



South East Technological University

FACULTY OF LIFELONG LEARNING

ASSIGNMENT

Higher Diploma in Computing KRSIT_H

Module Title	Web and UI Design
Assignment Number	Two
Assignment Type	Project
Weighting	20%
Submission Date	10/04/24

Continuous Assessment Submission Guidelines

Assignments must be submitted via OneDrive. If assignments are not submitted via OneDrive, this will be regarded as a non-submission.

Extension Policy

Only in exceptional circumstances will extensions be granted.

Undergraduate and postgraduate extensions cannot be granted by your lecturer. Such extensions can only be granted by the Faculty of Lifelong Learning once a completed extension form and supporting documentation is returned online.

Students can apply for extensions at:

<https://www.itcarlow.ie/study/lifelong-learning/lll-forms/extension-request-form.htm>

Extensions must be sought in advance of the submission date. Extensions will not be granted retrospectively.

The circumstances under which an extension request will be considered include, but are not limited to:

- Serious personal/family/business reasons
- Where a student is representing their country or university

An extension request is **unlikely** to be considered under the following circumstances:

- Minor illnesses such as a common cold
- Holidays during the academic year
- Multiple assignments due at the one time
- Failure to plan study schedule
- Debs/weddings/social events
- IT and/or computer failure

The Faculty of Lifelong Learning reserve the right to request supporting documentation. If you are applying for an extension that exceeds **5 days** you must submit supporting documentation (e.g. letter from a doctor, employer, line manager etc.) so that any prolonged absence can be verified.

Please note that loss of/damage to a USB stick is not considered a valid reason for an extension. To avoid any unnecessary distress, please ensure that you **back up your work** regularly as you undertake your assignment. By registering with free online storage services such as Dropbox or Skydrive you can save your work online and access it at any computer. Alternatively use an external hard drive/or just email it to yourself.

Failure to submit a piece of assessment may result in a grade of 0.

Plagiarism Policy

Assignments which have copied work from websites, from other authors, from other students or any other sources will receive a grade of 0. All instances of plagiarism must be reported to the Head of Department who, in turn, is obliged to report them to the Registrar. Students who receive this grade may be asked to justify their actions to the University's plagiarism panel. Students must apply to the examination board at the end of the academic year to re-submit their work in such instances. Please note that copying verbatim from original sources is unacceptable even if you provide references.

Assignment Details

Tip for students: complete the final column with a '🌐' for each row to show you have read and understood the detail involved – if not, write in your query and contact your lecturer for clarification.

Module:	Web and UI Design			
Nature of Assignment:	Coding –Web Application			
Assignment Weighting:	20% of overall module marks			
Circulation Date:	13/04/24	Submission Date:	10/04/24	
Feedback - Dates and Nature:	Feedback Feedback will be provided within three weeks after the submission date. This will be provided in your shared OneDrive folder.			
Aim of Assignment:	The aim of this assignment is to assess your knowledge of HTML , CSS and PHP . In particular, the assignment will enable you to demonstrate your knowledge of HTML, styling, layout and responsive design			
Alignment with Module Learning Outcomes:	The assignment aligns (fully or partially) to the following module learning outcomes: <ul style="list-style-type: none"> • Critically evaluate User Interface (UI) usability based on established design principles and User Experience (UX) • Design, devise and create Web based applications using HTML, CSS, and JavaScript as appropriate 			
Description (include link to additional detailed brief if required, e.g. case study, drawings, etc.):	Prepare a website on a topic that is of Interest to you, your website should have 3 html pages, {a homepage, an about us and a contact us page}, an external stylesheet and a php page. You can build on your website from assignment one or start a new topic.			

