



Front-end Website Project

11056

Norfolk Island

By Vanessa Boyd
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Inspired Designs

The following are the designs that inspired my website's design.

1. <https://www.norfolkisland.com.au/>

I like how the drop menu was used on this website. I would've liked to create a drop-down menu on this assessment but there weren't additional sub-pages to include. The same applies with the footer, I would have added some link if there were more pages to include. From this website, I thought about adding a search bar but decided not to because there were minimal pages.

2. <https://homesociete.ca/>

I found this website through awwwards.com. When I opened the website, I first noticed that it was mostly coded with JavaScript since the website used a high amount of animation.

3. <https://www.staat.com/>

I also found this website through awwwards.com. One thing I liked was how they used a video instead of a cover image. If there was a video included with the content then I could've used it instead of the introduction cover image.

4. <https://akua.co/>

This was one of my favourite websites that I researched. The website used minimal JavaScript and a lot of strong visual elements. One of the first things I noticed when the website first loaded was the navigation bar. As the cover image was a simple 2D illustration with a one-colour background, the text had a high contrast against the illustration. I could've removed the bar and left the navigation links on top of the cover image but because the cover image is a photograph the text wouldn't contrast properly.

5. <https://kota.co.uk/>

The design of this website caught my eye because of the bright colours used in the logo and a good use of imagery. With this website, I noticed there was a lot of JavaScript in this one as well. I believe the usage of animation in the website was used effectively and didn't overbear the user.

6. <https://www.davidemarchet.com/>

Through awwwards.com, I found this website and it is created entirely in JavaScript. The design of the website is very modern although I didn't like the change of the mouse (to a white dot). When I first used the website, I found it difficult to understand what to do. I would think 'is there an interactive element somewhere?' and later I found the mouse would get bigger when it was hovering over a link.

A noticeable comparison is the top websites use a lot of JavaScript to animate parts of the website (2,3,4,5,6).

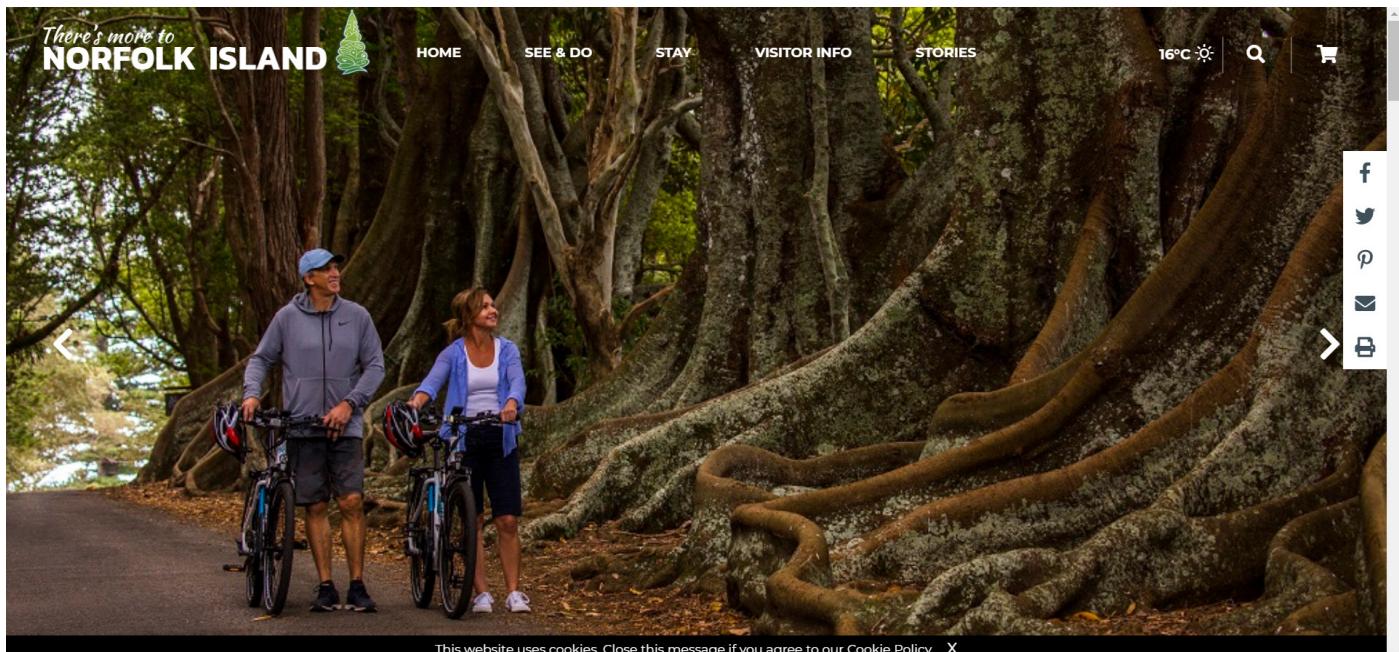


Figure 1

The screenshot shows the website for Home Société. The main visual is a photograph of a modern outdoor deck with teal-colored modular sofas under a large tree. A black circular overlay on the left contains the text "Up to 15% off Sectional Sofas" and a right-pointing arrow. To the right of the image, the brand name "HOME SOCIÉTÉ" is written vertically. Below it is a paragraph of text: "As creators of design spaces, we want to inspire our customers and assist them in finding their comfort and personal style. We believe that furniture is made for self-expression." Underneath this text is a link "Subscribe to our Newsletter". Along the right edge of the page, the letters "I", "A", "M", and "THI" are displayed in large, bold, black serif font. The bottom of the page features a navigation menu with links for "About", "Brands", "Contact", and "Career".

