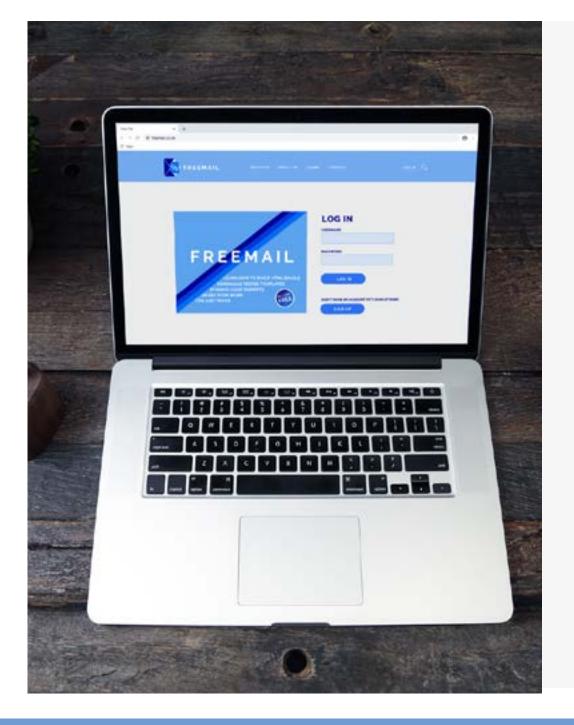


STUDENT: 201155141



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## FREEMAIL

DOWNLOAD TESTED TEMPLATES
DYNAMIC CODE SNIPPETS
SHARE YOUR WORK
TIPS AND TRICKS

LEARN HOW TO BUILD HTML EMAILS
DOWNLOAD TESTED TEMPLATES

ALL FOR FREE

## FREEMAIL'S AIM

TO EDUCATE USERS HOW TO CREATE HTML
EMAILS AND PROVIDE THE RESOURCES TO
MAKE IT POSSIBLE.

#### INTRODUCTION

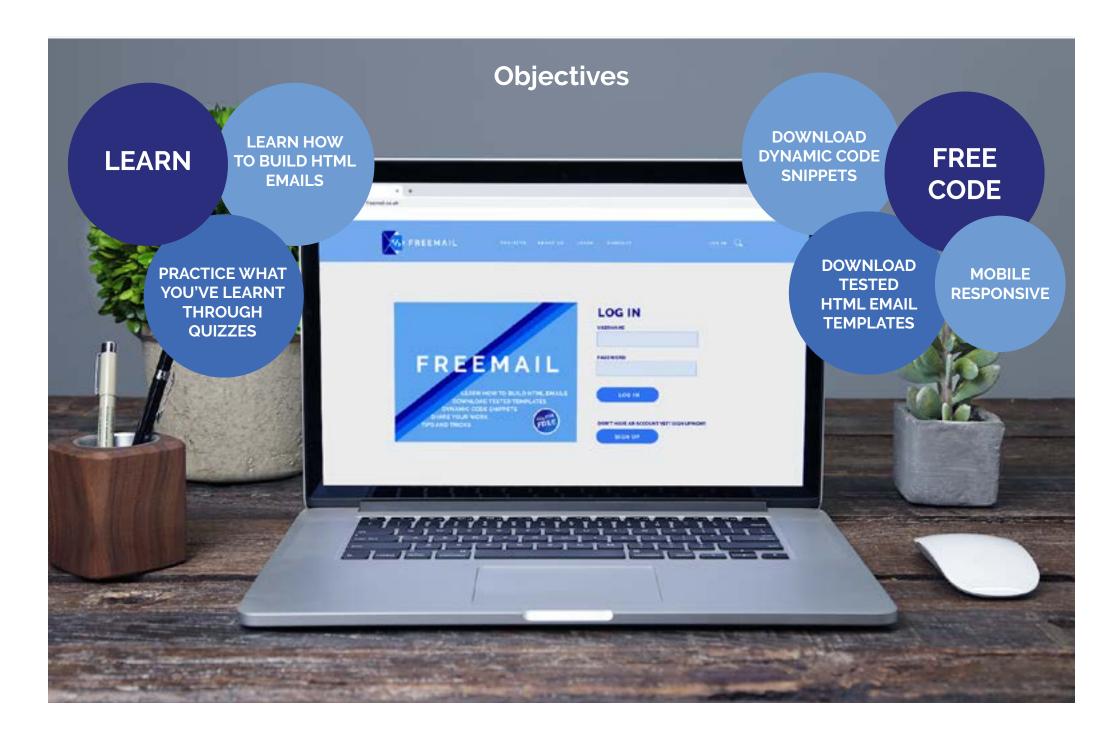
FREEMAIL is a new online platform teaching users how to create HTML emails and giving them the resources to make it possible.

