Sheridan

Project 2 Two Dynamic Feature Web Page

project 2 / worth 30% of your course grade / due week 8 – week commencing 14th March

Overview

This project gives you the opportunity to build dynamic web pages that contain data that changes. As a result we will be using Javascript to update the page and control CSS to give the user updates. We will start simply but these will become web Apps, then eventually we will progress to creating an App for a mobile device, using the same knowledge of HTML, CSS and JS. HTML is the content, CSS is the design and JS becomes the behaviour or controls the page interactions.

You will be using repl.it to develop HTML, CSS and JS with.

You will also learn the simple basics of Adobe XD as prototyping software.

Assessment Brief

Developing your skills from **project 1**. Your task is to take **two** of the features from the code we have covered in class and create a simple web page/ web app (it should have one primary goal) using two of the in-class examples and merging them, or finding other dynamic data/features on your own. Again, you are simply finding a use case for the page based on code we have already created in class. You will custom theme the design of your page and demonstrate it working.

You can pursue your own idea or one of the following: Magic 8 ball, Guessing games such as hangman, Rock, Paper, Scissors, Coin flip, Dice games, Weather finder (click location on map and bring back weather for that location), Sleep calculator (research sleep patterns), Pet name generator (based on what pet user has), Daily promotion deals (generate offers based on day/time of the week), What beer shall I drink, Childs alphabet toy (click letter, play sound file of the letter spoken), Baby lullaby player (for parents to help children sleep), Colour scheme generator.

Deliverables

Please hand all of the following:

- **The finished design of your page created in design software such as Adobe XD before creating the finished version in code.**
- **The project hosted on Repl.it and a URL submitted to Slate.**
- **A PDF of your user persona which will be graded on accuracy of grammar and the design. You will also use the PDF for citing the source of any images or code snippets used.**

Policy on Use of Sourced Materials

Code can use small sections of code from other sources, ie not a complete page taken from another source. Cite these sources using comments in the code, HTML comments:

<!--Start of code from xxxx --!>

<!--End of code from xxxx --!>

In CSS:

/* Start of code from xxxx */

/* End of code from xxxx */

In JS:

// Start of code from xxxx

// End of code from xxxx

Please also list the sources and the sources of any images that are not your own on a PDF file submitted to Slate with your URL.

For more information on citations, please review: https://ryanwprice.github.io/ixd-resources/cite.html

Deadline

The deadline is stated above, you can submit your work with 10% grade deduction in the week that follows. This is a bad idea, because rarely will students make up that 10%.

If you hand work in **on time** and the work is of a **failing grade**, you will be given the opportunity to **resubmit the work within one week of receiving the grade** from your professor.

If you have an accommodation, you may negotiate a submission date within reason after talking to your professor.

Delivery Format & Instructions

A hosted Firebird URL submitted to SLATE. Zip file submitted to SLATE. PDF submitted to the Assignment Folder in Slate. PDF must be named:

LastName_FirstName_IXD_Behaviours_Project2.pdf

LastName_FirstName_IXD_Behaviours_Project2.zip

Schedule

See separate file

Project Learning Outcomes

To achieve the critical performance, students will have demonstrated the ability to:

1. Analyze interactive objects to identify elements and relationships to user behaviour.

2. Apply the terminology and principles of information architecture

in interactive problem solving.

3. Produce process documents such as diagrams, briefs and storyboards.

4. Integrate project concepts into functioning user behaviour interactions.

5. Apply design principles such as sequence and priority to solving interactive user problems.

6. Integrate technical parameters and platforms into the development of design solutions.

7. Communicate functional and technical requirements for a variety of stakeholders clearly and concisely in visual, verbal and written documentation.

8. Apply logic and code to develop the technical underpinning of the interaction.

9. Explain the importance of integrating diverse perspectives to generate innovative solutions.

10. Define importance of project deadlines, milestones, resources and individual responsibilities in achieving project goals.

11. **Evaluation Criteria**

This project is worth 30% of the course grade.

- **Ability to identify the pages potential (20%)**
  Analyze the feature and identify a group of users that need this feature through at least one persona with fully defined goals and motivations. A clear benefit of your solution to your user must be identified and stated (LO 1, 2, 3, 5, 6)

- **2. Develop a working page (20%)**
  Create a working page that uses JavaScript to update the content in a meaningful way for the user (LO 1, 4, 6, 8)

- **3. Quality of visual design (20%)**
  Create a well-designed page using Adobe XD or similar that gives the right information and features to the user for the purpose of the project with a considered and contemporary UI (LO 1, 2, 3, 5)

- **4. Quality of finished visual page (20%)**
  Using your designed UI, transform this into HTML and CSS to create a crafted user experience with contemporary UI (LO 1, 2, 4, 5, 8)

- **5. Grammar (20%)**
  All submitted elements (webpage and PDF) must be free of grammatical errors. The persona should succinctly describe goals and motivations of the user along with any biographical and supplemental information (LO 7, 9, 10)

L.O. refers to Learning Outcomes

100%	**Perfect Work:** Mastery of project learning outcomes. Requirements of assignment are satisfied through artful use of theory/skills to produce an innovative submission at a level that exceeds industry standards.
95%	**Rare Work:** Rare comprehension of project learning outcomes. Requirements of assignment are satisfied through expert use of theory/skills to produce a nuanced and original submission that meets industry standards.
90%	**Outstanding Work:** Outstanding comprehension of project learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce a highly original submission that meets industry standards
85%	**Exceptional Work:** Exceptional comprehension of learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce an original submission that meets industry standards.
80%	**Excellent Work:** Excellent comprehension of project learning outcomes. Requirements of assignment are satisfied through the use of theory/skills to produce a submission with elements of originality that meets industry standards.
75%	**Very Good Work:** Thorough comprehension of project learning outcomes. Requirements of assignment are satisfied through the skilled use of theory/ techniques to produce high quality student work.
70%	**Good Work:** Good comprehension of project learning outcomes. Requirements of assignment are satisfied through the skilled use of theory/techniques to produce quality student work.
65%	**Competent Work:** Acceptable comprehension of project learning outcomes. Requirements of the assignment are satisfied with ample skill. Student demonstrates competence at a sufficient level to continue in the program.
60%	**Fairly Competent Work:** Moderate comprehension of project learning outcomes. Requirements of the assignment are satisfied with some skill.
55%	**Passing Work:** Passable comprehension of project learning outcomes. Requirements of the assignment are satisfied with limited skill.
50%	**Borderline Work:** Minimal comprehension of project learning outcomes. Requirements of the assignment are satisfied with marginal skill.
40%	**Poor Work:** Insufficient effort and/or minimal comprehension of project learning outcomes. Requirements of the assignment are not satisfied despite the completion all components.
30%	**Very Poor Work:** Submission is partial and/or of poor quality. An incomplete comprehension of project learning outcomes is demonstrated.

| 0% | **No Submission:** No work was submitted for review. |