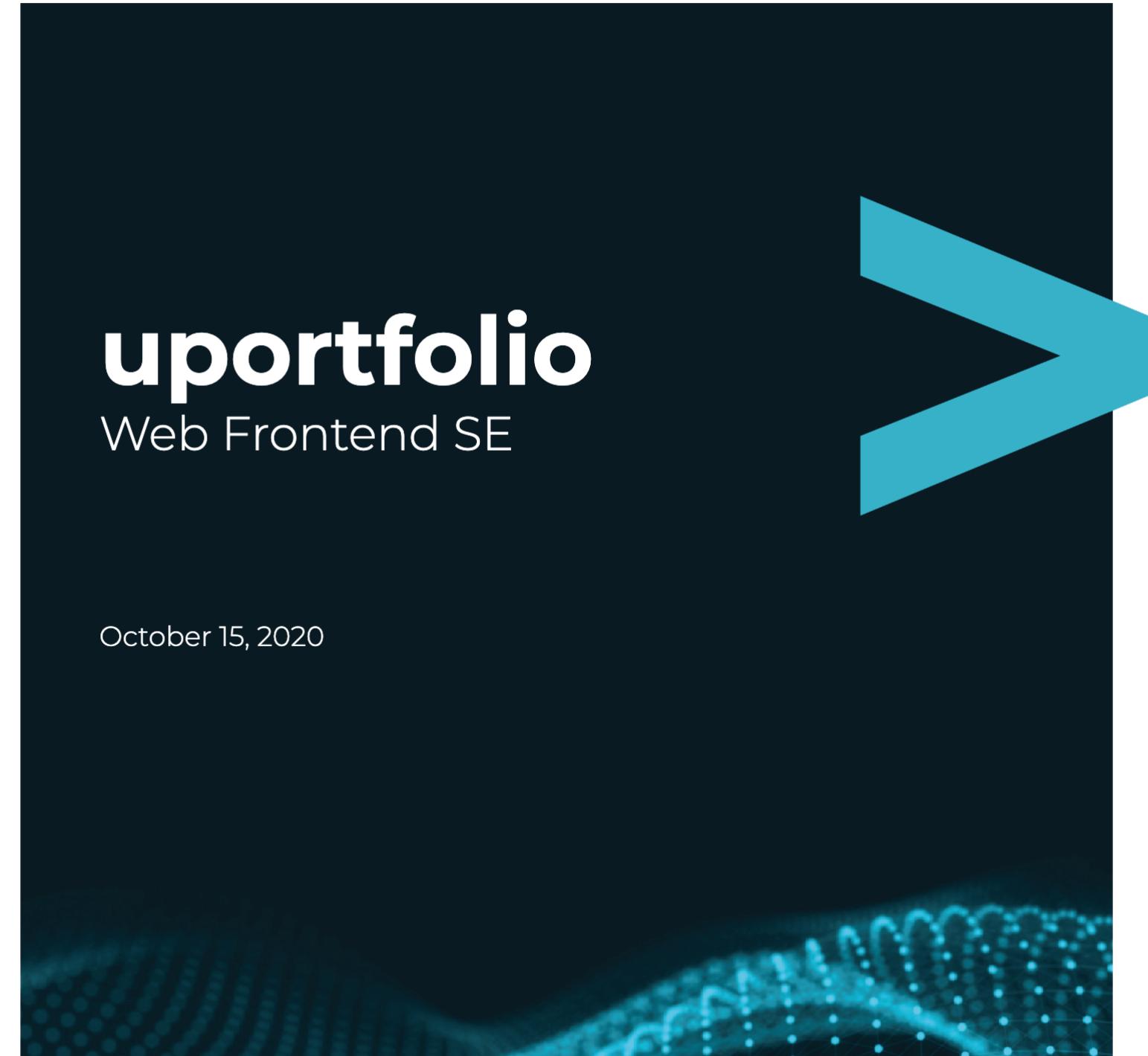
