IDG1292
Oblig#3

Due date: check Blackboard

This task must be delivered to BB

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Context

The department of design is committed to create a better and more sustainable future for all, and for that reason, it wants to endorse the UN Sustainable Development Goals (SDGs)[1] by creating awareness among children and youth.

In this work, you will have more freedom than in previous ones, but you must carefully read the requirements and not forget the feedback from other assignments.

In this assignment, you will focus on Goal 13: Take urgent action to combat climate change and its impacts[2]. Document yourself about this topic[3], check the facts[4] and get inspiration from others promoting the goal and asking people to act[5].

Your task is to create a website to:

a) promote this sustainable goal (focus on specific things that children can understand),
b) raise awareness among a specific target group,
c) engage society to make changes.

There is only 1 attempt for this assignment, and the deadline cannot be postponed. There are still some regular labs, but feel free to use the rest of the lectures and lab sessions to ask any questions you may have related to the assignment.

Task description

Familiarise yourself with the sustainable goals, check all the links provided in the previous section (check footnotes) and do more research about this topic when needed. Your job consists of creating a website that:

- raise awareness of the sustainable goal,
- introduces the sustainable goal and its importance,
- suggests a game to engage the target group in making the world a better place and contribute to developing the sustainable goal,
- enables users to share their opinions and ideas about the goal and what they would help to achieve it (remember that forms are the tool you use to collect info from users, but you don't need to store the data in a database, only build the form in a coherent way),
- shows the contact information of the Department of design.

This is a very open assignment to give you the ability to be creative and to imprint your own identity and beliefs on the website.

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[1] https://sdgs.un.org/goals
[2] https://sdgs.un.org/goals/goal13
[3] https://www.un.org/en/climatechange
[4] https://www.un.org/en/climatechange/climate-fast-facts
[5] https://www.un.org/en/actnow

Requirements

You must design and implement at least *4 pages* for this site:

- An index page (homepage): it introduces the goal and purpose of the site
- Game page: presents the game you invented (more about the game in section "The game page")
- Contact page: this page must contain at least one form and invite users to share thoughts, opinions, and ideas
- About page contains a reflection text explaining your process (500-700 words), how you structured the project, how you designed the visual hierarchy and picked typefaces, etc.

The site must be implemented following these general requirements:

- All the pages must include a navigation menu and a footer, and the user should be able to navigate to all the pages easily.
- It must be responsive and implement at least 2 different page layouts (one for screens less than 600px and another one for larger screens).
- The footer must contain
  - the NTNU logo,
  - the address of the department (including an embedded Google map); "Address: Raufossvegen 40, 2821 Gjøvik Phone number: 61 13 54 00"
  - your name, study program, and a link to the IDG1292 page (something like: "This page was created as part of the subject IDG1292 of the design department by Jane Doe, a student from BWU").

Remember that you cannot use frameworks such as Bootstrap, foundation, or any other template or tool for scaffolding your project. However, you can use Font Awesome, Material Design icons or similar icon sets.

You can use anything learned during the semester, including modern CSS layout modules such as Flexbox and grid layout.

Target group

The game you design must target children or youth. This includes:

- Target group #0 – Kindergarten: age 1 to 5
- Target group #1 – primary education: age 6 - 13 (years 1-7)
- Target group #2 – lower secondary education: age 14 - 16 (years 8–10)
- Target group #3 – upper secondary education: age 16 - 18 (years 11–13).

You must pick a target group for the game and a target group for the website:

- If your game targets group #0 – Kindergarten, the website must target parents and teachers of the kindergartens
- Otherwise, if your game targets groups #1 to #3, the website must target the same group you have picked for the game.

The game page

It must include:

- an introduction to your game,
- instructions indicating how to play the game,
- a social media hashtag (or list of hashtags) that users can use to tag their pictures when playing the game.

Pick one of the target groups listed before and make up a game for them. The game must be designed to be played in groups (not online). Create a game that will inspire children to want to change the world.

Use your creativity and what you have learned so far to create something unique (you can use tools and techniques learnt in other courses of your study programme). Your main goal is to **engage people** who visit the page **to learn** about the sustainable goal and **spread** awareness.

Create a hashtag for your game so that people can post on social media how they play the game and how many points they have collected.

Inspiration or examples

You do not need to create a very complex game. Here, you can find some examples for inspiration (but try to be creative and come up with funnier ideas and engaging games).

- A small table with tasks and points (scoring system). Taking goal 12 as an example, the table could be like the following one.

Task	Points
Collect bottles to recycle	3 per bottle
Pick up plastic from nature	10 per bag

- A dice game where you throw a dice and for the number you get, you need to do a task to help with your goal. Imagine the project promotes goal 15, and after throwing the dice, the game tells you to "plant a tree". For goal 14, the task could be to "collect plastic from the sea". Remember, you must create a website about the goal specified in the introduction.
- Existing games (only for inspiration)
  - https://go-goals.org/downloadable-material/
  - https://2030sdgsgame.com/
- Screenshot of similar assignment from IDG1292 Fall2020: https://folk.ntnu.no/carlosvm/idg1292/example-game-sdg-idg1292-2020.png

These are just for inspiration. The games, scoring system and rules are up to you. Be creative!

