University of Northampton	CSY1018 Web Development Assignment 1 Semester 1 2017/18
Words:	AS1- CV Website (design & implement) (2,500 words or equivalent)
Weighting:	50%
Credit Value:	20 credits
Learning Outcomes Assessed:	a, b, c, d, e, h
Submission date:	Sunday April 22 <sup>nd</sup> 2018, 23:59
Feedback and Grades due:	4 <sup>th</sup> February 2018
Module Leader:	Ganesh Khatri (ganesh.khatri@nami.edu.np)  Liz Coulter-Smith (liz.coulter-smith@northampton.ac.uk)
Electronic copy available:	NILE

If anything about this assignment is not clear to you, please contact the module leader:

ganesh.khatri@nami.edu.np

liz.coulter-smith@northampton.ac.uk

## Purpose of this Assessment (AS1) 50%

This module is assessed by two practical assignments. Assignment one is worth 50% and includes one deliverable of six (6) pages. These six pages will form a 'Web Development CV' to promote your work and demonstrate your skills in web development.

Each page has a number of tasks that have to be completed to successfully pass the assignment. These tasks represent the fundamental or core competencies for introductory level web development, its implementation and skills related to building a 'current' user interface (UI) design. These skills have been taught during class time and the outline of the work is available in the slides and resources over the 10 weeks of classes in term 1. Advanced students may wish to add additional functionality, but there is no marking advantage for them. However, a more advanced site will be a good demonstration of skill therefore making it more attractive to employers.

Technical ability crucial and is assessed by the demonstration of the skills covered during our classes together. Primarily, this demonstration of skill will be evidenced through your ability using HTML5 and CSS2/3. Many students ask if they can use JavaScript. Yes, you can, however it will not be assessed since JavaScript is taught in Term 2. Also, no templates, themes or boilerplates are allowed since using them will make it impossible to assess your code and design originality. Also, 'commenting the code' must be extensively. If you use any bit of code which is not your own then you MUST 'comment' it in either the CSS or HTML or you could be considered to have committed **PLAGIARISM**.

Design of the 'User Interface' or UI is assessed based on 'current' design trends and their conventions as exhibited in **Google's Material Design** approach. Be very <u>careful not to work out of your head</u>. Good designers look for good models and borrow from them! You will have resources and discussions in class about how you develop this ability and where to look for current sources.

A range of other web development approaches and standards must be demonstrated throughout the submitted work (a detailed sheet will be provided in a few weeks).

Again, **ALL** code is checked for originality, however you may work with others in relation to your UI and design development as long as you carefully document this.

# **Deliverable 1:** Web Development CV Site (Your Professional Web Presence)

live version of your website on GitHub.

- Using only HTML5 and CSS, you are to <u>create four (6) web pages</u>:
- index.html the first page is called your landing page. This page is accessed by your web page settings on GitHub. Review the videos in the resit folder for more information. The url will be:
   http://YOUR\_GITHUB\_USERNAME.github.io. You must submit a
- about.html This page will contain a short biography about you and your professional aspirations as a developer.
- cv.html this page will contain at least two columns using flexbox and contain your experience to date (see resources and template for ideas).
- social.html This page will include your 'professional' web development social media links: Twitter, LinkedIn, GitHub, Reddit, etc.
- models gp.html
- contact.html The contact page will include a static form and a map of your location on earth using Google maps.
- All of your files will need to be accessible on GitHub as well, will will also provide a link to these files on the top of your Turnitin code document.
- You will need to submit two items of assessment and upload them to NILE by April 22<sup>nd</sup>, 23:59.
- 1. One will be for your code so we can check originality.
- 2. The other upload will be to submit all of your files in the <u>zip</u> format only. This

# The following are considered core aspects as well as any technical scripting skills:

- **User Interface Design:** Implementation of 'Material Design' as a Model of Good Practice. You're advised to collaborate closely with a teammate on this part of the assignment. You are encouraged to develop your design or UI in a team. Make sure to list team members whose design ideas you have collaborated on. Your code must be original but your design ideas are going to be developed with others.
- **Accessibility/Usability:** You will need to show evidence of having successfully validated for Accessibility (Web Developer Tools/Chrome extension). Code on all pages must be validated.
- **Code Validation Testing:** All pages must show evidence of having successfully validated both your CSS and HTML (Web Developer Tools/Chrome extension). Look for the corresponding page below.

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- **Navigation:** This should be standard and the navigation should be consistent and use current design conventions (refer to this link: <a href="https://material.io/quidelines/patterns/navigation.html">https://material.io/quidelines/patterns/navigation.html</a>
- **Footer:** All pages must have a footer.

#### index.html (landing page)

• the first page is called your landing page. This page is accessed by your web page settings on GitHub.

#### about.html

 This page will contain a short biography about you and your professional aspirations as a developer.

#### cv.html

• this page will contain at least two columns using flexbox and contain your experience to date (see resources and template for ideas).

## social.html

This page will include your 'professional' web development social media links: Twitter, LinkedIn, GitHub, Reddit, etc

# models\_gp.html

Models of Good Practice (MGP) in User Interface (UI) Design
You will demonstrate your knowledge of 'current' UI design practices. You are
encouraged to work with others on the design aspects of this assignment.
Do not work out of your head. You must find sites that are current as models.
Make sure to design from Mobile up to desktop as more than 60% of users use
mobile over desktop computers.

- 1. You will provide links and screenshots of pages that were influential in your interface design decisions.
- 2. Write at least 200 words minimum explaining your choices and the ways you worked with your team to decide on the best design and the process you used to improve it over time. Sketches may be included.

## PAGE 6: Written Reflection or Log including Evidence of 'Site Validation'

- This page will contain between 200-400 words about your experience of learning web development of this first term.
- It will include any sketches or preliminary wireframes as images.
- Evidence of having 'validated' your pages using either W3C validators or through Web Developer Tools (Chrome extension) must be included on this page.

# Specific handling-in criteria will follow in the coming weeks.

# **Module Learning Outcomes (term 1)**

- A. Appreciate how the Internet works.
- B. Appreciate the relevance and underlying infrastructure of the World Wide Web.
- C. Understand the code on which websites are built.
- D. Design & Code User-Friendly Web pages.
- E. Be able to associate a variety of file types within Web pages.
- H. Information skills: Use appropriate sources and methods to research topics and techniques.

## **Assessment Submission**

Read this assignment brief carefully and ask the module leader if you require clarification well in advance of the submission date. Submission is to **NILE only** via NILE and must be submitted by midnight on the **Sunday 22<sup>nd</sup> April 2018 by 23:59**.

Feedback and grades will normally be returned to you electronically by the **22<sup>th</sup> of May 2018**.

## **Academic Practice**

This is an <u>individual</u> assignment. The University of Northampton policy will apply in all cases of copying, plagiarism or any other methods by which students have obtained (or attempted to obtain) an unfair advantage.

Support and guidance on assessments and academic integrity can be found from the following resources

**SkillsHub**: <a href="http://skillshub.northampton.ac.uk">http://skillshub.northampton.ac.uk</a>

**CfAP**: http://tinyurl.com/UoNCfAP