It has a wide target market, from individuals wanting to expand their coding knowledge, to freelancers/businesses who want to send HTML emails without having to pay for the cost of using a content management service. There are many platforms that teach people how to code, although none are email specific and provide free code that renders on all email clients. As Chad White said, "Website rendering is complex, since sites can look different depending on the device's operating system, browser, and screen size. But even that is no match for the complexity of email rendering." (Cited in Cook, 2019). To create an HTML email, the fundamentals are similar to web

development, but styling rules are far more complex.

FREEMAIL is user-friendly for any coding ability. The learning pages have lots of topics and you can start wherever you feel comfortable. After learning, there is a quiz on each topic where users can earn badges for achieving over 80%.

FREEMAIL will provide code that is free to download, including mobile responsive templates and dynamic code snippets. Code will be beautifully formatted and have lots of explanations in comments making it easy to use and understand. Templates created by FREEMAIL will be accessible without an account, but to upload your own or download other users' templates, a profile will need to be created. It will say next to the templates who has uploaded them and what features they have. Templates uploaded by users will show their badges, allowing users to know their coding ability before downloading their template.



## **Unique Selling Points**

**EMAIL SPECIFIC** 

**EDUCATIONAL** 

ACCESSIBLE RESOURCES

FREE OF CHARGE

## Unique Selling Points in more depth

#### **FREE OF CHARGE**

# One of the great aspects of FREE-MAIL is everything is FREE! Knowledge and creativity can be shared. As the community builds, so will the resources.

#### **EMAIL SPECIFIC**

Unlike most educational coding plat-

forms, FREEMAIL is email specific. The learning tab gives insightful information on how to build HTML emails, and then a quiz will test your knowledge.

The templates are tested on most email platforms and devices to ensure they render correctly.

#### ACCESSIBLE RESOURCES

FREEMAIL will provide a collection of email templates and code snippets.

They will be tested and mobile responsive. Users can download them and follow the instructions in the code to edit them.

Users can then upload their edited code, or code they have developed themselves, if they have created a profile. This is shared with the FREEMAIL community, enabling resources to grow as the community does.

