Introduction:

The module brief was to design and create an immersive interactive website with a customisable page for a band or a brand. This report will show the website along with information about the strengths and weaknesses of current web standards and specifications and how they compare to previous versions.

Web Standards:

Web standards are a set of rules that people should follow in order to create a fully functioning website that can be used to reach as wide a range of devices as possible. These are created by the W3C (World Wide Web Consortium). W3C standards include HTML 4.0, XML 1.0, XHTML 1.0, 1.1, CSS and DOM 1.

One strength of web standards is accessability. They allow a maximum amount of people across a maximum amount of devices to have a consistent user experience and allow the websites to work for all browsers as fast as possible. This creates a wider audience and allows developers to have an easier job in creating more complex pages whilst knowing they have the ability to work for almost all devices.

Another strength is stability. Webpages may be developed by multiple people over its lifetime and web standards ensure the page will be familiar and easy to read and write for everyone involved. The majority of standards are also created with forward compatibility for the computers so that old standards can still be read on new browsers to ensure stability for the machines.

Standards also have weaknesses however. A major one I have identified is that it can take stricter coding skills in order to implement these standards as their code has to comply with world wide standards which can be difficult and take a long time to learn.

How I have used web standards: //take out first person

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