



UNIVERSITY OF CRETE  
FACULTY OF SCIENCES AND ENGINEERING  
COMPUTER SCIENCE DEPARTMENT

COURSE CS-364 (ELECTIVE)

# **HUMAN – COMPUTER INTERACTION**

**ECTS: 6**

**Prerequisite: CS-150**

## **Assignment 1**

**Course convenor:** Constantine Stephanidis

**Course Instructors:** Constantine Stephanidis, Asterios Leonidis



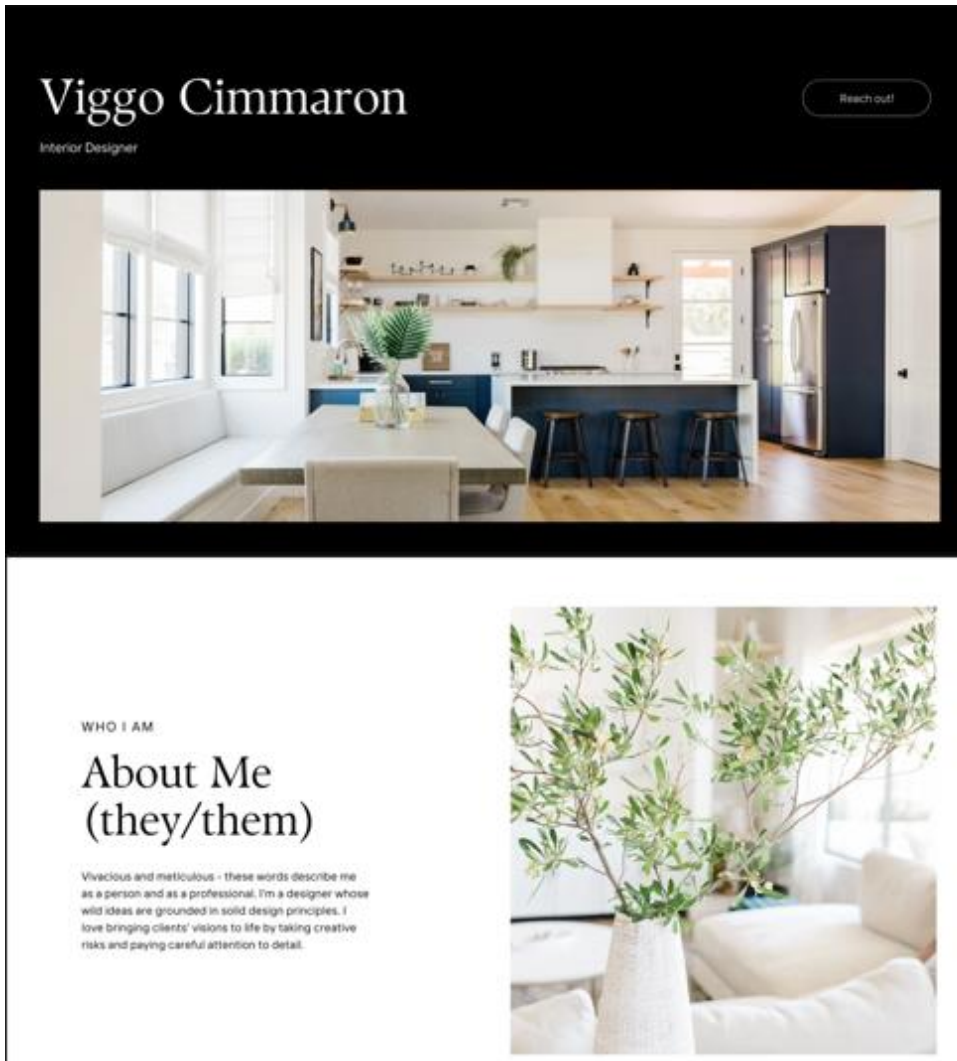
# Description (1/4)

- In this assignment you are required to implement a given set of website mockups in **HTML**, **CSS**, **JavaScript** and **Bootstrap**
- You can download the website mockups from:  
<https://www.csd.uoc.gr/~hy364/gr/assignments.php>
- Your website **must be responsive** and should support 2 different device categories:
  - Desktop view (min resolution: 1366x720)
  - Smartphone view (min resolution: 375x812)

# Description (2/4)

## OBJECTIVE

You have to think and develop its **responsive version** for the smartphone



## PC Version

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# Description (2/4)



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### Relevant Experience

#### 2025 CHIEF CREATIVE OFFICER

Interiors by Val & Viggo

My partner Val Shelby and I established our own interior design firm this year. As Chief Creative Officer, my main tasks involve crafting the overall design strategy of the company and assembling a team of highly creative and passionate interior designers. I also help streamline processes related to the creative direction and execution of our work.