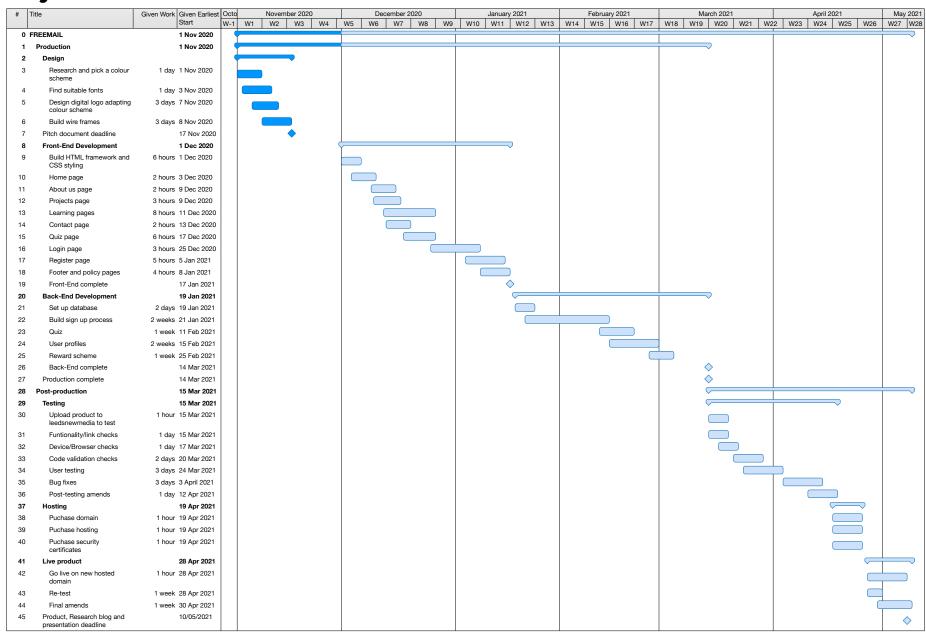
#### **EDUCATIONAL**

FREEMAIL's mission is to "Educate users how to create HTML emails and provide the resources to make it possible."

Pedagogy is formalized learning which can be split into four categories: Experiencing, Conceptualizing, Analysing and Applying (Cope, 2015). Users are able to experience, conceptualise and analyse when working through the learning resources and quiz. They can then go on and apply their learnings by downloading the provided resources and creating their own HTML email.

For a positive learning experience, FREEMAIL will communicate in a playful manor. This will be done by gamification, which is applying play to a non-play space (Whitson, 2013). This will be done through interactive learning and the gratification system to earn badges.

## **Project overview**



## Logo

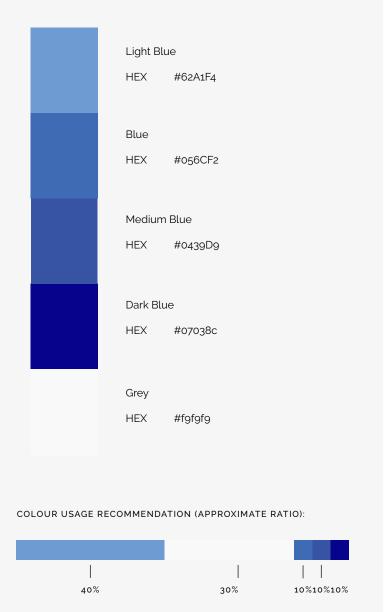


## **Typeface: Raleway**

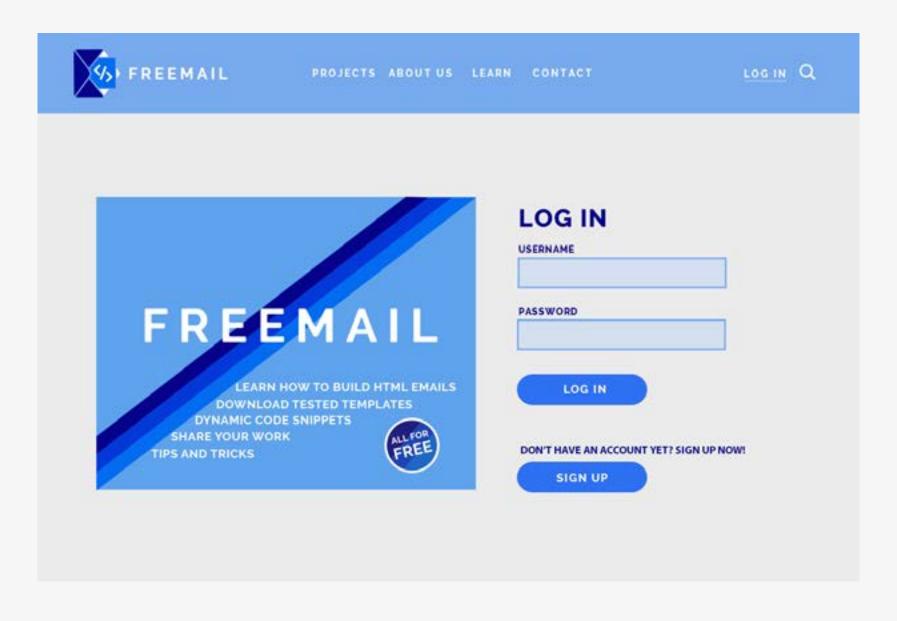
ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890!@#\$%&\*!?