Figure 2



Figure 3

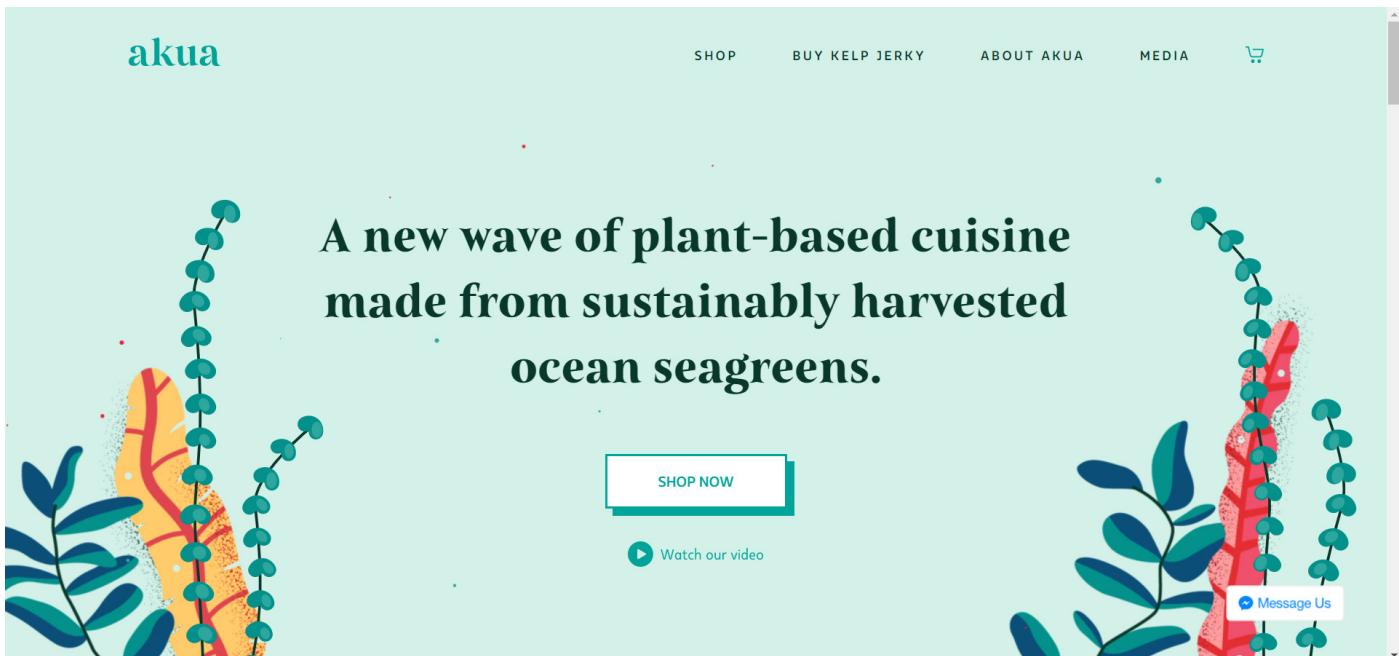


Figure 4

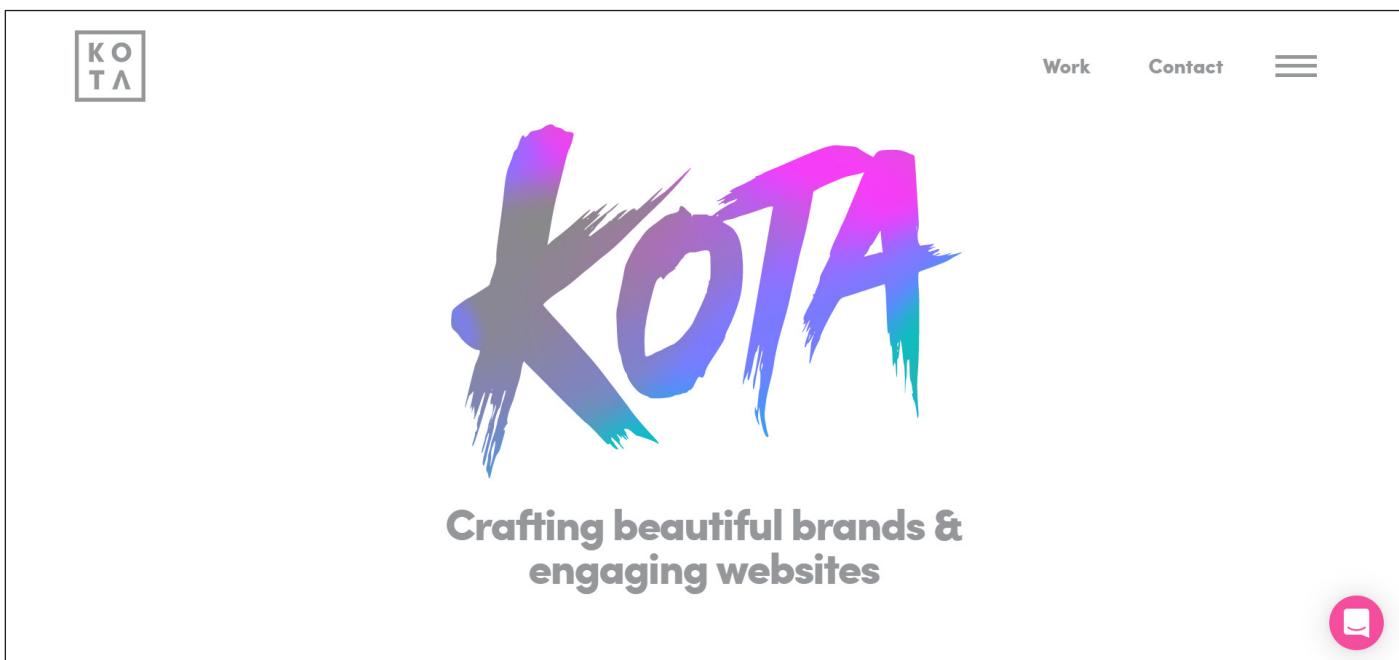


Figure 5

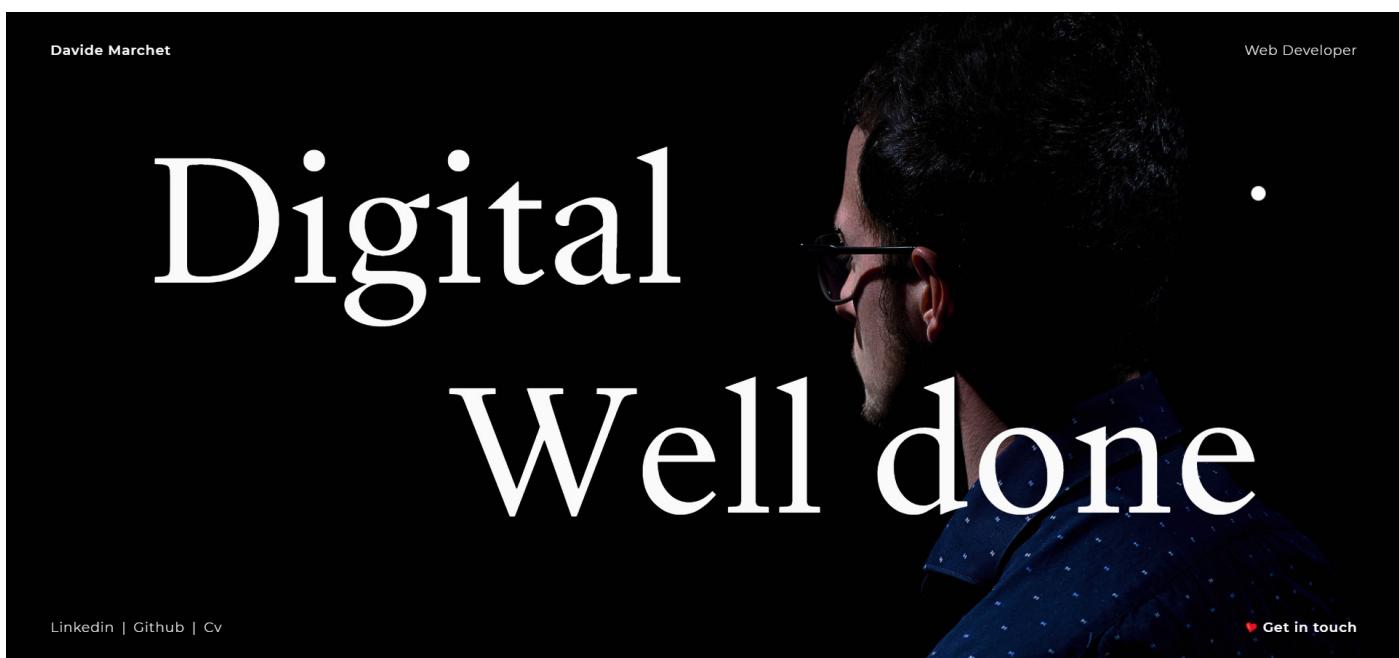
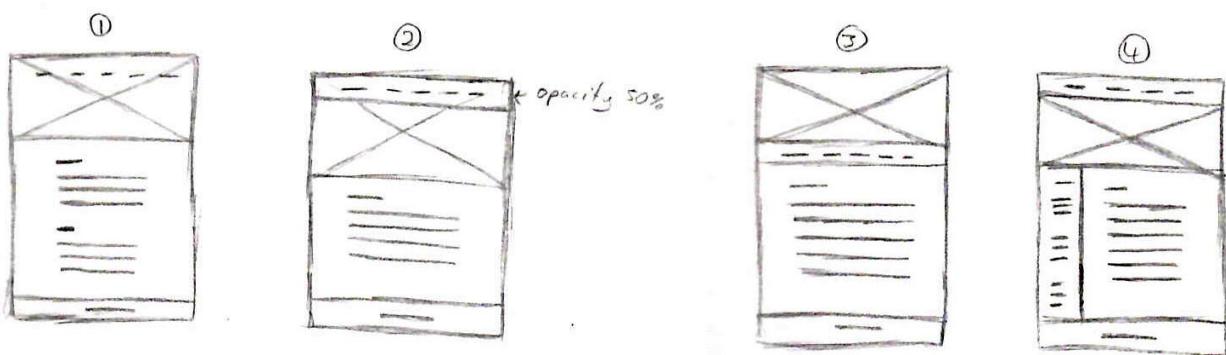


Figure 6

My Sketches

Option 2 was my chosen layout



Wireframes



Mockups

Norfolk **Introduction** **Description** **History** **Location**

Introduction

The Kingston and Arthur Vale Historic Area (KAVHA) is of outstanding significance to the nation as a convict settlement spanning the era of transportation to eastern Australia between 1788 and 1853.

