



Ki's HTML/CSS Website Project

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Overview

To complete Website Project review and turn in by 12/09/2019.

Goals

1. Research and answer each projects unit questions.
2. Create a reference page for each Units references.

3. Create a blog website that displays text content below showing my knowledge.

Text content for website

Unit 1, Outcome 1

•About me

Welcome to Ki's world where Creativity meets Code.

My name is Ki Martin, I am a Creative Entrepreneur and an enthusiastic Student Junior Developer.

My interest in coding began in my younger years, while investigating the code behind my theme on a blogging site called Tumblr. I found joy in playing around with the code, in attempts to make me page look more aesthetically pleasing and reflect my creative classy personality.

Although I had this initial interest as a child, I wasn't aware of any opportunities to further explore and learn more in the Digital and Information Technology sector.

Now as a young adult I have been presented an opportunity to do that through the courses offered with CodeNation.

I decided to enroll onto the develop coding course in order to gain new transferable skills that could launch a career into becoming a Web developer that specialises in Front End Development and Design.

From attending this course so far, I've begun to understand the world of web development more in depth. Studying with codenation has provided me the chance to network with people from various backgrounds as the course is not age or skill specific Develop: Coding is open to all.

Sitting in on pledger talks with representatives from companies such as Barclays, Dice Creative & Bring Digital, has provided the space to ask questions and take away advice on how to positively build in this sector.

This experience so far, though challenging sometimes, has been very inspirational and im excited to continue growing.

• 1.1 Describing the purpose of IT in modern business?

Miriam-webster dictionary defines information technology (I.T) as 'the technology involving the development, maintenance, and use of computer systems, software, and networks for the processing and distribution of data' [1]

Simply put, I would say that I.T is the method used to help organize, maintain and share information, worldwide.

The purpose of I.T being used within modern business is to help manage and assess the operational functions of a business and how it both publicly and privately presents itself. By implementing I.T it helps companies provide services that meet consumer demands and in turn make profit. [2]

• 1.2 Describing methods, skills and resources needed to complete digital projects successfully.

What do you need to make projects successful?

In order for any project to be successful there are basic factors that must be addressed these are:
The Team,

The Plan,
Open Communication,
Risk Management Procedures
& Strong Project closure.[3]

Executing these factors on a digital project, means

- Identifying the customer's needs and wants. You can do this by conversing and creating a detailed Project Plan that presents the clients product goals and intended outcomes.
- Finding the correct I.T methods to implement in order to create the digital product that would meet the clients wants and needs.
- Building the right team, that display ability to give open dialog & have the correct skill set to complete tasks meeting project goals.
- Creating a risk assessment that factors in each members strengths and weaknesses assigning tasks to suite singular parties or smaller groups and reviewing consistently.

In the instance of developing a website, using software such as Visual Studio Code and Github, will help us create code files and store versions as we go along.

In order to build the website, skills and understanding in HTML, CSS, and JAVASCRIPT would be needed.

- 1.3 Plan and carry out tasks using IT – e.g. making your website. How will you plan it?

Include a link to your Trello board.

To help me Plan and kept track of things during this project I have chosen to use Trello, this is an online tool that implements using the kanban method to document tasks. I created a board that recorded three list; things I needed to do, was doing and had completed. Below are images of what this method can look like and a link to the trello board specific to this project.

<https://trello.com/b/Gceqz7xG/kis-html-css-website-project>

By consistently referring to this list I was able to see what needed work and actively priorities my time. Some other features on Trello are the ability to set complete times for tasks, invite other users and label and colour code task with referencing.

- 1.4 Describe the risks that might impact digital projects – what causes digital projects to fail & why?

There are many things that impact the success of a digital project some basic thoughts that come to mind are:

- Lack of current or up to date knowledge of software packages or coding principles
- Failure to plan properly
- Failure to consistently test prototypes

However when researching I also found that sometimes project failure can be down to things that more look at the company's make up itself such as:

- Project not aligning with the business /companies current technology structure.

"Initiative is very likely to fail when teams put technology ahead of strategy, often falling for the hype of using new innovative tools on a project before considering the business process implications of the new technology. [4]

- Lack of team diversity with a project.

