

Replace this image.

Design Report

# Website Design & Implementation Assessment

Introduction to Web Design (DECO1400/7140)  
Semester 1, 2019

## By Nicolas Schmidt (s4488635)

Part A

Introduction

Who and what is this Design Report for?

Document process of designing and constructing this webpage.

markers

Myself – to refer to this in the future as a basis for making other interactive websites and using javascript and web related technologies.

What can we expect from the following pages?

A record of the process of making this website

* Best practices

# Introduce Yourself

Briefly describe yourself.

3rd year electrical engineering student

Casually employed with an IOT startup company which displays sensor information on websites

What's your background?

Have coded as a hobby for many years. I have made some javascript-based websites using canvas. I may very well have a lot of bad habits.

I don’t have much experience with JQuery.

What’s your skills, interests, degree etc?

Interests: user interface design, programming languages, clever/beautiful design

What’s your learning strategy (as defined in the Week 1 practical) at the start of the course?

Learn by doing / making the website. Mine the learning resources to break bad habits and learn new HTML, javascript, and JQuery information.

Getting to Know Stakeholders

# Target Audience

Who is the specific target audience in relation to the brief?

Young adults and children interested in learning a new skill

Include a few personas that represent different, archetypal users of your website.

Child that has been told to use this learning resource to learn something, vaguely against their will.

Young adult who is interested in this field or in the fictional story where the visual elements were taken.

What are some common traits you've identified from your personas?

They are all trying to learn and relatively young

What implications does this audience have for the design?

Perhaps bright colors, vibrant characters, simpler language,

No soaring rhetoric

Clear, direct, interesting explanations

# Chosen Educational Content

What is your chosen educational content?

Mathematics

Why is this educational content an interesting choice for the target audience?

Lots of children and young adults are required to learn mathematics

It can be portrayed in an interactive way, for example

Euclids elements as interactive geometry game

Three green one blue has visualizations that show how matrix transformations warp space and how the chain rule relates ratios of differentials

Additionally graphing may be made more interesting by interactively changing numbers with the scroll wheel for instance, where the graphs are modified continuously as values are changed.

I feel that if the interface is designed properly then most interactive things can be made interesting.

# Chosen Story

What is your chosen story and genre?

Little prince

* It's charming and contains interesting imagery
* Appeals to adults and children alike

The Twits or Roald Dahl

* Interesting imagery
* Darker themes - potentially more interesting.

Revolting Rhymes?

Why is this story an interesting choice for the website’s visuals & theme in relation to the target audience?

Navigation & Organisation

# Card Sorting

Reflect on the success of the Card Sorting design activity you did in Week 4.

Include the testing plan you developed for the activity.

Include photos you took of the activity running.

What feedback did you get and how did it inform your early content organisation decisions?

Which organisation systems will you use in your website and why?

# Navigation Systems

What were the key things you learned from your Navigation Systems group discussion?

Write a brief response of your own to the guiding questions for this group discussion.

Which navigation systems will you use in your website and why?

# Site Map

Draw a site map that visualises the navigation flow of your website.

Include any internal (between pages) and external links.

Storyboard how one of your personas will navigate your website.

# Visual Organisation

What were the key things you learned from your Visual Organisation group discussion?

Write a brief response of your own to the guiding questions for this group discussion.

# Interactivity & Functionality

Draw wireframes for each type of page in your website.  
(i.e. if you have 5 pages that function very similarly, you only need to draw 1 wireframe).

These can be derived from the same mockups you produced for Paper Prototyping.

Add annotations to describe:

* how each interactive element functions,
* how they are designed to engage your specific target audience,
* how they are designed to strengthen the educational content,
* and how you think it will be implemented at this stage (HTML, CSS or JavaScript).

# Paper Prototyping

Reflect on the success of the Paper Prototyping design activity you did in Week 6.

Include photos/screenshots of your paper prototypes.

Include the testing plan you developed for the activity.

Include photos you took of the activity running.

What feedback did you get and how did it inform your visual organisation, navigation and functionality decisions?

Part B

Aesthetics

# Style Guide

Summarise the general aesthetic you’ve chosen and your design intentions.

How does your visual aesthetic engage your specific target audience?

Visualise (with contextual examples):

* Which colour scheme did you use? Include HEX codes.
* Describe your text treatments. Include font names, sizes and weights.
* Describe any image or icon treatments.
* Describe any button/link treatments (e.g. hovering on a link).

Rationalise the design choices you’ve made, relating to design principles from the lectures.

# Aesthetics User Testing

Reflect on the success of the Aesthetics User Testing design activity you did in Week 9.

Include screenshots of the mockups you used for the activity.

Include the testing plan you developed for the activity.

Include photos you took of the activity running.

What feedback did you get and how did it inform your aesthetic decisions?

Website Implementation

# Accessibility, Graceful Degradation & Progressive Enhancement

What were the key things you learned from your Accessibility, Graceful Degradation & Progressive Enhancement group discussions?

Write brief responses of your own to the guiding questions for these group discussions.

Rationalise why you've chosen to use JavaScript instead of HTML hyperlinks or CSS features on your website.

How has your website used a combination of HTML, CSS and JavaScript to great effect?

# Security & Privacy

What were the key things you learned from your Security & Privacy group discussions?

Write brief responses of your own to the guiding questions for these group discussions.

# Hi-Fi User Testing

Reflect on the success of the Hi-Fi User Testing design activity you did in Week 13.

Include the testing plan you developed for the activity.

Include photos you took of the activity running.

What feedback did you get and how did it inform your final product?

Conclusion

Summarise and conclude your Design Report.

In short, how has your website been successful in responding to the brief?

# Course Reflection

How has your learning strategy changed since the start of the course?

If you had the chance to restart, how would you approach your learning differently?

References

Include a full references list in APA or IEEE referencing styles.

Examples of the APA referencing style:

* Beavert, V. (1996). Origin of Basket Weaving. Frontiers, 17(1), 74-77.
* Diekmann, F. (2013). Squirrels, Oompa Loompas, And Revolving Doors. Credit Union Journal, 17(24), 4.
* John Keefe. (2011). "Basket" Weaving. PLANSPONSOR, PLANSPONSOR, Sept, 2011.