Europeans were not the first people to inhabit Norfolk Island. Stone tools found at both Emily and Slaughter Bays within KAVHA indicate that Polynesian settlement of the area occurred between AD 1200 and AD 1600.

Visited by Captain James Cook in 1770, Norfolk Island was settled on March 1788, six weeks after the first fleet landed in Sydney. A settlement was established at Kingston, with the island's administration moved there. To relieve the food pressures in the infant colony of New South Wales, Governor Phillip had instructed one of his officers to transport convicts to Kingston.

Both convicts and free settlers formed small holdings of land. The first settlement's population peaked at 1156 in May 1792. By 1804, the free settlers on the island significantly outnumbered the convicts who represented 23 per cent of the total population of 1064. Abandoned in 1814, the settlement's buildings were demolished.

In 1825, the island was re-occupied to provide secondary punishment of convicts. Secondary punishment was designed to revive the fear of transportation and deter other would-be offenders.

KAVHA developed a reputation as one of the harshest and cruelest of Australia's penal settlements. The word of the convict population from both New South Wales and Van Diemen's Land were sent to Norfolk Island. They were men who had become so brutalised by the system that even increasing levels of punishment only served to make them more recalcitrant.

Alexander Macleod, commandant of Norfolk, brought a humbling regime of reform to the second settlement period for four of its 30 years. He introduced the 'Meth System' of Penal Discipline, which worked on the principle that the prisoner could secure freedom if they were indolent and well-behaved. For a number of reasons, including the fact that his superiors disapproved of his reformist actions, his reforms failed.

The latter stages of the second settlement saw prisoners arriving direct from Britain to serve the final stage of their punishment under the new probation system introduced in 1843. The severity of the place continued and a critical report to the British Parliament helped bring on end to the island's use as a penal colony. The last convicts left in 1853.

After this, the Pitcairn Island descendants of the Bounty mutineers had outgrown their island home, and the British Government chose to resettle them on Norfolk Island. The Pitcairn community landed at Kingston Pier on 8 June 1856.

Their descendants, who today comprise nearly a third of Norfolk Island's population, still speak the Pitcairn language.

This will be a link to Google.

Built by Vanessa Boyd for WOFI, 2019

Norfolk **Introduction** **Description** **History** **Location**

Description

Kingston and Arthur Vale Historic Area (KAVHA) is situated on the southern side of Norfolk Island fronting Slaughter Bay. Referred to as KAVHA it is a cultural landscape which includes an agrarian landscape (Arthur Vale, Watermill valley and the northern hillside) and the refined coastal plan of Kingston, with its north and west fence the settlement on the coastal plain. Roads provide ways through KAVHA, linking the groups of structures, access to the former prison, the forebay, the cemetery and Kingston. The Kingston pier is Norfolk Island's only coastal pier area with beaches, stone and coral edged lagoon.

The convict barracks and gaols were located on the forebay. Swarthy land separated the convict accommodation from the military and civil accommodation areas. The military barracks were located on the hillside while a wharf was a location of Government houses were positioned in commanding locations. The surviving buildings at the site reflect these arrangements.

The cleared nature of the landscape, along with the design and orientation of important buildings are an explicit demonstration of the settlement and penal philosophy of the British Empire in colonial Australia, being designed to provide for the continual surveillance of convicts and allow for agricultural reproduction and expansion. The cleared land provided for the growth of crops and the production of food for the colony. The cleared land also provided for the large scale quarrying of limestone and the coral reef. Authoritative attitudes to landscape based primarily on its value as a resource. Surviving evidence also illustrates aspects of design and process from the First and Second Settlements. This includes the remnant seaport landscape and remnants of the original town plan. The remnants of the original town plan are reflected in the layout of the town, the placement of roads, the clearing of visual links and operation of a semaphore system. Evidence from the Third Settlement period to the introduction of plant species, drainage systems, drainage ditches, roads, paths, walls and fences.

KAVHA is seen, being the site of, and possibly containing evidence and archaeological evidence of the earliest European settlement from Australia to the south-west Pacific (1788), similar in use for a decade as the other initial settlement of Sydney Cove. Its significance is enhanced by the lack of substantial subsequent development. It contains areas and individual elements which have not been widely disturbed by subsequent development. Buildings and structures associated with the early European settlement of the first and second Government Houses (1790–1803) are along with First Government House Sydney (1790–1847), the oldest government house sites in Australia.

The concentration and intricacy of fabric is considered rare. The intact layout, form and fabric of the places illustrate the patterns of human occupation, ways of life and perceptions and values of the landscape, and accumulative impact of Europeans on a pristine natural environment (Australian National Heritage List, 2007).

KAVHA is significant for its richness of settlement history and proxy of early features. It contains areas, buildings and other elements of outstanding individual significance including Government House (1809), one of the earliest and most intact remaining government house buildings in Australia; the Commandant's Store (1809); the Garrison Church (1810); the Parade Ground (1810); the Barracks (1810); the Hospital (1810); the Watermill (1810); the First Military Barracks, together with the Constable Store and the New Military Barracks (now Norfolk Island Government Administration offices) (1816), form a group of buildings which is the most substantial military barracks complex in Australia dating from the 1830s. The Commandant's Store (1810); the Garrison Church (1810); the Parade Ground (1790–1803); the Barracks (1810); the Hospital (1810); the Watermill (1810); the First Settlement building, Constab (1827–38), the remains of the only known human powered ornamental mill in Australia before 1850; Royal Engineer's office and stables (1850); double lock shed (1841); Police Office, now bothsmith (1859–60); Flagstaff (1860); Constable's Quarters, partly standing (1850); and the Barracks (1860).

