ICA Project

PRAGUECITY UNIVERSITY

Module: Web Design and Development (ESME)	
Programme: Engineering	**Level:** 4
Teacher: David Petryca	**Semester:** 2304

Project Details

Title: Community / Educational / Sports Website	**Deadline:** 24.1.2024

Learning Outcomes

Students are required to:

1. Present and communicate the results of your work to a client. (PTS7)
2. Reflect and update the development strategy based on the feedback of the client and/or progress of the work. (PTS1, PTS2)
3. Identify and make informed decisions regarding the choice of computer hardware, software and implementation for the given context. (RKC5, RKC6)
4. Identify appropriate choice for protocols, platforms and solution with respect to the project. (RKC2)
5. Be able to formulate and explain the scope of the project and the proposed details of the solutions to a client. (PS3)
6. Reflect on performance and time management and the ability to follow an established plan. (PS1)

Assessment Criteria and Indicative Weighting

#	Description	Points
1	Initial design: The idea is original, interesting, functional and the information presented is useful. The low-fidelity wireframe is well executed, creative and clearly shows all the intended elements with descriptions where needed. The wireframe includes at least two various size layouts (desktop, mobile). You have also collected a number of URLs as a research material.	40
2	Technical execution: Correct use of HTML5 semantic markup. Neat and legible code; indentation; line breaks and spacing. Carefully crafted, legible and relatively sized typography. Responsive layout based on the use of CSS3 flex or CSS3 grid. use of web animation API.	60

The total is **100** points accounting for **100%** of the final module grade.

Introduction

You are an aspiring freelance web designer and developer. You currently do not have an extensive portfolio of work to help you source commercial clients. To aid your self-promotion efforts, design, build and deploy a community or educational website.

Tasks

Part 1: Discovering Your Web Project:

Start by identifying a project concept for your website. Delve into comprehensive research and plan the content and design of a community or educational website. For community websites, consider options such as creating a web presence for an NGO, a school, a sports club, an urban gardening project, or a platform dedicated to promoting community engagement.

If educational websites is your interest, envision offerings like an interactive solar system map or a comprehensive guide to understanding global warming. In either case, aim for a streamlined, single-page website that effectively conveys information through visual means, incorporating a blend of images and animations.

To initiate your project, compile a research portfolio of existing websites that serve as inspirations or benchmarks. Additionally, craft a low-fidelity wireframe of your concept using Figma. Make sure to include labels and descriptions where necessary for clarity. The wireframe should illustrate at least two distinct screen size layouts, with the possibility of more layouts depending on your design needs. Ultimately, be prepared to present the final design alongside your research materials for a comprehensive overview.

Part 2: Creating Your Website:

Utilize industry-standard web development tools and methodologies to bring your envisioned website to life. The website must be constructed using HTML5 and CSS3, harnessing the power of the browser CSS layout systems like CSS Flex and CSS Grid for a responsive and dynamic user experience. While the final website doesn't need to be an exact replica of the original design, it should unmistakably showcase a strong grasp of essential design elements such as color, typography, and UI/UX principles.

Ensuring responsiveness is paramount, making sure the website adapts seamlessly to various screen sizes and devices. Refrain from relying on pre-built templates or CSS libraries; build your website from the ground up to ensure uniqueness and tailored functionality. The code you produce should adhere to best practices, maintaining validity and meticulous formatting.

Though the use of JavaScript is not obligatory, incorporate it judiciously where warranted. For instance, if your website necessitates a map feature, leverage a JavaScript API rather than a static image to enhance interactivity and functionality.

Lastly, prepare to showcase the final website, emphasizing the development process, design rationale, and the execution of your project.

Deliverables

1. Present your research material, wireframe design done in Figma and content of your website, Presentations will take place during the classes on the following days: **6.12.2023** and **8.12.2023** Your fireframe and research material must also be uploaded to http://submit.praguecollege.cz, files must be packaged in a ZIP archive.
2. Final website must be presented during the classes on the following days: __19.1.2024, 24.1.2024 and 26.1.2024 Your final website must be hosted on GitHub pages and a cover sheet with your name and functioing URL must be uploaded to http://submit.praguecollege.cz

Please note:

1. Presentations will be carried in random order. Failure to present your work and attend other student presentations will result in fail grade. If any of you wish to presnet your work at an earlier date, please contact me and we will make special arrangements.
2. You will need to present not only your website but also the techniques used to build your website. be prepared to asnwer questions.
3. Your website must be responsive and function on mobile device. Website that are not responsive will receive a fail grade.
4. Your website must not be based on existing template or pre-written CSS library such as bootstrap. Using tempates will be treated as plagiarism. You can however use AI to generate parts of code as long as you understand what it does and are capable of answering questions regaring its functioning.