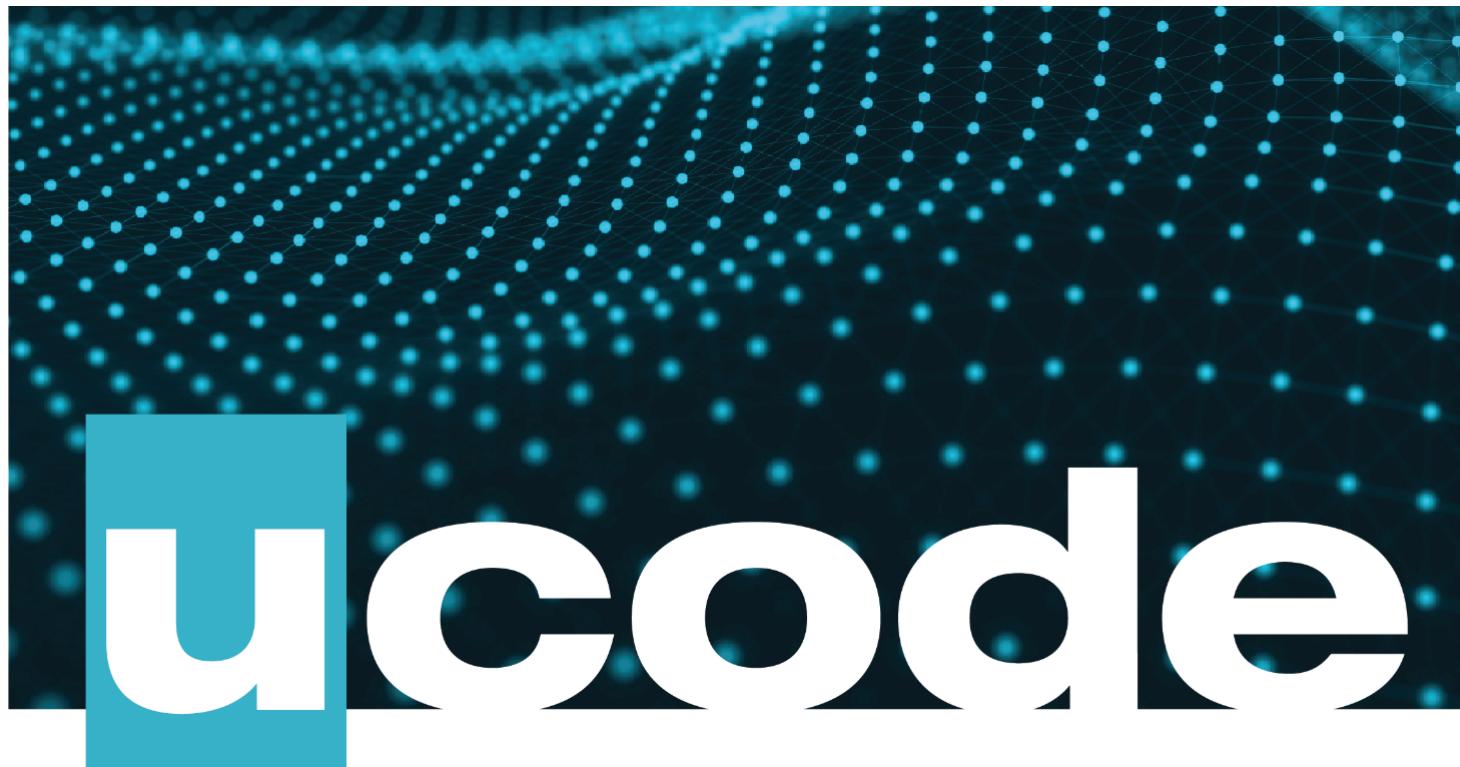


