student once the click on the answer. The second quiz will allow the user to finish all the questions and then grades them at the end. The last quiz which is the third quiz is the interactive quiz which uses different elements for answering the quizzes. It also gives and shows the performance at the end.

The first quiz(quiz01), as described is mainly for students who have little or no confidence in javascript, so the ideology of grading at the instance helps them to do multiple selections of answers until they get the correct one. Some users normally get discouraged when they see their scores, so this quiz does not give scores, it allows users to get the answers correct without being graded. Hence the implementation of the instance grading with no scores. The use of radio buttons for answering makes the quizzes easy to use. This is due to the understanding that this is meant for complete learners. The second quiz(quiz02), as briefly explained, lets students finish the whole quiz before grading, This quiz shows a score, and as it is well-known that audiences have different reactions and interactivity behavior. Therefore, this quiz mostly is for the competitive learners, those who find pride in higher marks, So after they finish the quiz, they get their marks which inspires them, if the score fewer marks, they are also intellectually manipulated to go to the resource site(library) to learn more about the answers they missed. This quiz only shows the correct answers for the sake of simplicity. Use of tickers for correct answers was used, and the use of other tickers for incorrect answers would be an unnecessary implementation. The last quiz(quiz03) was mainly for different styling to make engaging more interesting. The quiz is mainly for students with low spun of concentration, it allows them to discover different things about their participation. "No two quizzes are the same.

Goals are different, audiences are different, and themes are different." Cited from: Lizzie Davey. 2017. 9 Things the Best Quiz Creators for Lead Generation Have in Common.

Overall, the quizzes were written in HTML , not in javascript and their interactivity was written in separate .js files.

Issues involved in storing scores and tracking progress

If the website was to store and track students' progress, the database for the student's records would be created. In this quiz implementation, especially in the contact form, javascript script was used to echo the message after the students enter every detail required there. And if we were implementing data storage, php would be used for echoing and basically storing that data of a student in the designed database. Implementation of login credentials would also be implemented on the website. The other different approach if the data was to store keep track of the student's progress would be to implement storage of data offline, this would allow users to access

information from different computers and still have their information available. Therefore there would be a server-side and client-side representation of the data and implementation of a bi-directional sync by using a modified timestamp on each entry. This will allow both remote and local data persistence. Also, implementation of HTML5 web storage would be included, and specifically window.localStorage - because it stores data with no expiration date.

References:

- URL <https://elearningindustry.com/13-critical-points-consider-elearning-course-design>, Website Title eLearning Industry, Article Title 13 Critical Points To Consider In eLearning Course Design, Date Published June 20, 2016, Date Accessed April 18, 2018
- Li Whybrow October 25, Time to read: 2015. What Makes An Effective Learning Portal? Here Are 7 Key Points To Consider. [ONLINE] Available at: <https://elearningindustry.com/effective-learning-portal-7-key-points-consider>. [Accessed 18 April 2018].
- Lizzie Davey. 2017. 9 Things the Best Quiz Creators for Lead Generation Have in Common. [ONLINE] Available at: <https://blog.leadquizzes.com/9-things-the-best-quiz-creators-for-lead-generation-have-in-common>. [Accessed 17 April 2018].