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*Interactive and Educational Web Experience on Substance Abuse*

# Abstract

**An overview of the project, is it relevant to what someone is looking for? Think back to when I was researching for the project.**

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# Introduction

I started this project with a vision of a fluid, interactive and educational web experience that details and explores different areas of substance abuse in this country. I wanted it to be easily updateable via a back-end system as statistics on this topic can, and do, change often and significantly.  
I felt that there was a gap in the “market” for a website like this. Looking online for advice, statistics or more general information will more than likely lead you to a government or organisation’s website. These have a cold ambience and wording more akin to a scientific report than a conversation about substance abuse.

The main goal of this project therefore was to fill this gap and provide people with a website where they can find the most up to date information and advice in a warm and aesthetically pleasing environment. I wanted my targeted demographic, 18 to 24-year olds, to have the option of a website that is not solely focused on just the statistics of substance abuse or poses as a source of advice that just provides links that help you find a local GP or centre.

Another important goal of the project that I would not consider secondary to the above is the ability for it to be updated quickly and easily by anybody with the administrator credentials. Information on this topic changes quickly and sometimes significantly, so it is important that the website be kept up to date and the task of doing so be simple and quick. It may not be the case that the person updating the website has any experience in front or back-end web development at all, so making it as simple as possible for them to alter the information on the website is hugely important.

Smaller goals of the project include learning a number of techniques that are completely new to me as a developer and Computer Science student. Before I started this project, I had never developed in PHP or JavaScript and had never used MySQL Databases and PHPMyAdmin.   
Learning these languages and techniques in order to fulfil the rest of my goals was essential and would allow me to broaden my skills in a few different areas of software development.

The outcome of this project that has impacted me personally the most was discovering the number of possible problems that can arise when trying to design and implement a website with this kind of functionality.   
I went into this project with a fair amount of experience in HTML and CSS, mitigating the simpler aspects of the development of the website.   
Learning PHP while developing in it did prove to slow the production of the website down at times and ultimately did not allow me to implement the full functionality I was hoping to achieve in the time I was given. The same thing could be said for JavaScript, however it was used far less in my project than PHP.

My final product is something I’m proud considering the above but I would consider it to be the alpha version of the website and I would definitely look into carrying on with the development of it to achieve the complete functionality that I had initially hoped to.  
I believe that the product is a good representation of the techniques I have learnt throughout this project and a great base for me to improve upon in future updates. It completes my main goal of providing a source of correct and relevant information and advice to my targeted demographic delivered in a manner that is not seen in other common sources.

# Methodology

An explanation of choice of relevant methodologies such as project management, surveys, development tools/environments and testing.

# Product Description

What has been created, where relevant, explanation of requirements, design, implementation and evaluation of choices and outcomes.

# Critical Review

A review of the success and areas for improvement with an emphasis on what has been learnt and how it would affect future projects.

# References

A full and accurate list of references to all sources of information that has been used including the source of any non-original material such as code and media assets. Must also reference any tutorials or other sources of information that informed project.

# Appendices

**Appendix 1:** Record of meetings with supervisor, to demonstrate engagement with the project process  
**Further appendices:** These will depend on your project and should be agreed with your supervisor but could include the results of testing, surveys or design documents