Overview

You are going to build a dynamic web application for an organisation which supports travel and tourism to Ireland, targeted specifically at university age students.

You are going to focus on undertaking a user centred design to develop a rich user experience.

You are required to use Django to implement this.

You are required to develop unit tests to support this Django development.

You will work in groups to decide what city/cities, type of attraction/attractions or combination of these you will focus on and to decide on the requirements and design of the web application

You will then individually build an aspect of the application for one of your group's chosen city/attractions/type of attractions/combination.

The aim of the application is primarily to provide potential tourists with information on major cities and sites of interest in those cities.

It should adapt to suit a potential tourist's cultural and language preferences.

Primarily its content will be informational but tourists should be able to:

- Search for content within each section
- Make an enquiry to the organisation about a particular attraction (from that section)
- Post comments about particular attractions (from that section)
 - This feature will require user authentication

Group Element

- 1. Decide the overall scope and undertake the relevant activities needed in order to create the application
- 2. Make decisions to ensure the application is being designed as a user experience with cognisance of good design practice
- 3. Document both requirements and design according to principles and practices discussed in the module.

Individual Element

- Develop one aspect of the application for one of your group's chosen city/attractions/type of attractions/combination that:
 - 1. Demonstrates the ability to adapt to culture based on user preferences (at least 2 aspects of a cultural model)
 - 2. Demonstrates the ability to adapt language based on user preferences (at least 2 languages other than English)
 - 3. Implement appropriate unit tests to verify that the app works correctly.
 - 4. Adhere to the group decisions on requirements and design in all aspects (including culture and language)
- Create a screencast to demo your work
- Create a short document to support your work

PLEASE NOTE: You will be required to implement a model and more than one template to fulfil the requirements of the continuous assessment.

Important Note:

Your code must work in on the lab machines. It is your responsibility to make sure it works. If it does not you will lose marks.

What is the assignment worth?

The assignment is worth 40% of the total module marks.

What deadlines should I be aware of?

Deadline 1: Wednesday March 7th 2018 Preview of requirements and preliminary design to the lecturer to include decisions on who is doing what and what aspects of culture and which languages you intend addressing.

Deadline 2: Wednesday April 11th 2018 Submission of all code and documentation. Submission of screencast demo.

How long will it take to complete?

The time taken to complete depends very much on your own work ethic, your comfort with the subject matter and your expectation for a final result. Time will be allocated to work on the assignment in the lab classes.

A student who has fully engaged with the module, completed all labs, grasped all concepts should meaningfully be able to achieve a strong mark by spending approx. 20-25 hrs working on the assignment

Marking Overview

A detailed marking scheme will be provided separately.

What is the latest possible date I can submit?

No submissions will be accepted after Wednesday April 25th 2018 unless there is a valid reason.

Can I complete the assignment as an individual?

If you have a valid reason you can request to complete the assignment as an individual. Please ensure you consult the module lecturer about this.

What penalties can I incur and how?

What can go	Why is this important?	What Penalty (out of	How can I avoid this?
wrong? Not participating on March 7 th	You need to get started on the assessment, having a deadline should help you focus on do that.	100)? 10%	Show up
Not demonstrating any real work on March 7th	You need to get started on the assessment, having a deadline should help you focus on do that. The work you need to do is also necessary in order for you as an individual to achieve your final assessment.	10%	Do some work and have something to talk about
Your app doesn't work on the lab machines	Your work will be verified on a Windows 7 installation.	30%	Make sure you test it on the lab machines.
Late Submission	Feedback can't be given to any student until all submissions are in otherwise some students may gain an unfair advantage.	2% for every day late (after 1 st 24 hour period). Please note cut-off date for late submissions.	Submit on time If you have issues during the assignment please contact the lecturer to let them know so that arrangements can be made.
Incorrectly named submission	In any organisation there are standards for file naming, it is something you need to get used to in your career. There are a large number of students in the class. Files that do not adhere to the naming conventions may require additional searching to find which will delay marking. Further all material submitted must be downloaded and organised for the external examiners and if naming is not adhered to may be overlooked.	Up to 5%	Read the naming requirements.
Omitting required content	You are required to address all the learning outcomes of the module.	Marks allocated for that section	Make sure you know what you are required to submit
Submitting by incorrect mechanism	If you submit by other mechanisms such as email you cannot guarantee that the submission will reach me, it is very likely to be filtered as spam which is controlled by central ICT not by the lecturer.	Your submission will be ignored – you will receive no marks for this phase.	Ensure you understand what is required of you