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890!@#\$%&\*!?

## **Colour Scheme**

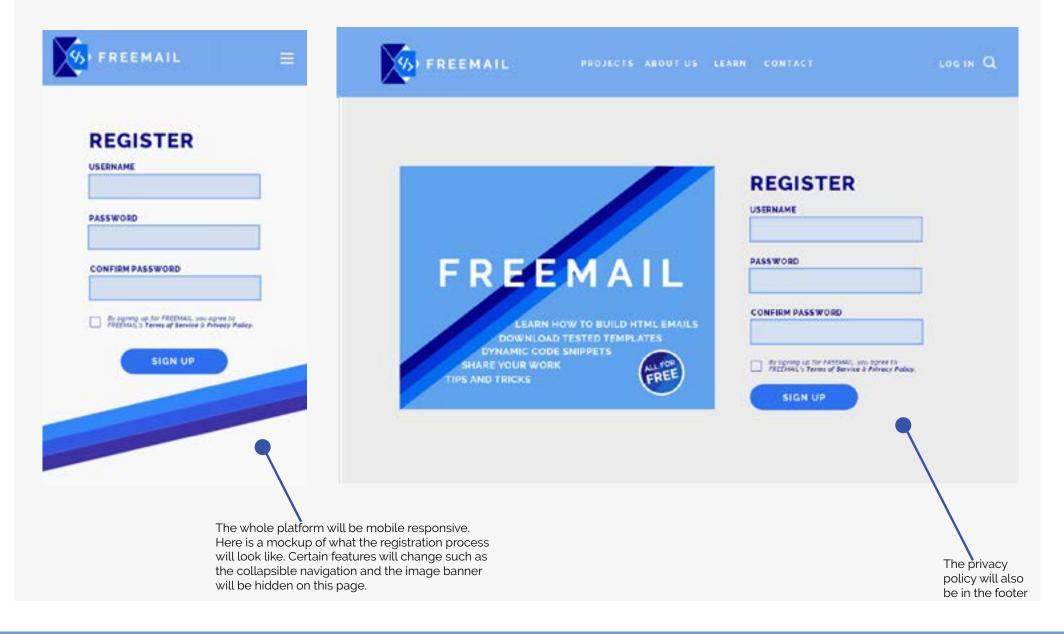


## **Design: LOG IN**

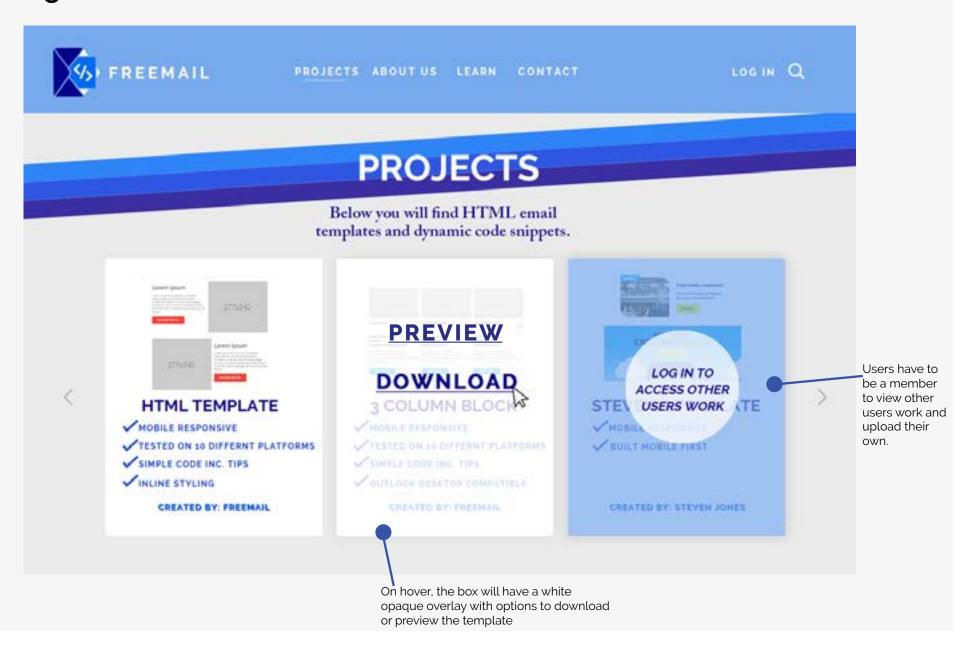


FREEMAIL Page 9

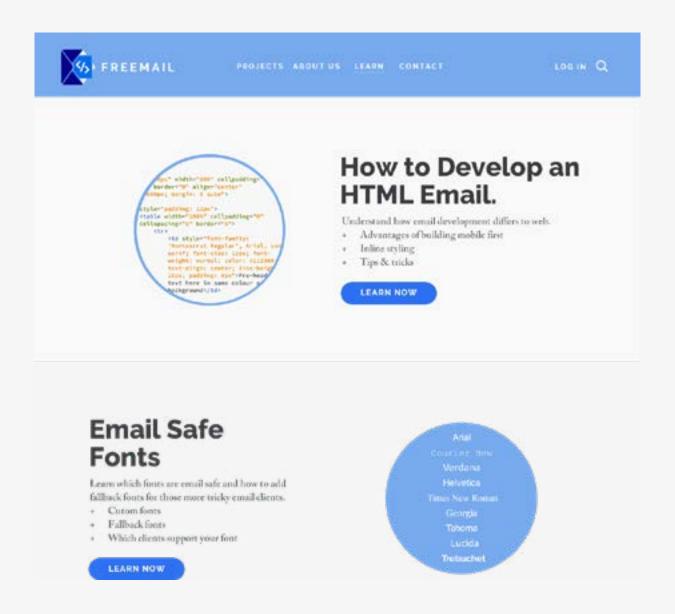
## **Design: REGISTER**



## **Design: PROJECTS**

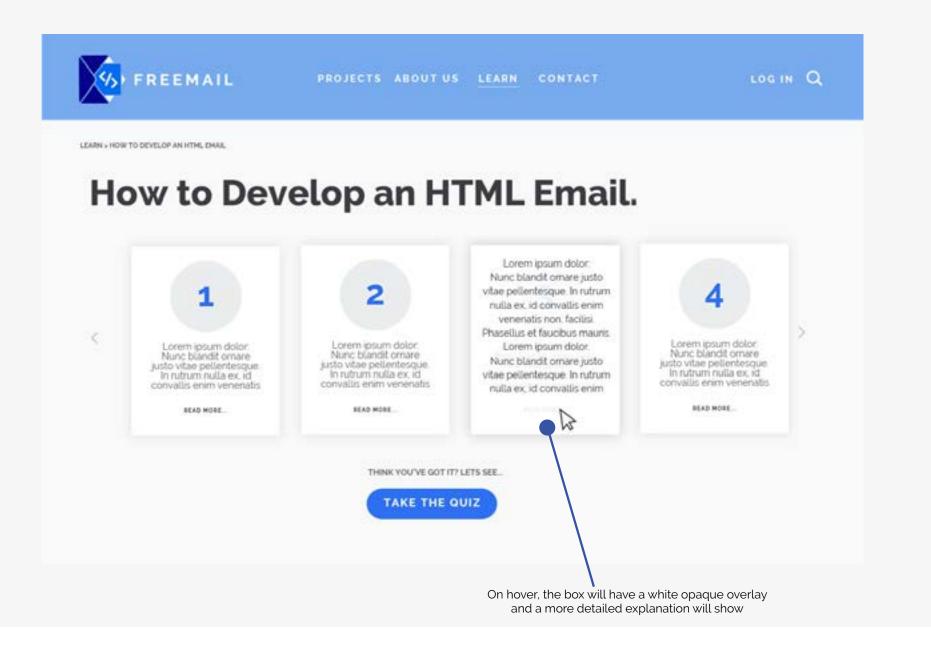


## **Design: LEARN**



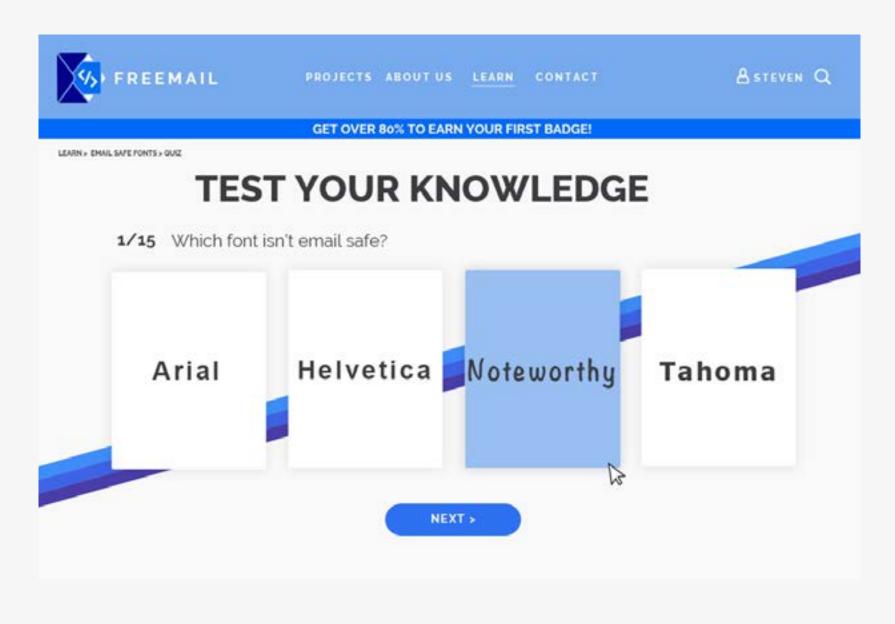
FREEMAIL Page 12

## **Design: LEARN**



Page 13

## **Design: QUIZ**



Page 14

## Risk analysis

#### **Privacy & Data**

#### Risk:

Users may not trust the platform, and be concerned about how their data is used.

#### Solution:

For the progression of FREEMAIL, it requires users to add their content to the platform. Trust is therefore essential, and we need to protect users' privacy and data. Since the Human Rights Act (1998), privacy has become a legal obligation. FREEMAIL