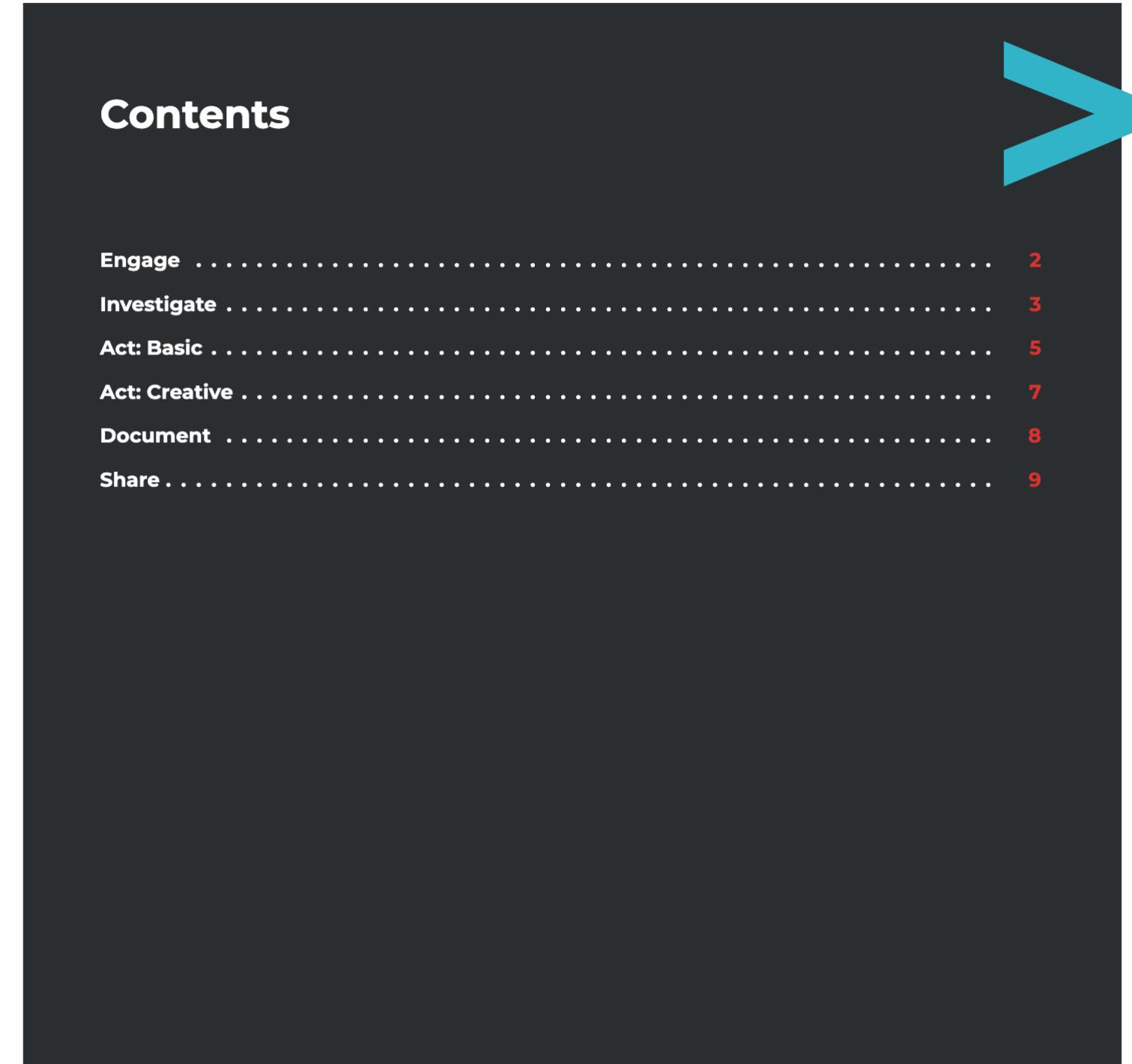


PROFILE CHALLENGES MEDIA SLOTS EVENTS CLUSTER FAQ ISSUES











Engage



DESCRIPTION

Hello, my friend!

As you are getting more and more knowledge, start thinking about how you can introduce yourself to the world.

Whether you are currently job seeking or not, a portfolio is an important tool for your career. The best part of a well-made portfolio is that you can not only describe, but also show what you did.

Why is it important? Because it allows you to show proof of the skills you've described in your resume, and maybe even impress the employer with the quality of the work you've done. And the better you can show your skills and knowledge, the better other people will treat you.

Also, keeping track of your accomplishments and achievements will motivate you. Just imagine that you can look at all your projects and see your progress at any point in time. Of course, we do not always succeed, but you will be able to see where you have taken a wrong turn and correct the mistakes with such a "tracking tool".

So, the importance of tracking professional achievements is difficult to overestimate. A great way to present yourself, especially for an IT specialist, is to have a personal web page. There, you can add your current CV, diploma, general info about yourself, links to your projects, and to your social networks, and many other things. So, in other words, it can have any form and content.

During this challenge you will create your own website. And as you progress through the program, you will be able to fill it more and more.

Try your best and make a huge contribution to your professional future!
Good luck!

BIG IDEA

Impression management.

ESSENTIAL QUESTION

How can you influence someone's perceptions of you?

CHALLENGE

Create your online portfolio.

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Investigate



GUIDING QUESTIONS

We invite you to find answers to the following questions. By researching and answering them, you will gain the knowledge necessary to complete the challenge. To find answers, ask the students around you and search the internet. We encourage you to ask as many questions as possible. Note down your findings and discuss them with your peers.