"there's a common misconception that digital projects only need "digital people." But every digital project should have someone with business process management skills to help scope and plan the alignment between the customer journey and back-end operational processes."[4]

- Not giving enough consideration to the expense of time and resources on a project and how it can impact the business on a larger scale.
- Fixed plans that don't account for change

"The notion of a "5-year-plan" is dead. Using Agile, iterative processes that allow for frequent tweaks and improvement is the only way to ensure that success is lasting. Your digital project plans should be flexible enough to reflect business changes within the company and the market at any given moment. "[4]

- Overambition

Expecting perfection instead of embracing the "done is better than perfect" mantra tends to result in projects that drag on way past their scope. Explore the idea of releasing "Minimum Viable Products," or early versions of software that gauge how the market will respond and determine if the concept is worth pursuing. Saying "Let's launch a perfect site within the next 3 months" without a real business plan is a sure path to failure.[4]

Fun fact 'a survey on digital project execution a few years ago and found:

- Traditional projects: 47% are successful, 36% are challenged, and 17% are failures
- Ad-hoc projects: 49% are successful, 37% are challenged, and 14% are failures
- Agile projects: 60% are successful, 28% are challenged, and 12% are failures.' [4]
- 1.5 Describe how you would go about selecting and using IT systems and software –
how do you select the right kind of technology for the job?

There are many different programs, systems and software that can be used to digitally create and provide solutions to a project problem.

Finding and using the right type of technology however can sometimes seem like a daunting process if the project needs venture into unexplored territory. At base choosing the technology to use in a project either make or break a project.

It is for these reasons that when beginning a new project I always create a plan with the client, in which all of the project aims and outcomes are listed. Using that initial plan as a guide you can assess and identify smaller tasks that need to be completed in order for you to create a list of things to do.

Once a to-do list has been made you can then look into the technology and tools already at your disposal that answer the questions;

can we create or solve this using that? is there other software that we can apply our current digital knowledge to in order to create a better product? How will using this programme work with solving

additional tasks on the list? If it doesn't what other programme or software does that can work well with the tech we are already implementing. And overall what effects will using these technologies have on project budget?

Answering these questions I believe can massively help you to select the right technology to help you produce the best final product to present to your client.

One scenario would be if a client wanted a website in which one section they allowed customers to upload and edit a photo of themselves. This project would need a website to be created to this we may use an apple mac computer that has Visual Studio Code installed on it, to write up the informative content for the site we may use a tool or app such as google.docs and then, we would possibly have to research for a program similar to Photoshop that can be coded into one of the pages of the site in order to have the photo edit element incorporated onto the final product.

• 1.6 Describe and provide analysis on how your chosen technologies have helped you achieve your outcomes.

Trello is one of the chosen technologies i have used to help with the organisation of my project .

Its use of lists allows me clearly see what areas need to be reviewed which helps me focus more on areas of the project that are weaker so that the overall product will be balanced.

Using Trello throughout my website project has helped me evaluate the steps I need to take to build a website.

Another technology is GitHub. Github has allowed me to keep track of modifications when pushed using the Terminal onto the master branch repository. By following this procedure the results are that; I can then access my work from outside the office and that I can Tweak or modify any of the coding stored in the latest pushed version of my code.

Also having continuously logged my code makes it easy to restore to a specific version if ever work was lost, unresponsive / made defective or even if i needed to restore to a new machine entirely

• 1.7 Describe legal guidelines and constraints that impact digital projects – How does GDPR impact digital projects?

GDPR stands for General Data Protection Regulation. Legally this is the means by which all personal data is handled and processed within a business. In the UK this has been implemented within the law.[5a]

'The Data Protection Act 2018 is the UK's implementation of the General Data Protection Regulation (GDPR). Everyone responsible for using personal data has to follow strict rules called 'data protection principles'. They must make sure the information is: used fairly, lawfully and transparently.' [5b]

In a digital project this means we cannot store a person's information without their permission. This includes making sure that all data is managed appropriately, i.e. stored in a secure system that adheres to the legal policies and protects the component of the system from any possible malware or other cyber threats. [5c]

More information can be found here:

<https://www.gov.uk/data-protection>

<https://www.pmi.it/impresa/normativa/309853/privacy-e-cyber-security-per-le-aziende.html>

Unit 1, Outcome 2

- 2.1 Review the ongoing use of IT tools and change approach as needed.

My experience using Visual Studio Code so far has been fairly smooth, I feel that is an app that is very beginner friendly and makes code alot easier to read and understand due to it automation colour coding feature. I look forward to continually using this and creating digital products with it.