will have a user-friendly privacy policy to increase trust and outline what data is being used. Deloitte found that 97% of 18-34 year olds agree to policies without reading them (Cakebread, 2017). This highlights the importance for the policy to be designed with the consumer in mind (Renaud and Shepherd. 2018). To try and encourage users to read the privacy policy, it will avoid legal jargon and include images to make it communicate in a more visual way. During building the platform, the GDPR checklist will be followed to ensure there isn't a data breach as well as to create a good reputation and avoid fines (GDPR, 2020).

#### **Development**

#### Risk:

Issues within the code and potential bugs.

#### Solution:

Due to the complexity of the project, the risk of technical issues within the code are high. To get the platform and templates to work on all devices will involve a lot of testing. To ensure this doesn't affect the end product, I have given myself ample time to complete it. Development starts in 2 weeks and will be finished by the 14th March (as shown in the Gantt chart). This gives sufficient time to build it and just under two months for testing before the deadline.

#### COVID-19

#### Risk:

Restricted access to university resources.

#### **Solution:**

Due to the global pandemic, access to university resources, good internet or lack of peer feedback could hinder the development of the project. To overcome these hurdles, I have invested in the necessary software (Adobe CC) and have made the most of free online services such a Brackets to develop my code. Also, I have set up a group with my peers so we can give feedback on each others work and ask for tips or advice, which allows ideas to progress even further before speaking to my placement tutor.

