Due: week of Mar 6, 2023

## 2 Two Dynamic Web Page

Developing your skills from project 1. Your task is to take two of the features from the code we have covered in class or from your own research and create a simple web page/ web app (it should have one primary goal) You will custom theme the design of your page and demonstrate it working.

You can use 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, Sleep calculator, Pet name generator, Daily promotion deals, What beer shall I drink, Childs alphabet toy, Baby lullaby player, Colour scheme generator.

Your 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 \*/

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

| Worth<br>25% | <b>Submission details:</b> All PDF content will be created in Adobe XD or similar and assembled into a single document. On SLATE you will submit a PDF copy of the project and a URL of the project. | <b>LOs</b> 1, 2, 3, 4, 5, 6, 7, 8 |
|--------------|--|-----------------------------------|
|--------------|--|-----------------------------------|

| PDF Project: Hand in the following things in this order |   |  |  |  |
|---|---|--|--|--|
| Title page  | Include your name and the project name  |  |  |  |
| Project info  | Describe your project in 2-3 sentences.   |  |  |  |
| URL A working URL from repl.it as a working hyperlink   |   |  |  |  |
| Personas  | Create 2 personas following the guidelines given in class.  |  |  |  |
| Design  | The finished design of your page created is software (include any lower fidelity iterations).           |  |  |  |
| Sources cited   | use MLA, APA, or Chicago Style to cite any non-original work, including all images used in the document |  |  |  |
| Appendix  | Show all in-progress work that helped you arrive at your decisions, including all in-class exercises.   |  |  |  |

|                                     | Exceeds requirements (10/10)  | Meets requirements (7/10)   | Does not meet requirements (4/10)   | Missing (0/10)  |  |  |  |
|-------------------------------------|---|---|---|---|--|--|--|
| Personas (15% of project grade)     |   |   |   |   |  |  |  |
| <b>Motivations</b> [2 marks]        | Everything from <i>Meets requirements</i> AND the motivations are believable and not stereotypical.                               | All persona motivations describe personal values/<br>desires of the people they represent.                            | Persona motivations are directly related to the club.   | Not included with any personas or no personas were submitted.                             |  |  |  |
| Goals<br>[2 marks]                  | Everything from <i>Meets requirements</i> AND goals are realistic.  | All persona goals describe a specific action the persona can take to act on their motivations.                        | Persona goals are vague, not actionable, unrealistic, and/or unrelated to the club.                                       | Not included with any personas or no personas were submitted.                             |  |  |  |
| Grounding in research [2 marks]     | All personas feel like real people; extensive audience research was completed.  | The majority of information in all personas is realistic and not stereotypical; some audience research was completed. | The majority of information in all personas is unrealistic and/or stereotypical; minimal audience research was completed. | Fewer than 3 personas were submitted or no personas were submitted.                       |  |  |  |
| <b>Document standard</b> [9 marks]  | Personas improve on the template provided in class either in visual design, content, or both, they are well written.              | Personas use the template provided in class, they are free from grammatical error and read well.                      | Personas use a different visual format than what was provided that is missing key information and are poorly written.     | Missing so much information they are not complete personas or no personas were submitted. |  |  |  |
| Design (30% of projects grade)      |   |   |   |   |  |  |  |
| Layout of the Page<br>[5 marks]     | Everything from <i>Meets requirements</i> AND looks like a professional finished page.  | Page breaks down content into logical groupings; visual hierarchy is evident.   | Page breaks down content but the hierarchy is not clear   | Visual design was not submitted or was a screenshot from the browser.                     |  |  |  |
| Typography choices<br>[5 marks]     | Everything from <i>Meets requirements</i> AND Typography aids text communication  | Type choices are appropriate for the audience and content. Typefaces compliment each other.                           | Type choices are mismatched.  | Typefaces are default fonts   |  |  |  |
| Appropriate image choices [5 marks] | Everything from <i>Meets requirements</i> AND the image use enhances the design   | Images support the central messaging of the content and aid cognitive understanding                                   | Images are confusing  | No imagery used   |  |  |  |
| Colour scheme<br>[5 marks]          | Colour scheme enhances the design by unifying elements on the page.   | Colour scheme works with the design.  | Colour does not aid the design  | No colour used  |  |  |  |
| Clarity of text<br>[10 marks]       | Everything from <i>Meets requirements</i> AND the text is well written giving professional meaning to the context of the project. | Text is free of grammatical errors and reads well.  | Text contains grammatical errors and/ or reads poorly.  | No text submitted   |  |  |  |

|  | Exceeds requirements (10/10)   | Meets requirements (7/10)   | Does not meet requirements (4/10)  | Missing (0/10)   |  |  |  |  |
|--|--|---|--|--|--|--|--|--|
| UX of Finished Page (25% of project grade)     |  |   |  |  |  |  |  |  |
| Translation of design to code [10 marks]       | No differences in the design in the finished code and software. The text is well written giving professional meaning to the context of the project.  | Close similarities in the design in the finished code can be seen with the design from software. Text is free of grammatical errors and reads well.                                       | The design in code does not match the design in software. Text contains grammatical errors and/ or reads poorly.   | There is no design created in the code or the design submitted in the PDF was a screenshot from the browser. |  |  |  |  |
| Behaviour of the page<br>[15 marks]            | Everything from <i>Meets Expectation</i> AND additional elements such as animation enhance and bring delight to the user experience.                 | The interactive elements function as expected on the page and the page does not break when updating.  | The interactive elements do not function correctly or the page breaks with new updates.  | There is no interactive elements.  |  |  |  |  |
| Professional behaviours (30% of project grade) |  |   |  |  |  |  |  |  |
| Studio day feedback<br>[10 marks]              | Student shares in-progress work that aligns with the project schedule with the instructor multiple times each studio day.                            | At least some in-progress work has been shared with the instructor for feedback each week during studio day.  | In-progress work has been shared with the instructor for feedback during only some studio days.  | Zero in-progress work was shared during studio days.   |  |  |  |  |
| Rough work in appendix [2.5 marks]             | Everything from <i>Meets Expectation</i> AND additional inprogress work is included and clearly labelled.  | The submitted rough work includes all self study and in-class activities that relate to the project.  | The submitted rough work is missing self study and in-class activities that relate to the project.   | No rough work submitted No rough work submitted or no document was submitted.                                |  |  |  |  |
| Visual quality<br>[2.5 marks]                  | Documents approach an industry-level appearance that is consistent from page to page (e.g. sophisticated type and colour choices).                   | Documents share a visual style that is consistent from page to page (e.g. same fonts, font size, colours, page margins, etc.)   | Documents have an inconsistent visual style from page to page (e.g. different fonts, sizes, colours, page margins, etc.)   | No document was submitted.   |  |  |  |  |
| Sources and citations<br>[5 marks]             | N/A  | All facts that are not common knowledge and project elements (including code) that the student did not create from scratch are cited in the project submission using the class standards. | The project submission contains at least one fact that is not common knowledge or project element (including code) that the student did not create from scratch that has not been cited according to course standards.             | Project submission contains zero citations or no document was submitted.                                     |  |  |  |  |
| Effective written communications [10 marks]    | The writing in the submission communicates the ideas it presents clearly and succinctly. It contains almost no technical errors in grammar/spelling. | The writing in the submission effectively communicates the ideas it presents (may include minor grammar/spelling errors that do not affect the meaning of the writing).                   | The writing in the submission is confusing: the written words do not communicate in a way that makes sense and/or the writing contains significant grammar or spelling errors that cause the meaning of writing to become unclear. | No document was submitted.   |  |  |  |  |