In contrast Trello for me thought efficient for logging information and organising is not a tool I personally enjoy using or would choose to use as I prefer to see a plans 'to-do' list in checklist format on paper. Also for Trello boards to remain effective requires an individual consistently remembering to log in and update as it isn't linked directly to your code or any other tool in which you would action the tasks.

GitHub has been a wonderful tool to use as it helps not only make my code more easily accessible but as it stores my file externally it leave my user Desktop looking clean and free of clutter

Since being introduced to Slack it has become a tool im actively using not only for code sharing and conversing with tutor and peers but in order to send myself files more easily. It has definitely been a go-to tool during the project.

- 2.2 Describe whether the IT tools selected were appropriate.

Using Visual Studio Code in order to create this website I believe is a well suited fit. It uses some of the latest coding languages and hosts powerful developer tools that make writing code easy and code testing more efficient.[6]

As a beginner using Trello is appropriate in order to get you into a habit of constantly reviewing and keeping a note of what you are creating. However it can be a time-consuming tool to use and oftentimes reverse productivity one the actual project itself if being created during the course of the project instead of prior to it by possible a project leader.

- 2.3 Assess the strengths and weaknesses of your final project – are you happy with your website?

I believe that my website is a showcase of the current level of knowledge and skills I have gained so far into my course. Being that I am not someone who has had a background in this field,I am impressed with my ability to have created a functional product.

However as a creative, although the code is beautiful the output could be a lot more fluid and probably condensed.

I also feel my website could use more of a creative touch and doesn't fully reflect my personality yet still, Im am confident continual practice and development within this sector will provide that space to improve.

- 2.4 Describe further improvements you can make to your project

Given the opportunity; further detailing the website on paper before making it code I believe, would allow me to better organise how i would like my final product to look.

A deeper education of css and other compatible design programmes would definitely help take the beauty of mere code to code translating to as something more interactive.

Other things within coding that could further improve my website project would be learning how to make buttons or implementing more code that helps with the functionality of the site.

Adding more imagery and applying flexboxing to my code could also improve the user experience as currently the site is mainly just text.

- 2.5 Review outcomes to make sure they match requirements and are fit for purpose

In order to achieve my outcomes i used visual studio code to create HTML files in order to give my website structure. I then styled the website within Visual Studio Code by creating a CSS file that controls how my content is displayed when launched in a web browser.

In order to have content to put on my website I used Google docs. This allowed me to write up my answers to course work questions which became the content.

To publish my website i made a repository on Github, which then created a github pages link for which my site could be viewed.

Unit 1, Outcome 3 (Review)

- 3.1 Review the benefits and drawbacks of IT tools and systems used in terms of productivity and efficiency?

While Using Visual Studio Code allows code to be written more efficiently, working without the support of a team on any project can be exhausting, big or small. Overworking a singular person can lead to making mistakes and many mistakes, especially when there are small, within a code can set back the project production completely.

It is for this reason that creating a team that not only compromises of other digital and IT specialist, but other non-technical professionals would be a benefit to productivity in a project.

- 3.2 Describe ways to improve productivity and efficiency

One way in which you can increase productivity on a project may be to offer incentives for reaching goals or completing certain tasks by a specific time.

An example of this I set while working on the website project is that I would treat myself to a pack of sweets after I completed writing up the code that forms the basic structure of my website. Setting this Incentive worked perfectly in increasing productivity for me as I'm a major foodie.

Taking scheduled breaks between tasks can massively improve efficiency within a project as it encourages your mind to relax. And it's better to tackle tasks with a mind that is well rested and clear as opposed to one that's tired, full of stress and tension.

- 3.3 Develop solutions to improve own productivity using IT in digital projects.

Continual Professional Development in the information technology sector is a great way for individuals to improve the way they work within digital projects.

CPD may look like; attending a short intensive course, regularly testing code, working on side projects, attending networking events and socialising with other people that are different stages in their development (so you can both learn, apply and teach), attending conferences on tech related matters.

Within the workplace, code sharing can help increase productivity in writing code. The tool best used in practice for this is slack.

Slack is an app that can be opened across many multimedia platforms which makes it easily accessible. As a member I am able to create group chats in which code can be shared, I converse with team mates, or any other professionals who use the app by entering different groups. I can share imagery, links etc. This encourages positive team-work and is good for team building.

• 3.4 Describe how you would go about testing digital solutions

To test that my digital solutions work I will consistently debug my code in the console, then save and load my content within a web browser to make sure the output meets the desired client outcomes.