- What are the main principles of UX and UI design? How can you apply them while creating a portfolio?
- What main elements would you include on your website?
- In what order would you give information about yourself?
- Is there any information that should not be put on the website that will be seen by recruiters?
- In what way can you make your website interesting to recruiters and potential clients?
- What skills should you list on your website? How would you present them?
- What kind of work experience should be included on your website?
- Should your portfolio include every single thing you have ever done? Why/Why not?
- If you have multiple projects, how should they be organized?
- What is favicon? How can you add it to your website?
- How can you create a navigation bar?
- What position values can be set in CSS?
- How can you use media queries?
- What variations of the display selector are available in CSS?
- How can you change opacity/transparency in CSS?
- How can you animate HTML elements?

GUIDING ACTIVITIES

Complete the following activities. Don't forget that you have a limited time to overcome

the challenge. Use it wisely. Distribute tasks correctly.

- Read the story.
- Discuss the challenge with the students that have already started or completed it.
- Create a work plan for this challenge. Make sure you clearly understand what you need to do.
- Look at portfolios of some successful developers (e.g. someone who works for a company you like or someone who has an interesting YouTube channel, etc.). Check how they present information about themselves and what projects they include.
- If you have already finished some projects, make a list of what you want to show on your website.
- Decide which communication channels you are willing to make publicly available.
- Check whether the profiles you plan to link in your portfolio have up-to-date information and show you as a professional.

uportfolio | Web Frontend SE > 3





- Think of the main visual elements you want to include on your website.
- Explore CSS features that you haven't used yet.
- Read about [Use of animation in UX](#) and check out [UX principles for creating a great website](#).

ANALYSIS

Analyze your findings. What conclusions have you made after completing guiding questions and activities? In addition to your thoughts and conclusions, here are some more analysis results.

- Be attentive to all statements of the story. Examine the given examples and the ones you find very carefully.
- Analyze all information you have collected during the preparation stages. Try to define the order of your actions.
- Complete the [Document](#) section while developing a challenge. It is described after the [Act](#) section.
- You can proceed to [Act: Creative](#) only after you have completed all requirements in [Act: Basic](#). But before you begin to complete the challenge, pay attention to the program's architecture. Take into account the fact that many features indicated in the [Act: Creative](#) require special architecture. And in order not to rewrite all the code somehow, we recommend you initially determine what exactly you will do in the future.
- Submit only the specified files in the required directory and nothing else. Only useful files allowed, garbage shall not pass!
- Pay attention to what is allowed. Use of forbidden stuff is considered a cheat and your challenge will be failed.
- Complete tasks according to the rules specified in the [Google HTML/CSS Style Guide](#). But, as per section [3.1.7 Optional Tags](#), it doesn't apply. Do not omit optional tags, such as [`<head>`](#) or [`<body>`](#).
- The solution will be checked and graded by students like you. [Peer-to-Peer learning](#).

• The solution will be checked and graded by students like you. **Peer to Peer Learning**.

- If you have any questions or don't understand something, ask other students or just google it.



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Act: Basic



SUBMIT

index.html, css/style.css, assets/*

ALLOWED

HTML, CSS

CONTENT DESCRIPTION

Create a personal web page using HTML and CSS.
In the future, you will be able to use this site to introduce yourself to potential employers. So make your page clear not only for developers.

Start with the necessary elements for such pages.

- How about personal information? Consider adding your name, age, and location. It is a bit uncomfortable to call someone for an interview without knowing their name, or to ask someone about city of residence.
- The next important items are your contacts. Do not forget to specify your e-mail, links to social networks, e.g., [LinkedIn](#), phone number, link to your [Github](#) profile, and maybe the link to your [Telegram](#) account. Make contacting you as simple as possible.
- Also, do not forget about your hard skills. Identify your expertise and knowledge. Show that you have everything that is needed for the desired job title. But don't lie. They say recruiters have an x-ray.
- Besides, show your previous projects. It is absolutely necessary for you as a frontend developer. Now, you may have nothing for this section but still reserve and prepare a space for it. In the nearest future, you will fill it up with your [ucode](#) projects.
- Add a link for downloading your CV. Thus, recruiters will have an opportunity to download a formal document with your information. Do not worry if you don't have a resume right now. You will make it soon.
- If you have work experience, be sure to describe it. Most likely, this should be the first item on your site. There, describe where you have worked, timelines, job titles, and basic responsibilities. Thus, you will show the skills you have. But

never add reasons for leaving and salary. Your previous salary must interest no one, and reasons for leaving will most likely be asked directly at the interview.

And let's go through things which you can add, but they are not necessary:

- Preferable way and time of communication
- Education
- Soft skills
- Activities
- Accomplishments and achievements
- Memes and jokes
- etc.



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All these points are good. Some of them are more important, some of them are less.

