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| --- | --- |
| **Soal Proyek**  *Project Case* |  |
| COMP6176  Human Computer and Interaction |
| **Teknik Informatika**  *Computer Science* | **E172-COMP6176-SI04** |
| **Periode Berlaku** Semester Genap 2016/2017  ***Valid on*** *Even Semester Year 2016/2017* | **Revisi 00**  *Revision 00* |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + - Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from other groups*

* + - Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + - Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + - Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + - Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + - Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Jangan lupa untuk melihat kriteria penilaian proyek yang ditempel di papan pengumuman, atau tanya asisten anda.

*Don’t forget to look at the project assessment criteria that posted on the announcement board, or ask your teaching assistant.*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Sublime Text 2.0.2  Adobe Photoshop CS3  IE / Firefox / Chrome |

## Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri dan proyek untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment and project collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS | PSD, HTM/HTML, image files (GIF/JPG/PNG), CSS, JS |

## Soal

*Case*

**Jar of Hope**

**Jar of Hope** is a non-sectarian charity organization to help people in need. **Jar of Hope** was formed in December 16, 2013 and based on Jakarta, Indonesia. Our organization reflects our commitment to serves people who need help and give them a hope. **Jar of Hope** carefully selects projects which help communities thrive. At least 90% of the funds raised go directly to our charitable projects. As the growth of the information technology, **Jar of Hope** haveplan to create **website** that represent organization image. With this website existence, **Jar of Hope** hopes they can improve their service towards the people. By having some requirement, **Jar of Hope** entrust you as a web designer to design and create their **logo** and **company** **website**. The requirements of **Jar of Hope** are described as follow:

* + - 1. **Jar of Hope** needs a **logo** that represents the image of organization which has professional concept. Consider the **customer segment**, **shape** and **colors** when designing the **logo**. The **logo** will be created using **Adobe** **Photoshop CS3**,ensure the layers are not **merged**.
      2. **Jar of Hope** wants you to design the **blueprint** of your **homepage** first before start the development on the HTML files. The **blueprint** will be created using **Adobe** **Photoshop CS3**. Ensure the **blueprint** that you create are the exact samewith the website that you will make later. The **homepage blueprint** will contain **header**, **navigation**, **content** and **footer** as its structure.
      3. **Jar of Hope** wants their website provide **information** about their **projects**, and have features that allow customer to **subscribe up-to-date news** and **events**.
      4. **Jar of Hope** wants you to build the website attractive, appealing and fully functioning, furthermore **Jar of Hope** wants you to create the **website using responsive** **design**. They want the website can be accessed by using mobile phone in a perfect way. Use **5 kinds of CSS** and **JavaScript** to achieve this, don’t forget to use **Meta** **viewport** **tag** and **media** **screen** **rule** that will be applied if the screen is **below** **500px** screen.
      5. Website consists of five main pages and that are **home**, **projects**, **donate**, and **more**. You have to create the **navigation menu** using **Drop down menu type** using **CSS only**. Here is the detail for each page:
  + **Home**

**Jar of Hope** wants to have **image-slider** on this page to **persuade** people to participate and become a donator.

* **Projects**

This page provides **pictures** from projects that have been done by **Jar of Hope** organization. **Jar of Hope** divides the pictures based on the project title.

* **Donate**

This page provides donation **form** to help people register as a donator. Users need to submit some personal information such as **full name**, **gender**, **email**, **address**, **country**, **amount** **of** **donated** **money**, and **agreement** against the organization **terms** & **condition**. You are asked to use **appropriate input type** and provide **5 kind of validation** using **JavaScript**.

* **More**

This page provides **information** about **Jar of Hope**. **Jar of Hope** divides the information into two categories:

* **About Us**
* **Vision & Mission**

**Guidelines:**

* + - * 1. Design your website by observing the principles of **human and computer interaction**, **8 golden rules (Shneiderman, 2010)**. Set up your site as creative as possible but still strive for **consistency**.
        2. The **logo** and **blueprint** (only **homepage)** must be designed using **Adobe Photoshop CS3** and make sure **no layers are merged**.
        3. Consider the **color**, **font**, **image**, **size** and **layout** that you use to design the logo and website.
        4. All **pages mentioned in the requirement** should be created **based on your template design**.
        5. Use only **external** **CSS**. Internal or inline CSS will not be marked.
        6. Use **CSS box positioning concept** to design your web structure. **Do not** use **table** **tag**, use div for the layout tag instead.
        7. Consider the language you use, including spelling and grammar, feel free to choose either **Bahasa** or **English**, but you cannot have both at the same time.
        8. Use **Mozilla** **Firefox 22** or above version to check design compatibility.
        9. Make your website **responsive** so it can deliver in any size, particularly for **desktops**, **tablets** and **mobile devices**.
        10. Organize your files with subdirectories.
        11. Include references (link from a website, book) that you use in creating the website.

**Must be collected:**

1. Logo (\*.psd).
2. Web template for **homepage** (\*.psd).
3. Website (\*.html / \*.htm, \*.css, \*.js).

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
2. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya.
3. Include the other files that can support your project, such as:
   * All files in your project
   * Other files (image, audio, video, etc.) used in your project
   * \*.DOC file (documentation of your project) that contains the reference links of additional files (image, audio, video, etc.) used in your project
4. If there are some hidden creativities, please note them in the existing documentation because they can greatly affect your project score

**If you do not understand, please ask your assistant!**