The Cemetery has an outstanding collection of headstones and other remains dating from the earliest period of European settlement, including the first and second penal settlement periods. The cemetery is set within a landscape of great historical significance. The stone walls, wells, drains, buildings, platforms, bridges, culverts, roads, quarry sites, privies and archaeological sites of former buildings are important remains. These archaeological remains, together with the remains of the original town plan, are representative of the early European settlement of Norfolk Island. The presence of colonial pastoral (pre-1850) attributes to landscape design in Australia which reflected contemporary practices.

The place is a significant witness to one of the few places of secondary punishment before the Australian colonies (the other being Port Arthur). Its reputation was renowned throughout the British Empire (in so far as to deter further convict crime in the colonies). It is also described as the 'harshest and cruelest of all the Australian penal colonies'. The site provides approaches to penal practice internationally. It has an association with Australia's founding period, one of the earliest European dwellings in Australia, the Landing Pier (1809–47) built over the first Settlement landing place and sea fortifications, the first stone walls, drains, buildings, platforms, bridges, culverts, roads, quarry sites, privies and archaeological sites of former buildings are important remains. These archaeological remains, together with the remains of the original town plan, are representative of colonial pastoral (pre-1850) attributes to landscape design in Australia which reflected contemporary practices.

The place is rich in aesthetic qualities due to the combination of spatial rhythm, visual quality and the strong relationship between built elements and their setting. Architectural visual quality, the sense of space, light and atmosphere, are key aesthetic qualities. Building features are products of the friction wrought between such natural elements as wind, water and sun. Observers can experience the sense of space, light and atmosphere, and the sense of time, memory, and atmosphere. The combination of cultural expression, natural forces and their resultant patterns enable the perception and interpretation of the place as a 'placefulness' and 'homeliness'. The place is also significant for its aesthetic qualities, including its architecture and landscape values, gardens, rustic pathways, cleared hills and formal plantings (Australian Construction Services, 1994).

The Situs wharf (1790) remains on the seabed off the reef in Slaughter Bay. The first anchor raised was in 1903. Artefacts have been recovered from the wharf, some of which are part of a collection held by the Maritime Museum of Australia. A collection with a distinct maritime character, reflecting the industrial and social history of the wharf and its role in the early days of the colony. Other artefacts, including two of the Situs anchors are on permanent display at the Maritime Museum in Sydney.

The low-lying land of KAVHA is generally composed of calcretes, a limestone formed of cemented cross-bedded calcarenous sand. The remnants of limestone blocks are scattered across the surface. The limestone is extremely hard and durable, providing a good base for roads and walls. The limestone is ideal for building, and the stone walls, wells, drains, buildings, platforms, bridges, culverts, roads, quarry sites, privies and archaeological sites of former buildings are important remains. These archaeological remains, together with the remains of the original town plan, are representative of colonial pastoral (pre-1850) attributes to landscape design in Australia which reflected contemporary practices.

Most of KAVHA has been cleared and the original vegetation severely modified. Tropics and Islands (1994) describe it as dominated by Killara grass (Imperata cylindrica), which grows on the coastal plain. The coastal plain is characterized by a high density of limestone blocks, which have yielded some fossilized vertebrate bones, remains of several land snail species that are now considered to be extinct or extremely rare, and fossilized seeds and logs of the Norfolk Island Pine (Thompson and Thompson, Anderson and White 2001, EST 2003). These fossils provide evidence of plant life that existed on Norfolk Island before human occupation.

Only one of the Pitcairn Island descendants of the Bounty mutineers has outgrown their island home, and the British government chose to resettle them on Norfolk Island. The whole Pitcairn community landed at Kingston Pier on 8 June 1856.

Their descendants, who today comprise nearly a third of Norfolk Island's population, still speak the Pitcairn language. For them KAVHA is a place of special significance because it has been continuously and actively used since its arrival as a place of residence, work, worship and recreation. KAVHA is uncommon as a place where a distinctive Polynesian/European community has lived and practised their cultural traditions for over 150 years.

Built by Vanessa Boyd for WOFI, 2019

Norfolk **Introduction** **Description** **History** **Location**

History

European presence

Europeans were not the first people to inhabit Norfolk Island. Stone tools found at both Emily and Slaughter bays within KAVHA. Archaeological evidence of human habitation on Norfolk Island dates back to approximately 1200 AD. The first European to visit the island was Captain Cook in 1770. He reported the island had rich soils, no fresh water, and no suitable harbours. Governor Phillip had instructions to settle and secure the island as soon as possible to secure its potential as a supply port.

The first European settlement

Discovered by Captain James Cook RN in 1770, Norfolk Island was settled on 23 March 1788, six weeks after the First Fleet landed in Sydney. Cook reported the island had rich soils, no fresh water, and no suitable harbours. The first European settlement was established at Kingston, Arthur Vale, and, unlike the experience in Sydney, the Kingston corps followed strict rules of discipline and order. The first Governor of Norfolk Island was Philip Gidley King. Governor Philip refitted around one-third Sydney's population to Norfolk.