So, there are a lot of topics that can be displayed on your personal page. But you are free to choose form and content. The main thing is to make your page intriguing and interesting. Make sure that recruiters will want to contact you.

TECHNICAL DESCRIPTION

If you have already decided what content will be on your page, it's time to deal with technical aspects. Here, just as with content, it is important to find a balance between the quality of UX/UI and cool features. In this list, you will find everything you need to create a good personal web site.

- This must be a one-page only site
- Your site must be responsive. It means, that your site must look good on all devices and not "crash" if a device screen is too small or too big
- Find some cool [Google fonts](#) and use them
- Use and fill meta elements with the following attributes:
 - charset
 - names with values:
 - * author
 - * description
 - * keywords
 - * viewport
- Create and set a favicon
- Create a fixed navigation bar somewhere on the page
- Implement at least two layout options for the navigation bar depending on the screen size using media queries
- Use hover effect at least once

- Create at least one list
- Use at least three different values of `display` property
- Do something using a `flexbox` with at least three elements in it
- Divide all content topics into logical blocks
- All logical blocks must be separated from each other
- Use rounded corners somewhere

The ucode logo consists of the word "ucode" in a white sans-serif font. The letter "u" is preceded by a solid blue square.**uportfolio | Web Frontend SE > 6**

Act: Creative



DESCRIPTION

It is the place where your imagination and creativity plays a major role. Implement additional features to make the program better and more unique. Listed below are a few ideas you can add to your program. You can come up with everything you want to improve your program. Creative features:

- Adding any kind of animations
- Playing with transparency
- Using transitions to change any property values smoothly
- Using tooltips somewhere to specify extra information
- Adding shadows
- Adding some transformations

But remember: despite freedom of action and a high number of opportunities - a personal web page is a tool for getting a job, and not a thoughtless combination of memes and HTML/CSS!



Document



DOCUMENTATION

One of the attributes of Challenge Based Learning is documentation of the learning experience from challenge to solution. Throughout the challenge, you document your work using text, audio, video, images, photographs, and reflect on the process. These artifacts are useful for ongoing reflection, informative assessment, evidence of learning, portfolios, and telling the story of challenge. The end of each phase (Engage, Investigate, Act) of the challenge offers an opportunity to document the process.

Much of the deepest learning takes place by considering the process, thinking about one's own learning, analyzing ongoing relationships with the content and between concepts, interacting with other people, and developing a solution. During learning, documentation of all processes will help you analyze your work, approaches, thoughts, implementation options, code, etc. In the future, this will help you understand your mistakes, improve your work, and read the code.

At the learning stage, it is important to understand and do this, as this is one of the skills that you will need in your future job. Naturally, the documentation should not be voluminous, it should be drawn up in an accessible, logical, and connected form.

Helpful tools:

- Google Tools - a good way to journal your phases and processes:
 - Google Docs
 - Google Sheets
- Dropbox Paper - a tool for internally developing and creating documentation
- Git Wiki - a section for hosting documentation on Git-repository
- Haroopad - a markdown enabled document processor for creating web-friendly documents
- Canva - a good way to visualize your data
- QuickTime - an easy way to capture your screen, record video or audio
- code commenting - source code clarification method. The syntax of comments is determined by the programming language

by the programming language
• and others to your taste

Keep in mind that the implementation of this stage will be checked by peers at the assessment!



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Share



PUBLISHING

Last but not least, the final stage of your work is to publish it. This allows you to share your challenges, solutions, and reflections with local and global audiences. During this stage, you will discover ways of getting external evaluation and feedback on your work. As a result, you will get the most out of the challenge, and get a better understanding of both your achievements and missteps.

To share your work, you can create:

- a text post, as a summary of your reflection
- charts, infographics or other ways to visualize your information
- a video, either of your work, or a reflection video
- an audio podcast. Record a story about your experience
- a photo report with a small post

Helpful tools:

- [Canva](#) - a good way to visualize your data
- [QuickTime](#) - an easy way to capture your screen, record video or audio

Examples of ways to share your experience:

- [Facebook](#) - create and share a post that will inspire your friends
- [YouTube](#) - upload an exciting video
- [GitHub](#) - share and describe your solution
- [Telegraph](#) - create a post that you can easily share on Telegram
- [Instagram](#) - share photos and stories from ucode. Don't forget to tag us :)

Share what you've learned and accomplished with your local community and the world. Use

"ctrl + S" or "CMD + S" to save your portfolio

#ucode and #CBLWorld on social media.

