

WEB-D

The purpose of the competition is to produce a 5+ page website based on the competition topic permitted development tools, target web browsers, and teamwork, while applying HTML, CSS, attribution, accessibility, and user interface standards. Each team will be assigned to a computer. Each team must do all the work of creating the web pages using the permitted development tools (see "Permitted Development Tools" section), but may make use of content (e.g. images, audio, and video) that can be brought in Pendrive with proof of documentation that permits its use.

JUDGEMENT CRITERIA

1. Content

- a. Relevance of content
- b. Correct spelling and grammar
- c. Good use of content chunking
 - i. Definition of "Content Chunking": The method of presenting information which splits concepts into small pieces or "chunks" of information to make reading and understanding faster and easier.

2. Aesthetics

- a. Visual appeal and style (color, contrast, fonts, white space)
- b. Consistent look and feel

c. Readability

d. Minimalist design (avoid extraneous information)

3. Design

a .Effective navigation and working links

b.Effective use of multimedia content (images, audio, video, animation, etc.) .

4. Usability and accessibility

a. Minimize required user actions

b. Effective user guidance (help and error messages)

5. Quality of a two-minute oral presentation on the website when submitting the website to the judges .

Rules and Regulations:

1.Prohibited Content:

Each website may not contain material objectionable (e.g. no pornography, no profanity, nothing offensive to a person's gender, ethnicity, or religious beliefs, no references to alcohol, tobacco, or drugs).

2.Cheating:

The emphasis is on the team creating the website. Therefore, any team determined to be cheating, interfering with another team, or interfering with competition servers/workstations, will suffer a severe

point deduction or be immediately disqualified from the competition.
Any team disqualified from the competition.

3. Permitted Development Tools:

- a. Dreamweaver
- b. Visual Studio
- c. Netbeans

4. Technology used: participants can use PHP, JAVA, JSP, .net, javascript, html, css. Database used can be either MYSQL or Ms Access.

5. Third year students should make a website with database connectivity. i.e. it should be dynamic.

6. It should be simple, easy to browse and should contain at least 5 pages.

7. First and second year students are allowed to make static website but it should contain more than 7 pages.

8. Participants are asked to provide all details regarding technology, language, database used at time of registration otherwise entry can also be disqualified. If they require any s/w not mentioned then contact coordinators for clarification.

9. Maximum 3 members team can be formed.

10. Each team will have to submit one page printed abstract about their website.