The second settlement

In response to the report by Commissioner Bigge (1822-23) on the effectiveness of transportation, the Colonial Secretary Lord Bathurst informed Governor Beaufort in 1824 to re-occupy the island as a 'great hub of punishment' to provide secondary punishment for convicts. The Second Settlement began in 1825. The Second Settlement had the same harsh treatment as the First Settlement, with the exception that the transports were from Britain and the colonies, and was a sentence applied to transported convicts who re-refused in the First Settlement.

Norfolk Island was re-occupied on 8 June 1856 by Captain Tufon as commandant with a party of 50 soldiers, 57 convicts, as women and as children. The settlement was again located around Kingston and the remains of some of the first settlement buildings were rebuilt, old agricultural areas were cleared and new ones created. But this was to be an entirely different chapter to the first settlement.

The second settlement on Norfolk Island was designed to be the extreme of convict degradation and the came to stand for worst of the transportation system.

KAVHA's major buildings:

- o The 1809 Government House, one of the earliest and most intact remaining government house buildings in Australia, with its commanding views of the bay.
- o The Old Military Barracks and officers quarters constructed between 1829–1834 which are surrounded by high walls giving an appearance of a military fortress.
- o The Garrison Church, completed in 1810 which follows a former Gothic design.
- o The Commandant's Store, dating from 1809 which is the last remaining colonial 1800s military transport store in Australia.
- o The Constab (Constabulary Barracks) completed in 1827-38, the remains of the only known human powered ornamental mill in Australia before 1850.

All that is found of KAVHA are the archaeological remains of the two convict garrisons, and the perimeter walls and archaeological remains of the prison barracks (1829–40) and the military transport accommodation while the remains of the new prison and its perimeter walls (1844–57) provides a rare representation of a radial design.

Other archaeological remains include the blacksmith's shop (1844), lime yard, water mill, the constab (1827–38), the remains of the only known human powered ornamental mill in Australia before 1850, the salt house (1842), the windmill (1842–43), lime kilns, the landing gear (1837–47) and sea wall. Most of the earliest remaining buildings date from the 1800s. The role of religion in reform is evident in the Protestant and Methodist chapels.

Hell on earth

Convicts worked from sunrise to sunset. Agricultural work was done with hoes and spades, and no ploughs or working cattle were used. Convict accommodation was shared with other convicts and this, combined with their poor diet of one meal every 48 hours, resulted in poor health and many deaths. Floggings and floggings and dogging up of the punishment inflicted out to the convicts was intended to break them. Floggings were common, even for trivial offences, and sentences could be extended.

The work of the convict population from both New South Wales and Van Diemen's Land were sent to Norfolk Island; men who had become so brutalised by the system that even increasing levels of punishment only served to make them more recalcitrant. The project of punishment by death was not unknown.

The ruthless men charged with running Norfolk Island and controlling its convict population were themselves part of a brutal system.

A number of the commandants, including Captain James Montell, Major Joseph Childs and John Price, were particularly cruel. Murders and lynchings were not uncommon. In 1829, Captain John Price, who had been responsible for the introduction of the 'Meth System' of Penal Discipline, ordered the execution of a convict for his extreme use of the task, that Norfolk Island became renowned as 'hell on earth' and by 1833 the island's fearsome reputation was well known in Britain.

A new prison philosophy

Only one commandant of Norfolk Island, Alexander Macleod, brought a humbling regime of reform to the second settlement period through four of his seven years. He introduced the 'Meth System' of Penal Discipline, which worked on the principle that the prisoner could secure freedom if they were indolent and well-behaved. For a number of reasons, including the fact that his superiors disapproved of his reformist actions, his reforms failed. Under Macleod's administration influence the conditions for prisoners had improved. They rapidly deteriorated, however, under the next commandant, Major Joseph Childs.

The final years

The latter stages of the second settlement saw prisoners arriving direct from Britain to serve the final stage of their punishment under the new probation system introduced in 1843. The severity of the place continued and in his report to the British Parliament in 1847, Catholic Bishop Robert Watson defended the approach taken on Norfolk Island. His report helped put an end to the island's use as a penal colony. It was gradually closed between 1847 and 1856 with no new convicts sent to Norfolk Island. The last ship to arrive was the 'Pitcairn' in 1856, which carried the last of the convicts. An Order in Council made on 29 December 1853, replaced previous orders making Norfolk Island a penal settlement. A small party remained to care for the farms and livestock and to handover to the incoming settlers from Pitcairn Island, who constituted the final settlement phase of the island's history.

Third settlement

As the Pitcairn Island descendants of the Bounty mutineers had outgrown their island home, the British government chose to resettle them on Norfolk Island. The whole Pitcairn community landed at Kingston Pier on 8 June 1856.

Their descendants, who today comprise nearly a third of Norfolk Island's population, still speak the Pitcairn language. For them KAVHA is a place of special significance because it has been continuously and actively used since its arrival as a place of residence, work, worship and recreation. KAVHA is uncommon as a place where a distinctive Polynesian/European community has lived and practised their cultural traditions for over 150 years.

Built by Vanessa Boyd for WOFI, 2019

Norfolk Introduction Description History Location

Location

The Pier Store

The Pier Store was built in 1823 as a commissariat store. It was built as a secure building because food, clothes and uniforms were stored there. Until about 1840 there was a bathhouse attached to the western end.