I will also perform user testing to allow me to gain feedback outside of myself that communicates if outcomes are being met from the viewpoint of the user, consumer or customer.

Unit 2, Outcome 1

• 1.1 Describing the content and layout for each page

For my website I created an initial entry page that contains some food for thought and click in link which takes you to my project home page.

On my project home page you can find out a bit about me my hopes and aims in relation to the course and the two assignment menu bars titled Unit 1 Outcomes & Unit 2 Outcomes.

On each menu bar is buttons that take you into each outcome per units title page.

Each title page hosts further navigation bars that allows you to go between outcome question pages.

My website also contains an extra page that is purposely mistitled but allows you to view all references.

• 1.5 Describing copyright and other constraints affecting websites

The lexico online dictionary refers to copyright as 'The exclusive and assignable legal right, given to the originator for a fixed number of years, to print, publish, perform, film, or record literary, artistic, or musical material.'[7]

Copyright can affect the functionality of websites. Below is an excerpt that breaks down the ways in which copyright can affect web design and development [8]

"Websites are particularly open to abuse, especially theft of content and images. You should assume that files will be accessed randomly, downloaded as individual chunks, and distributed out of context. It is therefore important to include a copyright notice on as many individually deliverable items as possible:

- Image file properties should include a notice.
Under Windows for example, right clicking on an image will allow you to bring up the properties dialogue where you may enter details about the file, (though this will only work

with certain file types). More typically, your image software will provide a way to insert comments into the file; this is preferred as these are harder to remove.

- Every page should contain a notice in the visible text (text shown on screen), or at least link to your notice in the body of the page.
- Every delivered file should include a notice in non visible text.

For example, in HTML files and CSS stylesheets a copyright notice can be included as a comment.

Watermarking may be worth considering if you have a lot of valuable images on your site.

Creating websites for third parties

- If you design web sites for others, it is important for all parties to understand ownership.
- Ensure that rights are transferred or licences granted as appropriate. For example; the copyright to the site content and design may passed to the client upon payment, along with licenses for more generic code or modules that the designer/developer may build or use.
- In the case of work undertaken in stages, rights or licenses to individual features may be handed over for work completed to date.
- Where material for the web site is sourced from elsewhere, or where third party technologies are to be used, appropriate licenses should be obtained.
- Moral rights: Will the developer be credited for the work on the web site? If so, the developer will also want to reserve the right to remove the credit if the site is later developed in a way that would discredit the original developer.”[8]

To read more visit the link below:

https://www.copyrightservice.co.uk/protect/p11_web_design_copyright

- 1.6 Describing access issues that need taking into account - describe issues that people with disabilities may face when using web pages and how we can overcome

Them

In order to avoid access issues when creating a website some things that may need to be considered to help those with disabilities may include:

- Engineering the site so that it works with loop so that those who have hearing impairments can engage with and sound content on the page.
- Keeping pages simply in the sense of displaying content - People with ADHD or Epilepsy can be triggered or affected by too much content on a page.
- Monitoring the overuse of bright, contrasting colours or extensive use of flashing imagery can also be something to consider
- Those with a visual impairment may benefit from controls or a touch pad to enable them to change the magnification, adding functions within the site that allow emphasis on font size i.e; a digital magnifying tool or a resizing percentage button may help them navigate pages better

As a dyslexic user, creative and student junior developer I aim to create making sure to use clear text when developing my designs. I find it helpful for me to take in large amounts of written information when websites include a function that turns text into an audio file. It is usually referred to as text-to-speech.

• 1.7 Describe which are the appropriate file types for websites

To describe what is appropriate as a file type for a website all depends on what you intend for your website to do or display. The most basic two file types that are used when developing websites are HTML and CSS. These allow you to format basic web pages and add styling to them to give the page a basic layout / style.

Below is a list of some other file types which are commonly used for websites and a short description for what they do.

Internet File Formats

- .AVI — Audio/Video Interleaved.
- .CSS — Cascading StyleSheet.
- .DOC — Microsoft Word DOCument.
- .EXE — EXEcutable file.
- .GIF — Graphics Interchange Format.
- .HTML/ .HTM — HyperText Markup Language file.
- .JPG/ .JPEG — Joint Photographic Experts Group file.
- .MIDI/ .MID — Musical Instrument Digital Interface. [9]

During this project I learnt the importance of using the appropriate file type when I attempted to make a MP4 file one of my web page backgrounds.