Noroff
School of technology and digital media

Technical Report

Title of report

Semester Project 1

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Word count

Summary: 125 | Main text:481

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1. Summary

This is the report for the last CA for this semester (Aug2022) Semester Project 1.

In this project I have designed and coded a website for the imaginary museum "Community Science Museum" that has opened a new location in my city, Oslo.

To create this project I have used Figma and VScode.
I used HTML and CSS to create this project.

Firstly, I created a design for both desktop and mobile on figma and then I started coding the project to let my vision come to life.

It has been fun and challenging to create this project. I have learned a lot during these months that I am excited to build on and perfect more in my personal projects.

2. Body

2.1. Introduction

This is the report for the last CA for this semester (Aug2022) Semester Project 1.

In this project I have designed and coded a website for the imaginary museum "Community Science Museum" that has opened a new location in my city, Oslo. The target audience for this museum are children between the ages ca. 9-15 and of course their parents or guardians.
I wanted to create a fun, visually pleasing and easy website that all of the demographics above can interact with without feeling left behind.

To create this project I used Figma, VScode, HTML and CSS. I used some of the files and text provided + new images, text and concepts I created to fit my design.

Firstly, I created a design for both desktop and mobile on figma and then I started coding the project with HTML and CSS to let my vision come to life.
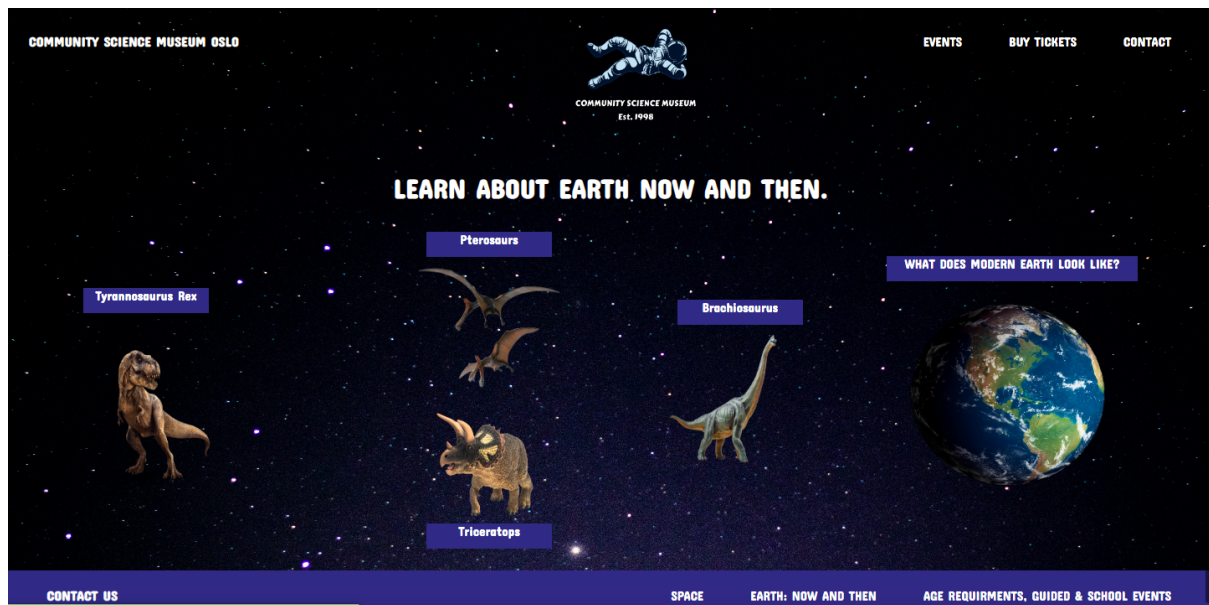
2.2. Main section of report