Make children or youth want to participate in the game, collect points, and share it on social media with the hashtag you created.

Grading criteria

The assignment will be graded based on your ability to use HTML and CSS to create something coherent and well-structured. Use all you have learned during the course.

The design and the proposed game and its originality will also be part of the final grade but to a small degree compared to the technical part.

You are free to copy & paste text related to the sustainable goals if you like but do not forget to *refer to the original source*.

This assignment is graded based on all the concepts introduced in this course (remember that this time, flexbox and grid are both allowed).

Here, you have a checklist of considerations before delivering this assignment. Print it and tick off all the items before delivering the assignment to make sure you don't miss anything. Remember that you only have one attempt and a hard deadline. **Copy and paste this list, tick the box, take a picture and upload it with your code.**

- ❒ I have read and understood the description of this assignment
- ❒ I have checked all the HTML and CSS files, and there are no validation errors
- ❒ I am trying hard to reduce the size of the site to reduce its carbon footprint
- ❒ I am using an accessibility validator to make sure my site does not violate any WCAG rule
- ❒ I use proper metatags and titles in the HTML to improve the SEO
- ❒ I use proper naming conventions for files (i.e., HTML, CSS, images, folders, etc.)
- ❒ I use the proper HTML tags and elements for each situation (e.g., a paragraph is what it is, and therefore, you should not break the <p> in different lines).
- ❒ I write efficient CSS code. This is, I can reuse as many rules as possible if they are related. For example, if the site has different pages, all <h1> can use the same rule among all the pages (Don't repeat yourself principle)
- ❒ I am only using HTML to structure the content and CSS for the presentation layer
- ❒ I started the project from scratch, and I am not using HTML templates or other online projects to scaffold my application
- ❒ I considered how to scaffold the project and ensure a readable and well-structured hierarchy of folders, considering the size of the project and its needs.
- ❒ I am not using Bootstrap or other frameworks that are **not** allowed
- ❒ I know I am in charge of the design, so this will be evaluated too. I am aware I can also use animations
- ❒ The site is responsive, and it has at least **2 different** layout configurations: one for small screens (mobile phones, 600px) and another one for regular screens (laptops and desktop screens)
- ❒ All the HTML elements are contained within the parent box, elements do not overflow their containers, and there are no horizontal scrolls in **any** of my pages
- ❒ My code is readable (clean, clear, commented, well indented and well-formatted)
- ❒ I wrote the page contents, the code, and the comments in English
- ❒ I am not using lorem ipsum text
- ❒ I use free images (no copyright)
- ❒ I cite any text or resource I am borrowing from the internet
- ❒ I have uploaded my site to my *folksite*
- ❒ I created a readme.txt file in the root folder and included:
    - ○ the link in the readme.txt file
    - ○ licence text

Delivery

You deliver the project in **Blackboard**.

The delivery will consist in a zip file containing the complete website (i.e. you need to zip your root folder).

- The zip file must me named as "studentcode-idg1292-2024o3" (for example, if your student code is 1357246 then the name of the zip file must be "1357246-idg1292-2024o3".
- The zip will contain your whole project (i.e.: html pages, folders, assets, images, etc.). The zip file will also contain the previous checklist.
- The readme.txt file must contain the "URL" of the live version of your site (i.e. the folk site). The live version of your site is the exact same website as you deliver and must be published in your folk site via FTP (Filezilla).
- To avoid plagiarism issues, I recommend you upload the project to the folk site naming the root folder of your coursework using a random name.

Licence text

I would like to show the best projects to inspire future students or to showcase what students do in the course. This includes department meetings, meetings with the faculty, etc. This is not a problem. However, I would also like to be able to publish screenshots of the best projects on the department pages or social networks. Please, if you do not want me to share your work online, add a piece of text in the readme.txt stating that (e.g.: "Please, do not share my work on social networks").

Other links

Related to development goals:

- https://sdgs.un.org/goals
- https://www.un.org/sustainabledevelopment/health/
- https://globalizationandhealth.biomedcentral.com/articles/10.1186/s12992-021-00745-w
- https://www.who.int/teams/immunization-vaccines-and-biologicals/strategies/ia2030
- https://www.un.org/sustainabledevelopment/blog/tag/vaccination/
- https://www.un.org/sustainabledevelopment/?p=86081
- https://www.sdgfund.org/special-issue-immunization-african-region
- https://www.un.org/sustainabledevelopment/news/communications-material/
- https://www.un.org/sustainabledevelopment/news/communications-material/#FAQ

Other resources

- https://www.pexels.com/discover
- https://unsplash.com/

- https://css-tricks.com/centering-css-complete-guide/
- https://innsida.ntnu.no/logo-og-maler
- https://type-scale.com/
- https://colorhunt.co/ or https://coolors.co/
- https://www.w3schools.com/html/html_form_attributes.asp
- https://blogg.oktanoslo.no/5-eksempler-på-smart-bruk-av-cta-calls-to-action
- https://jigsaw.w3.org/css-validator/
- https://validator.w3.org
- https://www.w3schools.com/html/html_form_attributes.asp