What do I need to do?

- For Week 7 Wednesday 7th March 2018 in the lab class as a group be able to:
 - Discuss about your requirements
 - Discuss about your preliminary decisions on design (Design guidelines, Basic prototype
 - Discuss about which aspects of culture you are going to address (Have some ideas on this)
 - o Discuss about what languages you are going to address (Have some ideas on this)
 - Discuss about who is going to do what
 - o Have documentation available to support your thinking and decisions on the above
 - o Ask any questions that need to be clarified
- For Week 10 Wednesday April 11th 2018:
 - o Submit the final documentation of the group element.
 - Implement a medium-fidelity prototype using Django
 - It must be interactive, contain relevant content and launch other relevant interfaces to demonstrate how it facilitates user interaction with the functions it is intended to support.
 - It must implement Django's Model View Template pattern (a model is required).
 - It must allow the user to :
 - Search for content within each section
 - Make an enquiry to the organisation about a particular attraction (from that section)
 - Post comments about particular attractions (from that section)
 - o This feature will require user authentication
 - NOTE: each member of the group is required to implement these as an individual. If one
 member of the group implements it and others then use it the person who implemented it
 will receive more marks than those who merely incorporated it into their work.
 - It must be capable of adapting to culture based on user preferences (at least 2 aspects of a cultural model)
 - E.g. if using Hofstede and you chose the dimensions Power Distance and Individual v Collectivism then you would be expected to be able to demonstrate how your application adapts for a culture with a low and high power index and how it adapts for an individualistic v collective culture. You can mix the dimensions if you wish e.g. a high power individualistic v low power collective.
 - It must be capable of allowing the user to adapt language based on user preferences and offer at least 2 languages other than English.
 - It must address localization beyond language.
 - It should offer the user some level of customization and be able to store user choices for future use.
 - o Implement appropriate tests to verify that your content works as expected.
 - A screencast demo.
 - A short document to work as a companion to your app and justify your choices (a template will be provided).
 - In this document you will be expected to make clear any code that other members of the group created which you have used.

How/What do I submit?

For Wednesday April 11th 2018:

- As a group:
 - One person from the group should make a submission of the group element via the submission box in Webcourses called CA Group Element.
- As an individual:
 - Each member of the group should make a submission of their individual work via the submission box in Webcourses called CA Individual Element.
 - Submission should include:
 - 1. Your code. Acceptable forms are:
 - A compressed archive (e.g. zip, .rar) <Student#>app.zip/<Student #>app.rar (e.g. D1918727app.rar) which includes your project and app
 - A link to your Git repository. Should either be public or password protected (in which case you should submit the password also as part of your supporting document.)

NOTE: Your code must work in on the lab (Windows 7) machines. It is your responsibility to make sure it works. If it does not you will lose marks.

- 2. It should be possible to run this independently of any other code created by your group.
- 3. You should provide some mechanism will which allow someone to launch the interface so that they can view how you have addressed the different cultural dimensions and localisation. This should be documented in your report.
- 4. Your screencast demo (you will be provided with suggestions on how to do this).
- 5. A report named <Student #>Report.docx (or .doc or .docx or .pdf) e.g. D1918727Report.docx.
 - Please Note: Only pdf or word documents will be accepted.