# **Final Assignment Web Project**

Being a web developer means being able to take an idea and put it into practice. Putting an idea into practice requires developers to take into consideration not only the layout, coding, and content of a website. The developer also has to be aware of the broader historical and social issues related to UX, privacy, accessibility, responsivity. In addition, the developer has to look forward to new and developing interfaces such as wearables, haptics and augmented and virtual reality. Web developers have to accomplish this working in diverse teams across the office and across the globe.

The aim of this assignment is for you to take an idea and put it into practice by showing the knowledge, skills and abilities you have learned in this course. In other words, in this project you should be able to highlight what you know and what you can do by integrating the knowledge you have gained into a web design project. Some questions to consider in this assignment:

* What are the privacy implications for the design choices I made?
* How will each of our design choices affect UX?
* How accessible is our design for people with disabilities?
* How will our design work with new user interfaces such as wearables, haptics and augmented or virtual reality?
* Have we taken into consideration the people that will use our site, the activities they will engage in, the context in which they will use our site and the technologies they will use to access our site?
* Is my website responsive?
* With whom and how can I test the usability of our website?

## **Guidelines**

This assignment consists of three parts

### Part 1

1. In groups of 3 to 7, register your group by filling out [this form](https://docs.google.com/forms/d/18egk1lTLwLCVrKNk4GoOGm2bPvKTC2XpLUxd486j2hU/viewform) by **1 November 23:59**.
2. Identify a social or technological problem. See lecture notes posted on Canvas.
3. Identify a potential solution to the problem.

### Part 2

1. Create a website that
   1. Explains why the problem is important from a social or technological perspective.
   2. Describes how the problem relates to the solution that you have identified.
   3. Describes what the solution is. For example, if your solution is a mobile app, then describe the app in detail – paying particular attention to the questions above. You do not need to code the solution.
2. The website can include text, images, videos, hyperlinks or any other forms of web content.
3. The website can take the form of a static “informational page” or could be a game, a simulation or include other interactive elements.
4. Accessibility and usability are more important than functionality. In other words, do not design the page to look “cool” **design it to be effective, efficient and satisfying for the user**.

### Part 3

1. Individually rate your fellow group members
2. Rate each group member’s contribution to the project using the [peer evaluation](https://docs.google.com/forms/d/e/1FAIpQLSfWP8hU-P8ByEaxWVsG9tnaQEI_w6828W6SvSALTCHmeE8Nhg/viewform)

## **Technical Requirements**

* The website must be **uploaded onto the student web server** of at least one group member.
* The website must **contain at minimum one** web page.
* There is no word limit, nor is there a minimum word count.
* The emphasis should be on the quality of the information and the interaction, not the quantity of pages.
* The page can be in any language. However, grammar and punctuation are important! Write clearly and concisely. If it is in a non-English language I will be translating the page using Google translate.
* The use of frameworks or libraries is **prohibited**.
* Copying code written by others is **prohibited and may constitute plagiarism**.
* See Canvas for assessment criteria.
* Every group member must complete a [peer evaluation](https://docs.google.com/forms/d/e/1FAIpQLSfWP8hU-P8ByEaxWVsG9tnaQEI_w6828W6SvSALTCHmeE8Nhg/viewform) for each group member.

## **Group Guidelines**

1. You may form your own groups (minimum 3 and maximum of 7 members).
2. All groups must declare their affiliation by filling out [this form](https://docs.google.com/forms/d/18egk1lTLwLCVrKNk4GoOGm2bPvKTC2XpLUxd486j2hU/viewform) by **1 November 23:59**.
3. You may not leave or change groups.
4. You may not participate in more than one group.
5. Participation in a group is each student’s individual responsibility.
6. Any delays caused by any member of the group are the group’s responsibility.
7. It is up to each group to maintain a professional working environment.
8. Cooperation within the group is mandatory.
9. If you have not already declared yourself as a member of a group, you may opt to have a group created for you, at the discretion of the course instructor, by sending an email with the subject line “assign me to a group” to the course instructor. Include your name and student number in the body of the email. The instructor will then assign you to a group as soon as possible. This may result in a delay in beginning the project.

## **Submission Guidelines**

* As a group, you must submit **one URL** for your website on Canvas, using the group hand-in function to include all members of the group, under the hand-in folder by **1 December 23:59**. In other words, you will make one submission per group, not one submission for each group member.
* Verify the link works after submission.
* Any changes to the website after the deadline will be considered **late**.
* Late submissions will be accepted, but the final grade will be reduced by one letter grade for every 24-hour period following the due date.
* Exceptions, for documented medical reasons only, must be approved by the instructor before the assignment deadline.
* Peer evaluations for each group member must be submitted by the final assignment due date**.**
* Not submitting a peer evaluation may result in a lowered grade for the individual who has not made the submission.

## **Notes**

* Each group must do their own work. This is a group assignment.
* You may work on the group assignment individually with permission from the instructor.
* If you experience conflict within the group, your first action must be to resolve it within the group. If the group cannot resolve the conflict, you make seek advice from the TAs. If the TAs are not able to help you resolve the conflict, you may seek further advice from the instructor.
* This assignment will be graded A to F according to the assessment criteria posted on Canvas.
* Teaching Assistants (TAs) may comment and provide feedback on topics and initial designs. However, TAs do not have the authority to make decisions regarding grading or to modify the assignment in any way.
* Parts 1 and 2 each count as 45% of your grade. The peer evaluations count as an additional 10% of your grade. **In total this assignment counts for 100% of your final grade**.
* Submission deadlines are subject to change. You will be informed well in advance of any significant changes.