Its uses during the Second Settlement

On 8th May, 1834, the Pier Store (one of the few long stores of Norfolk) was flooded to a very high tide or surges. Because of the damage, the Royal Engineers were asked to repair the Pier Store on Quay Road. At that time the water mill was not able to grind the grain that was needed so 36 handmills were installed upstairs in the Pier Store. Each of these was operated by two men and men who were unable to do harder work were used on the handmills. The handmills only lasted 12 months before they were worn out. The Crankshaft was then used for the grinding and the handmills were removed. The top floor of the Pier Store was converted into a great room so the balcony was removed to give a better view of the area. Downstairs was still used as a store.

Its uses during the Third Settlement

The Pitcairners used the Pier Store as a customs store and part of the upper floor was used as a coffin room.

Its uses today

The Pier Store has been used continuously since it was built in 1823 and became part of the Norfolk Island Museum in 1988. Downstairs you will find the Slave exhibition. Upstairs is now dedicated to exhibitions about Norfolk Island history since the arrival of the Pitcairners.

The Royal Engineer's Office

When was it built?

The Royal Engineer's Office was built in 1850-1851. There was a stable for four horses built behind the Royal Engineer's Office.

Its uses during the Second Settlement

The Royal Engineers were responsible for the design of many of the first settlement buildings. They were also responsible for ensuring that the roads, seawall, drainage systems, underground sewers and the pier. The fact that the offices and stables are still in use today is a proper testament to the excellence of their work.

Its uses during the Third Settlement

The Royal Engineer's Office was used as a private home and was purchased by the US Consul General in 1895 and the Middle and Adams families lived here. In 1897 it was sold to the Royal Engineers again. In 1900 it became the home of the Signals Master. It was lived in by other families until the 1980s.

Its uses today

Today the Royal Engineer's Office has been restored and is used as the ROD Cafe. The stables are used as the public toilets.

Kingston Pier

When was it built?

Work began on the pier in 1829 under the supervision of the Royal Engineer, Lieutenant Lupard. Building finished in 1841 but it was damaged by a severe storm in 1842. Repairs were carried out by convicts who had committed additional offences on Norfolk Island. The pier was strengthened by adding a seawall, dragging heavy chains weighing up to 14kg. They quenched rock that underwater and broke it up for use.

Its uses during the First Settlement

During the First Settlement, landing occurred to the west of the current pier.

Its uses during the Second Settlement

It was built during the Second Settlement to give improved facilities for landing supplies. The pier was built because these were designed to reduce the strength of the waves. As waves hit the pier, they are reflected out at 90°, losing much of their energy.

Its uses during the Third Settlement

The Pitcairners landed on the pier on 8th June 1856. It continued to be used as the main pier.

Its uses today

The pier has been repaired regularly but it is still the same size and shape it was when it was completed.

The pier is still used today for landing things that come to Norfolk Island by boat. It is one of the two sites that fishing boats leave from and is also a popular fishing spot for anglers.

Commissariat Store

Its uses during the Second Settlement

The building, built for the service of the two commissioners that had been sent to the island, was built in 1823. The stores near the pier had been damaged in a big flood and Colonel Anderson knew that he had to make them safe. The building has three storeys, with a basement of ground level.

Its uses today

The second and lower main floors are now the All Saints Church, the top floor holds the Pitcairner exhibition and the basement the Commissariat Store Museum.

Many of the items on show are of archaeological interest, showing the four settlements of Norfolk Island, from the Polynesian settlement to the present day and there is much of interest to see.

Norfolk Island has a long and interesting history and we are still finding items that show the way of life that people led, the everyday items that people used and how they had to live on the island, as they often had to make items that they could not just buy in the shop. The settlers did bring with them many beautiful, precious or useful things that they needed. When they came to the island many of them knew that they would be here for a long time so travel was difficult.

Goal

Its uses during the First Settlement

During the first years of the First Settlement convicts lived in small wooden huts along the waterfront and buildings were later a goal house, which was a large building with a high wall around it further up the shore and is known as the Old Goal. It was destroyed before the first settlement was abandoned in 1814.

Its uses during the Second Settlement

The goals were only used to house convicts who had committed serious crimes, which were housed in prison barracks. In the late 1820s a small temporary goal was built over the ruins of the first settlement one. It was still being used in 1830 but was demolished in 1831. A new goal was built between 1836 to 1848 during Major Anderson. It was a pentagonal building with a central tower and a high wall around it. Each wing could be supervised from the central building. Unfortunately, the goal was terribly overcrowded which made living conditions appalling. Punishments were often very severe and convicts were flogged for minor offences.

Its uses during the Third Settlement

The Pitcairners did not use the goal as they did not need it. They dismantled parts of it to recycle the stone for use in other buildings.

Its uses today

The Old Goal is a ruin with only a few rocks visible on the land on the beachfront. The New Goal is a ruin but parts of the complex are now used for performances.

Longridge

Its uses during the Second Settlement

Planning for a major building program in the Longridge area began in 1829. The main purpose of Longridge was as an agricultural settlement with a population of 1000. A wide variety of freehold land parcels of different sizes were offered to settlers. A separate prison to accommodate newly arrived convicts. All together they held 187 prisoners. There were also off the buildings needed for the large agricultural activities carried out there and numbered around 33. Some families lived at Longridge. Among them was the family of Gilbert Robertson, who was born in 1811 and died in 1888. He was a convict who had been transported to Norfolk Island in 1834 and remained there until her death in 1847 which gives detail on the way of life at Longridge. See (Elizabeth Robertson's Diary Norfolk Island 1845 (ed Mervin Hooper).