#### **Bots, Spam & Hacking**

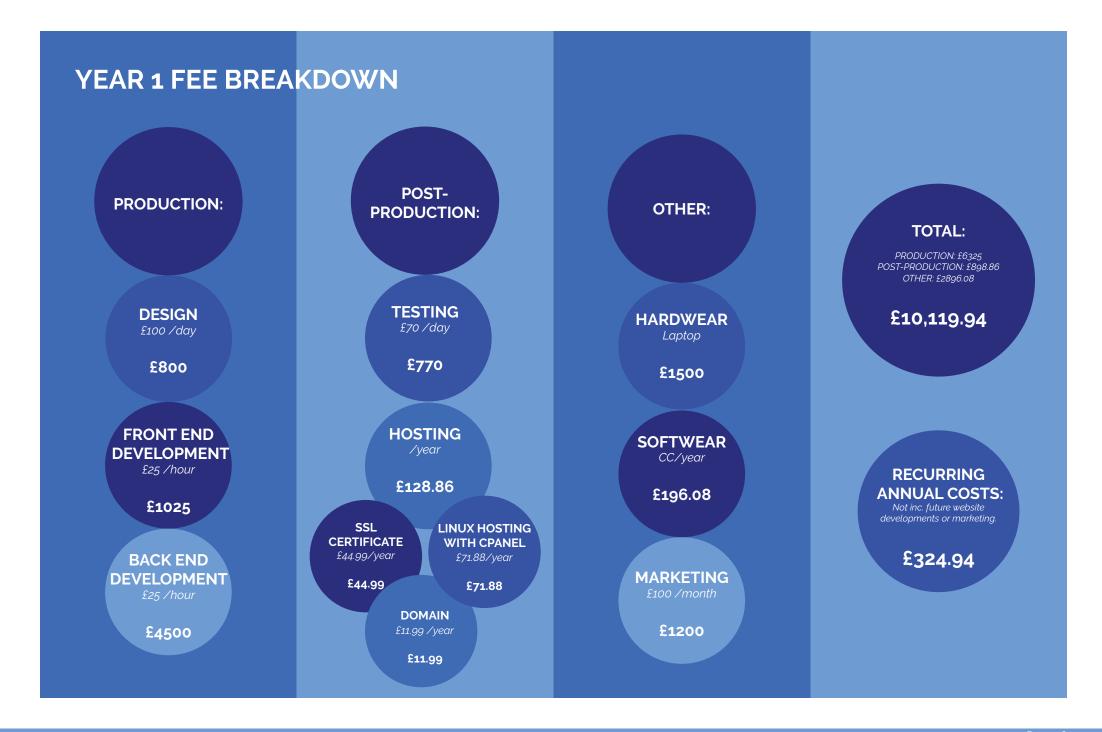
#### Risk:

Bots, spam or website hacking resulting in accessing users data.

#### Solution:

To ensure the website is as safe as possible for users, two solutions will be installed. Firstly, a CAPTCHA, which "is a Turing test to tell human and bots apart. It is easy for humans to solve, but hard for "bots" and other malicious software to figure out." (Google reCAPTCHA, 2020). By adding a CAPTCHA (as seen below), users can easily enter the site and be reassured that their data is protected. The second measure taken will be to purchase an SSL certificate. When users enter the website, the SSL certificate will automatically create a secure, encrypted connection with the browser that will block hackers and thieves from seeing their data such as username and password (GoDaddy, 2020). The SSL certificate has been factored into the predicted costs which can be seen in the fee breakdown. Having an SSL certificate will also increase users trust, having "Not Secure" pop up would discourage users from registering with FREEMAIL.





# Competitor Analysis



### ш3schools.com





#### Codeacademy

Codeacademy is FREEMAIL's biggest competitor in the education section. They offer online coding classes in 12 different languages. Some of their content is free, but some requires a subscription which costs £31.99/month. Their platform is very advanced and is great for learning, but they don't provide free templates and snippets. They also don't offer HTML/CSS classes for email development, and this is where FRFFMAIL has identified a gap in the market that can be filled FOC.

