Project 1 Simple Dynamic Data Web Page

project 1 / worth 30% of your course grade / due week 5 – week commencing 7 February

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 be required to create persona's of your users and why there is a benefit to the user for your solution.

Assessment Brief

We will develop some simple ways to take input from external sources such as the time, working with variables, animating content and creating random interactions. Your task is to create a dynamic page that Javascript writes into after the page has loaded. Your content can be animated, textual, graphical or can be a mixture of all. It can require user input or just write directly in.

You can peruse your own project idea or one of the following: Area or perimeter calculator, Tip calculator, Grade calculator, Lottery ticket chooser, Carousel/slideshow (your own work not a pre-built library), A browser home screen that changes design based on time of day/ year, What moon phase is tonight.

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.**
- **Demonstration of the working web page in a presentation.**
- **The project uploaded to the Firebird server and a URL submitted to Slate.**
- **The code for your web page zipped up and uploaded 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 */

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.

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_Beahviours_Project1.pdf

LastName_FirstName_IXD_Beahviours_Project1.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.