One of the most important things I did was try to design a website that fit the demographic of children, teenagers and adults that accompany them. It was important for me to design a "child-friendly" concept. However it was equally as important that I did not "dumb down" the designs for children. It's important to acknowledge that for the last few years and especially the last decade children have been increasingly more exposed to the internet and applications. Via smartphones, tablets and pc. Many children are provided with tablets as a part of their education. As the usage of technologies like these have gone up in this demographic, their awareness and preference have also increased. Therefore I believe it is really important not to underestimate children and teenagers when designing for them. Smart and easy design instead of "dumb down version" of "adult design".
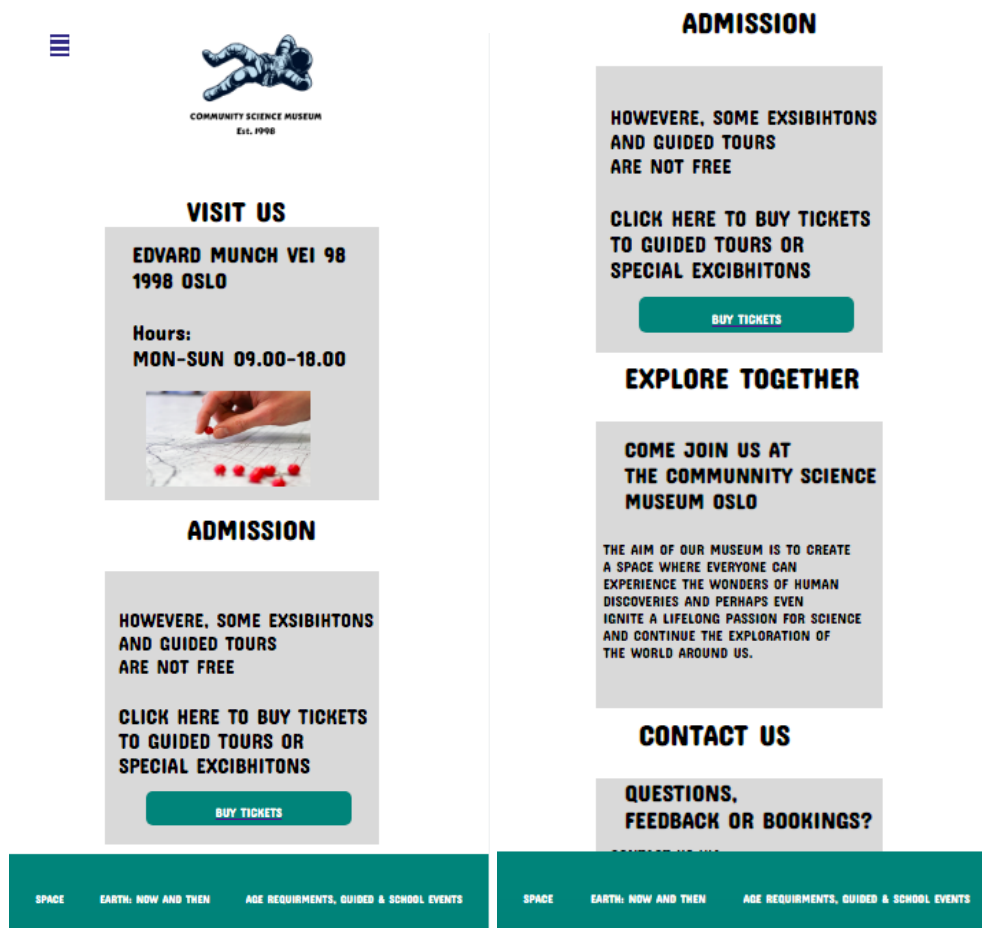
I found it fun to include designs to websites that children might enjoy (example 1),

(example 1, Earth now and then page. Check link)

While also including designs where important information is provided for the adults and guardians/ schools need (example 2).

(example 2. Contact/info page mobile version, check link)

2.3. Conclusion

Lastly, I wanted to say that I found it interesting to create this project because it is the first time I have designed a website for children and teenagers. It has been a fun and instructive time. Though not everything always went as smoothly as planned, and I bumped into some hurdles along the way, I still found it rewarding to find a solution to most of the problems.

I will use what I have learned this semester to create fun projects and hopefully hone my skills as a developer.

Link to my website

https://helpful-paletas-90d1f0.netlify.app

Link to my prototype (desktop)

https://www.figma.com/proto/HIEAPEaoufCjnxG3wYdobh/semester-project-1?node-id=1%3A4&starting-point-node-id=1%3A4&scaling=scale-down

Link to my prototype (mobile version)

https://www.figma.com/proto/HIEAPEaoufCjnxG3wYdobh/semester-project-1?node-id=5%3A31&starting-point-node-id=5%3A31

3. References

Images from Unsplash.com:

1. https://unsplash.com/photos/A8vxLvrk-hE
2. https://unsplash.com/photos/3eAByt3-eOw
3. https://unsplash.com/photos/OAiVg4O7CPQ
4. https://unsplash.com/photos/QFjSiok61xA

*Other images provided by Noroff.

Icons from fontawesome.com

Logo design with canva by me.