Its uses during the Third Settlement

When the Pitcairners moved to Norfolk Island from Pitcairn Island in 1856, some of them lived in buildings at Longridge. Members of the Hobbs family lived in what is now Branks House until World War I.

Its uses today

Much of the Longridge area is now used for farming and houses have been built in the area. The Arches remain from the Second Settlement buildings at Longridge. Unfortunately, its use and history are unknown.

Built by Yassmin Boyd for WOFI UC, 2018

Final Mockup



Overall Approach

I designed the navigation to be simple and easy to use especially with minimal pages.

On top of the black and white colour scheme, I used some of the imagery as cover images to give the website a splash of colour. The imagery also keeps the website more interesting rather than having it completely covered by text.

While designing the website, I kept in mind the text had to be legible and clear enough to read.

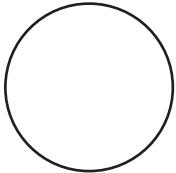
In the code I put a keyword and description to help the user find the website through a search engine.

I believe that the simplicity of the website would be beneficial for the user to navigate through the website.

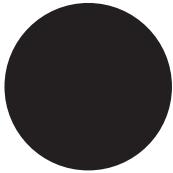
Design Elements

Colours

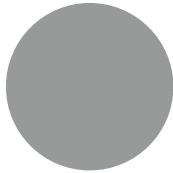
My colour scheme was focused on neutral colours, e.g. black and white, to give it a modern look with a splash of colour from the images. The browns was used for the links and hover.



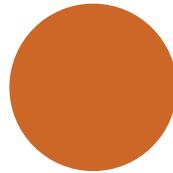
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RGB 225, 225, 225
CMYK 0, 0, 0



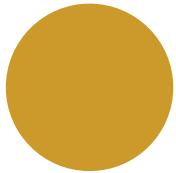
HEX #000000
RGB 0, 0, 0
CMYK 0, 0, 0, 100



HEX #999999
RGB 153, 153, 153
CMYK 0, 0, 0, 40



HEX #CC6600
RGB 204, 102, 0
CMYK 0, 50, 100, 20



HEX #CC9900
RGB 204, 153, 0
CMYK 0, 25, 100, 20

Fonts

1. Muli
2. Fjalla One

Layout & Navigation

When I designed the layout, I chose to create it with a simple layout so it would be easy for the user to navigate. With four pages, it would be difficult for the user to get lost inside the website. I kept the images aligned to the right so it doesn't obscure the text.

Responsive Elements

As a response element, I added a grey hover over the navigation links and a light brown hover to the weblinks so the user knows that the links work.

Navigation Links
Normal (White)
Hover

Weblinks
Normal
Hover

Encountered Challenges and Solutions

Even though it was easy to code the website because of the simple layout, I still had a few issues.

Issue 1: Lining the navigation bar over the image.

Solution – I had to move some of the <div> tags around and I added a ‘position’ code with the value of ‘absolute’.

Issue 2: Lining the navigation bar to the very top.

Solution – I had to take the ‘padding-top’ code out of the <header> because it was affecting the header-wrapper <div>.

Issue 3: I wanted to make the navigation bar partly transparent without affecting the navigation text.

Solution - At first I tried an ‘opacity’ code but it affected the text as well. So, I went to Google and found the RGBA code, where I changed the alpha value to 0.5.

Issue 4: Making the navigation links line up vertically.

Solution – I found on Google the ‘vertical-align’ code could fix the problem so I added it to the ‘nav ul li’ section of the CSS code.

Accessibility and Usability

I believe that the user can navigate through the website without any problems because of the simple design and layout. I’ve tested the usability with several people including my severely deaf (hearing impaired) relative and none of them had any problems with the website. If any videos were included in the website, I would add captions for the deaf (hearing impaired).

References

Websites -

<https://www.norfolkisland.com.au/>

<https://homesociete.ca/>

<https://www.staat.com/>

<https://akua.co/>

<https://kota.co.uk/>

<https://www.davidemarchet.com/>

Mockups -

<https://www.behance.net/gallery/55222703/Free-Responsive-Website-Mock-Up>

Images -

<https://www.delicious.com.au/travel/australia/gallery/undiscovered-magic-norfolk-island/8qg7ov8k>

Annotations

This is a description of what is in each resource.

1. <https://www.norfolkisland.com.au/>

This is a Norfolk Island Tourism website where users find out about what is available and be able to book a holiday at Norfolk Island.

2. <https://homesociete.ca/>

This website is showing a collaboration of designers who mainly specialise in interior design.

3. <https://www.staat.com/>

This is a designer website where the designers specialise in the arts of branding, culture, design, and everything in between.

4. <https://akua.co/>

Akua is a company website where they produce ocean-farmed kelp products and promote healthy oceans.

5. <https://kota.co.uk/>

Kota is a company website which promote their services as Graphic Designers and Web Developers.

6. <https://www.davidemarchet.com/>

This is a portfolio website for a web designer/developer named Davide Marchet to promote himself and his skills.

Figures

Figure 1 - <https://www.norfolkisland.com.au/>

Figure 2 - <https://homesociete.ca/>

Figure 3 - <https://www.staat.com/>

Figure 4 - <https://akua.co/>

Figure 5 - <https://kota.co.uk/>

Figure 6 - <https://www.davidemarchet.com/>