<p>Assignment :</p>	<p>Part 1: Design 20%</p> <p>You can use your requirements document from assignment one as a base and update as needed or start from scratch.</p> <p><i>Before implementing you first need to outline your requirements.</i></p> <ul style="list-style-type: none"> • <i>Create a requirements document using user centred design.</i> • <i>You can use the Requirements document template on Blackboard.</i> • <i>Outline your project aim and identify your user requirements.</i> • <i>Consider different ideas to address user needs , define your problem statement and create two or more different user personas</i> • Create a sitemap of your website and page descriptions. • <i>Create two or more mock-ups of alternative designs for your about us page, justify your design choices, refer back to principles as your justifications</i> <p>Part 2: Implementation 80%</p> <p>Your website should include at least these basic elements</p> <p>headings</p> <p>paragraphs</p> <p>Text Formatting</p> <p>A menu</p> <p>An image as a link</p> <p>A link that opens in a new browser window</p> <p>A minimum of 3 images</p> <p>A transition effect</p> <p>A transform effect</p> <p>A Form with 5 different input types , radio, text, dropdown etc...</p> <p>PHP response to form input</p> <p>A table</p>	
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	<p><i>A gradient as a background</i></p> <p>An image as a background</p> <p>One use of Media (video, audio)</p> <p>A fragment identifier</p> <p>These are just the basic elements, but you should expand on these to get full marks, you can include any other elements you like including ones that haven't been covered in class.</p> <p>30% of marks will be for basic elements.</p> <p>10% of marks for correct syntax</p> <p>10% of marks will be for mobile responsiveness</p> <p>10% of marks will be for the comments</p> <p>20% of marks will be for use of colour, layout, navigation, presentation, originality,</p> <p>Upload all the html, css and php files to your shared OneDrive folder. Submission must be through this folder. Contact your lecturer if you do not have access. Any other submission method will not be accepted.</p>	
<p>Notional engagement hours:</p>	<p>It is anticipated that you spend approximately '12' hours for this assignment. The assessment criteria/rubric presented below sets out in detail what successful engagement involves and you should read through this carefully as you complete your assignment and evaluate your progress against the various criteria.</p> <p>In particular, you should focus on including all the basic elements first and on having clear comments and then adding more elements.</p>	

Submission Details

The assignment should be submitted via OneDrive by midnight on 10th **April 2024**.

Late submissions (where no formal extension has been granted) will be penalised as outlined below. For more on this, please consult the Institute's Policy on Late Submissions of Assignments available at: <https://www.itcarlow.ie/public/userfiles/files/Late-Submission-Assignments.pdf>

<p>Penalties for late submission for current assignment (where no formal extension has been granted):</p>	<ul style="list-style-type: none"> • Assignments received at any time after two weeks of the due date to be graded, but a penalty applies, as follows: <ol style="list-style-type: none"> a. Assignments submitted at any time up to one week after the due date to have the mark awarded to them reduced by 10 per cent (for example, from 57% to 47%); b. Assignments submitted more than one week but up to two weeks after the due date to have the mark reduced by 20 per cent (for example, from 87% to 67%); c. Assignments received more than two weeks after the due date shall not be accepted. In this event, the learner shall receive a grade of 0.
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Academic Integrity

All work submitted should be your own. It is each person's own responsibility to ensure that academic integrity is maintained.

Should you require any further support on this, please consult the resources available to you on TLC Student Hub and in particular Module 3 of the [PACE Programme](#).

For more detail on Academic Integrity, please consult the Institute's Academic Integrity Policy and Procedure: <https://www.itcarlow.ie/public/userfiles/files/Academic-Integrity-Policy-V4.pdf>

MODULE AIM			
To equip the student with knowledge of the structure of the WWW and with skills to effectively create client-side web pages and basic web apps			
LEARNING OUTCOMES			
On successful completion of this module the learner should be able to:			
1. Be familiar with various established sets of User Interface (UI) design principles			
2. Critically evaluate User Interface (UI) usability based on established design principles and User Experience (UX)			
3. Design, devise and create Web based applications using HTML, CSS, and JavaScript as appropriate			
MODULE ASSESSMENT			
Assessment Component	Details	Learning Outcomes addressed	% of total
Project	Introductory Web Development Skills Project: Students will create a static website applying UI & UX principles.	1,2	20.00
Project	Design & development of a dynamic website. Application of HTML, CSS, PHP Programming skills	2,3	20.00
Project	Application of a dynamic website with development skills in HTML, CSS & Javascript. Application of UI & UX design Principles.	1,2,3	20.00

