The Snowball Challenge

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| Duration for oblig:  Week 40-46 | Points  1 |

# Description

In this assignment you will be working in groups of 2. Remember to communicate and use what you have learned in class. There are four steps to this assignment.

**Step 1:** Find a partner. With this partner, go through your ideas from the “Innovation Methods” assignment. If neither of you have done this assignment, you will need to first complete this assignment in order to continue to Step 2.

**Step 2:** Pick one of the solutions you came up with in the “Innovation Methods” assignment and create a website based on this idea. Remember that this website will need to be responsive, and you should also keep in mind what you have learned about universal- and UX-design.

**Step 3:** Find another group of two, show them your website and get their feedback on it. Then give your feedback on their website.

**Step 4:** Improve your website according to the feedback you received.

After completing all the steps, you will submit a one word-document containing the link to your website and the feedback you got from the other groups. **If you have not** submitted the “Innovation Methods” assignment, you will have to include this assignment as an appendix in the document. If you have not completed the Innovation Methods assignment before 1 October and failed to include it as an appendix, you will have to resubmit the Snowball Challenge. Regardless of whether you’ve previously submitted the Innovation Methods assignment, you can only receive 1 point for this assignment.

# Learning outcomes:

· Skills: can create user-friendly and universally designed solutions in line with legislation

· Skills: familiarity with the core technologies of the web (HTML, CSS, JavaScript)

· Skills: can use relevant development tools and version control

· Skills: can plan, organize and execute smaller web-based IT projects

· General competence: can collaborate in groups

**Good luck!**