#### **W3Schools**

W3Schools is also an educational platform that teaches you how to code for the web. They don't provide interactive classes like codeacademy, but they provide lots of scenarios and code snippets. W3Schools is great for small code snippets and understanding functionality, but it is limited to the web only. FREEMAIL will provide snippets (like W3Schools) and online learning (like Codeacademy) but have the email knowledge that both these platforms don't not just snippets.

#### Mailchimp

Mailchimp is a marketing and email marketing platform. Use of their marketing tools and templates incurs a great cost. What they do offer is a free membership, but to use this you have to use your own templates. FREEMAIL users can learn how to build HTML emails, develop their own using the resources provided and then use Mailchimp's free service to send them out. This service is great for freelancers, small businesses who want to avoid extra costs or individuals who want to learn a new skill.

#### BEE

BEE will be our largest competitor with regards to free downloads. They provide a drag and drop service to build responsive emails. They allow users to skip out any coding and provide a quick and easy service. Their purpose is not to educate people though. So anyone with an interest in developing their skills or having full control over their code, will use FREEMAIL instead.

## **Experience**

2019-Current: Self Employed: Freelance Web and Email Developer

Christmas Newsletter for Black Parrot Management Ltd., hand coded and sent out using

Mailchimp.

Built a responsive website for UK singer/songwriter Grace Grundy (gracegrundy.com -

commissioned by Black Parrot Managment)

Spotify cover GIF creation for Grace Grundy using the Adobe suite.

2020-Current: Heck Food Limited: Shopify Developer

Built a new mobile responsive website on the Shopify platform to increase sales during the

COVID-19 pandemic.

Tasks included: Brand research, creating wireframes, using advanced HTML5, CSS3 and JavaScript (reels/slideshows/if statements), Search Engine Optimisation (SEO), using API

calls to set up delivery date picker, handling the domain changes and setting the website ...

live.

2019-2020: Mapp Digital UK Limited: Client Technical Services Intern (Placement)

Develop targeted and bespoke HTML email campaigns to optimise brand and product

awareness and generate sales.

Generate engaging landing pages and HTML forms to develop sales leads.

Notable projects: Rebuilding Hutchison 3G UK Ltd.'s unsubscribe and confirmation

page, building two emails within the Mapp Engage CMS2 for Sainsbury's Nectar app, Make It

Cheaper Ltd. Campaign (Acquisition email, PHP landing page and confirmation page).

Worked alongside different teams to complete projects using agile project management.

Rendering tests on 'Email on Acid' ensuring email campaigns work across all platforms.

Built a CM2 platform for internal HR emails and training HR how to use the system enabling

them to have more stimulating emails.

2018: Frickley Park Horse Trials Limited: Press Officer (Summer Intern)

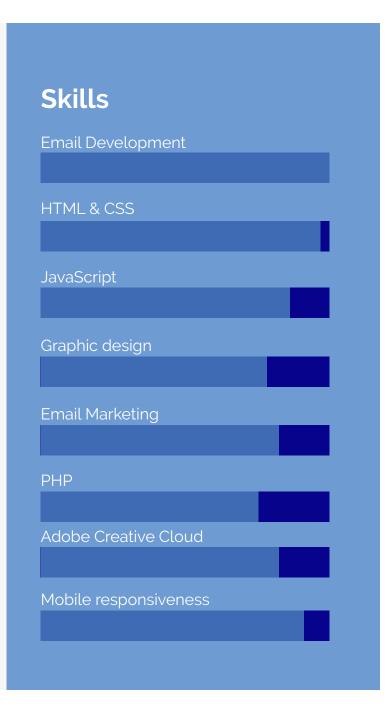
Developed and managed the website, logo, merchandise and social media. Produced press

releases and manufacturing the event programme, using the Adobe suite.

Heck Food Limited: Graphic Design Work Experience

Collaborated with head of graphic design to produce innovate product packaging and

promotional material using the Adobe suite.



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