#### 2022 CREATIVE LEAD

Lotus Design Consultancy

As the creative lead of my team, I drove the design and creative direction of client projects. My responsibilities included conceptualizing and developing ideas, approving design proposals, overseeing creative execution, and liaising with clients throughout our engagement with them.

#### 2020 SENIOR DESIGNER

Lotus Design Consultancy

I joined LDC as a Senior Designer, bringing in five years of design experience. I was put in the commercial team, where we worked primarily on retail and restaurant spaces. This role included a lot of collaboration and client interaction. It also required a high level of creative competence and technical expertise.

#### 2015 JUNIOR INTERIOR DESIGNER

Liz Flammatt Designs

As a junior designer, I was tasked with design research and assistance for client projects. I supported the senior designers of the team in various parts of the design process. These included producing drafts, creating prototypes, collecting material samples, and assembling decks for our clients.

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# Description (2/4)

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## Education, Certification, Awards, & Others Projects

### DE LOUREIGH UNIVERSITY

Bachelor of Fine Arts, 2012

My design journey started as an undergraduate student in the arts, where I majored in Illustration. I graduated Magna cum Laude.

### MASTER OF SCIENCE IN INTERIOR DESIGN

De Loureigh University, 2013

I found a practical application of my skills in interior design and decided to get formal training from my home university.

### YOUNG DESIGNER OF THE YEAR

Civic Arts Group, 2014

I was fortunate to be chosen as the CAG Designer of the Year in my age category, based on the success of my project that year.

### INTERIOR DESIGN CERTIFICATION

Professional Design Commission, 2014

I obtained my license from the PDC the year after I got my postgraduate degree.

### FAIRHILL HALL

Final Project and Thesis, 2013

This reimagining of the city's beloved historical building became my first foray into professional interior design.

## Skills & Proficiencies

### TECHNICAL SKILLS

#### DESIGN MOCKUPS

I create realistic visual representations of client projects.

#### 3D RENDERING

I am familiar with 3D software for renderings and digital decks.

#### BUDGETING

I am comfortable with using software to compute for costs and budgeting.

### SOFT SKILLS

#### COMMUNICATION

I am a good listener and collaborator. I write and converse with ease.

#### CREATIVITY

I combine a vivid imagination with design sense and practical application.

#### ATTENTION TO DETAIL

I cover all bases and strive for perfection, even in the smallest details.