Grade Descriptor for Web and UI design

Grade	Criteria relevant to assessing Knowledge, Understanding, Application (Bloom's levels 1–3)	Additional criteria relevant to assessing Analysis, Synthesis, Evaluation (Bloom's levels 4–6)
70 – 100 1.1	<p>Excellent A comprehensive, highly structured, focused and concise response to the assessment task, consistently demonstrating:</p> <ul style="list-style-type: none"> ▪ An extensive and detailed knowledge of the subject matter. ▪ Ability to analyse problems and identify requirements to provide an optimal solution ▪ Addresses all of the specifications and provides an optimal solution ▪ Applies all of the UX and programming concepts correctly ▪ Clean code with no superfluous code. ▪ Excellent presentation (code structure, documentation). Anybody can understand the code. 	<p>A deep and systematic engagement with the assessment task, with consistently impressive demonstration of a comprehensive mastery of the subject matter, demonstrating:</p> <ul style="list-style-type: none"> ▪ An ability to identify correctly all input and output and provide alternatives ▪ An ability to identify and use proper elements and concepts and clearly document their use ▪ An ability to apply required UX principles and produce correct results ▪ The program works and meets all specifications. Does exceptional checking for errors and out of- range data ▪ Documentation is well written and clearly explains what the code is accomplishing ▪ The code is extremely well organized and easy to follow and adheres to
60 – 69 2.1	<p>Very Good A thorough and well-organised response to the assessment task, demonstrating:</p> <ul style="list-style-type: none"> ▪ A broad knowledge of the module matter. ▪ Addresses all of the specifications and provides a correct solution ▪ Applies nearly all of the UX and programming concepts correctly ▪ No irrelevant or unnecessary code ▪ Good presentation (code structure, documentation). Any expert could understand the code 	<p>A substantial engagement with the assessment task, demonstrating:</p> <ul style="list-style-type: none"> ▪ An ability to identify correctly all input and outputs ▪ An ability to identify and use proper code elements and concepts ▪ An ability to apply required UX principles and produce partially correct results ▪ A program that runs and meets all specifications, does some error checking ▪ Documentation is simple comments and header that is useful in understanding the code ▪ The code is well organized and adheres to coding standards

50 – 59 2.2	Good An adequate and competent response to the assessment task, demonstrating: <ul style="list-style-type: none"> ▪ Adequate but not complete knowledge of the module matter. ▪ Addresses most of the specifications and provides a mostly correct solution ▪ Applies most of the UX and programming concepts correctly ▪ Very little irrelevant or unnecessary code ▪ Good presentation (code structure, documentation). An expert could understand the code with some extra explanation 	An intellectually competent and factually sound answer with, marked by: <ul style="list-style-type: none"> ▪ An ability to correctly identify some input and outputs ▪ An ability to identify some correct elements and concepts and applied correctly ▪ An ability to apply required UX principles but does not produce correct results ▪ The program produces correct results but does not display correctly, does little checks for errors ▪ Documentation is a few simple comments that explain the code. ▪ Code is readable and adheres to some coding standards
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40 – 49 Pass	Satisfactory An acceptable response to the assessment task with: <ul style="list-style-type: none"> ▪ Basic grasp of module matter, but somewhat lacking in focus and structure. ▪ Addresses some of the specifications and provides a partially correct solution ▪ Applies some UX and programming concepts correctly ▪ A small amount of irrelevant or unnecessary code. ▪ Satisfactory presentation (code structure, documentation) with an acceptable level of presentation errors. 	An acceptable level of intellectual engagement with the assessment task showing: <ul style="list-style-type: none"> ▪ An ability to identify only one input or output ▪ An ability to identify code elements and concepts but not applied correctly ▪ An ability to identify UX principles but not applied correctly ▪ The program produces correct results but does not display correctly, no checks for errors. ▪ Documentation is a few simple comments that do not explain the code well ▪ Code poorly organized and does not adhere to coding standards
0 – 39 Fail	Unacceptable A response to the assessment task that is unacceptable, with: <ul style="list-style-type: none"> ▪ A clear lack of understanding of the subject matter ▪ A failure to address specifications and provide a correct solution. ▪ Cannot apply UX and programming concepts correctly ▪ Incomplete or broken code ▪ A large amount of irrelevant or unnecessary code ▪ Poor presentation (code structure, documentation) ▪ Evidence of substantial plagiarism 	An unacceptable level of intellectual engagement with the assessment task, with: <ul style="list-style-type: none"> ▪ An inability to identify any inputs or outputs ▪ An inability to identify code elements and concepts ▪ An inability to identify UX principles ▪ The program produces incorrect results ▪ No documentation ▪ Code is completely unorganized and ignores all coding standards

² Anderson, L. W. and David R. Krathwohl, D. R., et al (Eds..) (2001) *A Taxonomy for Learning, Teaching, and Assessing: A Revision of Bloom's Taxonomy of Educational Objectives*. Allyn & Bacon. Boston, MA

Mustapha, Aida & Samsudin, Noor & Arbaiy, Nureize & Mohamed, Rozlini & A Hamid, isredza rahmi. (2016). Generic assessment rubrics for computer programming courses. 15. 53-61.