Inclusive Web Design Final Assignment

Being a web developer means being able to take an idea and put it into practice. This requires developers to consider the layout, coding, and content of a website. The developer also has to be aware of the broader historical and social issues related to user experience, privacy, accessibility, universal design and many other social and technical issues. In addition, the developer has to look forward to new interfaces such as wearables, haptics and augmented and virtual reality. Web developers have to accomplish this by working in diverse teams around the world.

The aim of this assignment is for you to take an idea and put it into practice by showing the knowledge, skills and abilities you have learned in this course. In this project you should be able to highlight what you know (the topics covered in class) and what you can do (code a website). Some questions to consider in this assignment:

- What are the privacy implications for the design choices I made?
- How will each of our design choices affect UX, usability, universal design, and accessibility?
- How accessible is the design for people with disabilities?
- Is the website usable for everyone?
- Have we taken into consideration the people that will use our site, the activities they will engage in, the context in which they will use our site and the technologies they will use to access our site?
- Is my website responsive?
- With whom and how can I test the usability of our website?

These questions are for you to think about as guidelines to help you while working with the assignment.

Guidelines
This assignment consists of three parts

Part 1
1. In groups of 3 to 7, create your group on Canvas by **1 November 23:59**.
2. Choose one of the topics from the lectures or identify a relevant social or technological challenge that interests you. See presentations posted on Canvas. If you have any problems identifying an appropriate challenge, see https://www.un.org/sustainabledevelopment/
3. Create a potential solution to the problem. Your solution should not already exist, but you may use an existing solution in a new or different way. Your solution does not have to feasible, but it should be possible to achieve in three to five years.

Part 2
1. Create a website that
   a. Explains why the problem is important from a social or technological perspective.

b. Describes how the problem relates to the solution that you have identified.
c. Describes what the solution is. For example, if your solution is a mobile app, then describe the app. You do not need to code the solution, but prototyping it is recommended.
2. The website can include text, images, videos, hyperlinks or any other forms of web content that your group created or that you cite appropriately.
3. Accessibility and usability are more important than functionality. In other words, do not design the page to look "cool" **design it to be effective, efficient and satisfying for the user**.

Part 3

1. Individually rate your group members
2. Rate each group member's contribution to the project using the [peer evaluation](#)

Technical Requirements

- The website must be **uploaded onto at least one student web server**.
- The website must **contain at minimum one** web page.
- There is no word limit. It is recommended to keep text at a minimum.
- The emphasis should be on the quality of the information and the interaction, not the quantity of pages.
- HTML and CSS are required. JS is optional and should only be used to enhance the user experience. The website should work in a web browser that doesn't support JS.
- The page can be in any language. However, grammar and punctuation are important! Write clearly and concisely. If it is in a non-English language I will translate the page using Google translate.
- The use of frameworks or libraries is **prohibited**.
- Copying code written by others is **prohibited and may constitute plagiarism**.
- See Canvas for assessment criteria.
- Every group member must complete a [peer evaluation](#) for each group member.

Group Guidelines

1. You may form your own groups (minimum 3 and maximum of 7 members).
2. All groups must declare their affiliation by creating a group on Canvas by **1 November 23:59**.
3. You may not leave or change groups.
4. You may not participate in more than one group.
5. Participation in a group is each student's individual responsibility, not the responsibility of the course instructor or the teaching assistants.
6. Any delays caused by any member of the group are the group's responsibility.
7. It is up to each group to maintain a professional working environment.
8. Cooperation within the group is mandatory.

Submission Guidelines

- As a group, you must submit **one URL** for your website on Canvas, using the group hand-in function and include all members of the group, to the correct hand-in folder

by **1 December 23:59**. You will make one submission per group, not one submission for each group member.

- Verify your URL works as you expect it to work before submitting your assignment.
- Any changes to the website after the deadline will be considered **late**.
- **Late submissions will be accepted**, but the **final grade will be reduced** by one letter grade for every 24-hour period following the due date.
- Exceptions, for documented medical reasons only, must be approved by the instructor before the assignment deadline.
- Peer evaluations for each group member must be submitted by the final assignment due date**.**
- Not submitting a peer evaluation may result in a lowered grade for the individual who has not made the submission.

Notes

- Each group must do their own work. This is a group assignment.
- If you experience conflict within the group, your first action must be to resolve it within the group. If the group cannot resolve the conflict, you make seek advice from the TAs. If the TAs are not able to help you resolve the conflict, you may seek further advice from the instructor.
- This assignment will be graded A to F according to the assessment criteria posted on Canvas.
- Teaching Assistants (TAs) may comment and provide feedback on topics and initial designs. However, TAs do not have the authority to make decisions regarding grading or to modify the assignment in any way.
- Parts 1 and 2 each count as 45% of your grade. The peer evaluations count as an additional 10% of your grade. **In total, this assignment counts for 100% of your final grade**.
- Submission deadlines are subject to change. You will be informed well in advance of any significant changes.