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## Selected Works



**BELDEN SUITES**  
Creative direction and execution, 2015



**CAMIE'S KITCHEN**  
Concept and design, 2018



**FAIRHILL HALL**  
Concept and rendering, 2013



**Gael's RESTAURANT**  
Concept, rendering and execution, 2025



**GUAJARDO RESIDENCE**  
Concept, rendering and execution, 2025



**NEWARK RESIDENCE**  
Concept, rendering and execution, 2020

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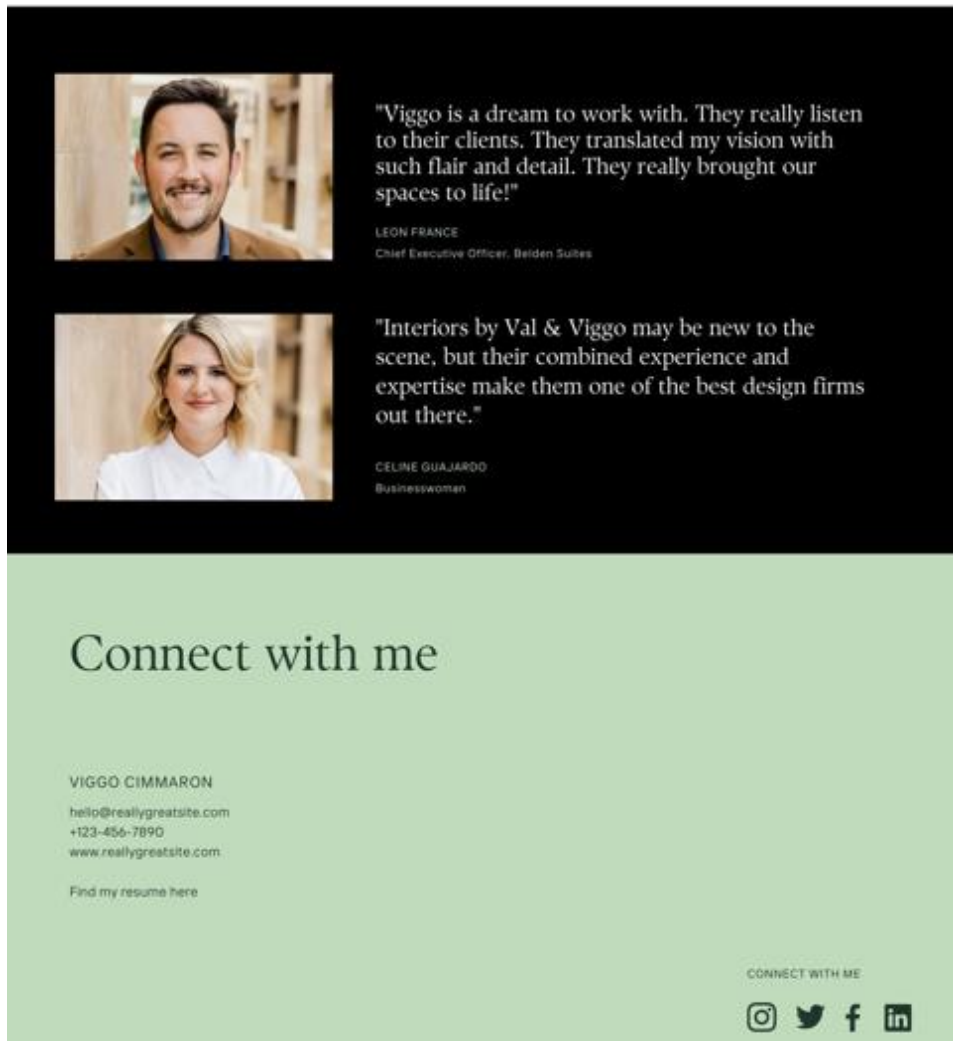
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## Description (3/4)

- You are also allowed to download and use icons and images from free asset distributors like:
  - FlatIcons (<https://www.flaticon.com/>)
  - FontAwesome (<https://origin.fontawesome.com/>)
  - Icons8 (<https://icons8.com>)
  - Google Images (<https://www.google.com/>)
- All assets must be similar to the corresponding ones from the mockups





# Description (4/4)

- This is **NOT** a team assignment
  - Each student will submit their work individually
  - Each student will be assessed and graded accordingly after submission
- The submission deadline is on **Thursday 02/03, 23:59 (hard deadline - no extension will be given)**
- You must submit your assignment via email, to: [hy364@csd.uoc.gr](mailto:hy364@csd.uoc.gr)
- In your submission, you must **include ALL source files and Resources** (assets, icons, etc.) and a **README file** with the **preferred browser** to view your site
- If your assignment is too large, you can send a download/invitation link provided from a free cloud storage system (e.g. Dropbox, google drive)
- The assessment will take place soon after the submission deadline
- You will be notified via email regarding the date and specific instructions for the assessment



# Grading

## MARKING SCHEME

PC version	20%
Smartphone version	20%
Responsive layout (Bootstrap)	20%
Typography & fonts	10%
Correct element sizing	10%
Correct grid / alignment	10%
Mimics the design	10%
<b>Sum</b>	<b>100%</b>
(bonus) Animations	<b>+10%</b>
(bonus) Coding Quality	<b>+10%</b>
<b>Total Points</b>	<b>120%</b>

## ■ Penalties

- Incorrect use of HTML
- Images instead of elements
- Cheating
- Unable to justify code



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# THE END