

## Lab 2 Design a website that of your course project

Due Aug 5, 2020 at 5:30 PM

**How to submit your lab assignment** **1**

**Problems** **1**

Give an example of a website with bad design and explain why you think it is the website with bad design and propose how you can improve them (4 points) 1

Use the prototype tool that you like to design a website of your course project (6 points) 1

### How to submit your lab assignment

1. Create the folder with the name in the format "<your\_firstname>-<your\_id>-lab2", such as "manee-6230401234-lab2"
2. Place all the lab solutions in the folder
3. Create the github repository with the name as <your\_id>-webdev-labs such as 6130401234-webdev-labs
4. Add REAME.md with the content as <yourID>
5. Add lab2 folder in the repository
6. Copy this document and rename it as <your\_id>-EN813701-2020-lab2 and then solve each problem

### Problems

- 1) Give an example of a website with bad design and explain why you think it is the website with bad design and propose how you can improve them (4 points)
  - Give the name and the link of the website  
<https://www.loeipit.ac.th/>
  - Explain at least two aspects of the website that contribute to a bad design
    - 1.ส่วนประกาศและประชาสัมพันธ์ไม่โดดเด่น ตัวหนังสือเยอะ ทำให้อ่านได้ยาก ไม่ชัดเจน
    - 2.แถบเมนูแยกไม่ชัดเจนง่ายต่อการกดผิด ช่องค้นหาไม่โดดเด่น
  - Explain at least two features that you will add or change to improve the design of that website
    - 1.ปรับแถบเมนูให้มาไว้บนสุด ช่องค้นหาจัดไว้ตรงกลางให้ชัดเจนโดดเด่น เพิ่มขนาดหัวข้อ จัดเรียงใหม่ แบ่งประเภทชัดเจน
    - 2.ปรับขนาดตัวหนังสือ ข้อความให้ชัดเจนมากขึ้น
- 2) Use the prototype tool that you like to design a website of your course project (6 points)
  - The design should follow the best practices covered in the lecture
  - The design should cover at least three pages

- Each page of your website should be linked together
- Explain the logic behind your design
- Insert the link of your prototype in your document and explain why you think your design is a good web design