

DT228/2 Web Development

Web Life Cycle Model

Web Life Cycle Model

Stage 1

Define the mission of the web site and the user population

- What is the goal?
 - “If you don’t know where you are going you are never going anywhere”
- Who are the target users of your web site?
 - Geographic area
 - Age group
 - Area of interest
 - Cultural group

Web Life Cycle Model

Stage 2

Collect the user requirements of the web site

- Technological requirements of the users-Browsers?
- Connection speeds-What type of web site would they like to use
- What content and information would they be interested in
- What qualities would have them coming back to the site?
- What qualities would keep users away from your site?

Web Life Cycle Model

Stage 3

Create the conceptual design of the web site

- How will navigation be provided to the user
- What page layout will you use
- What colour schemes would be appropriate
- Will there be any graphics on the site
- What content will need to be developed
- Must decide what the web site will “*look like*”

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Stage 4

Create the physical design of the web site

- Coding and technical development
- Create the code for the web site
- Functionality testing ensures that technical requirements are met

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Stage 5

Perform usability testing on the web site

- Developers/designers test to make sure that all the pages are accessible
- Get people from the target user population
- Heed the feedback that is returned

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Stage 6

Implement and Market the Web Site

- Goes live
- Get a domain name
- Market and advertise the site

Web Life Cycle Model

Stage 7

Evaluate and improve the site

- Constantly take user feedback
 - Feedback form?
- Does the site need to be redesigned?
- Is the content up to date?