

Faculty of Design, Media and Management

Assignment Brief

Academic Year 2017/18

Module Title:	Web Development	Module Code:	CO456
Assignment No/Title:	CW1 – Design and Develop a Website	Assessment Weighting:	100%
Submission Date:	Tuesday 16 January 2018 NOTE: Presentation component is Tue 9 Jan	Feedback Target Date:	Tuesday 6 Feb 2018
Module Co-ordinator/ Tutor:	Richard Mather & Carlo Lusuardi & Jessica Warland	Degree/Foundation Please Specify:	Degree & Foundation
This assignment is to be submitted electronically using Cloud			
Submission Instruction:			
 This assignment must be submitted electronically using Cloud by 2pm on the submission date To submit electronically you must upload your work in TurnItIn within the module concerned on Cloud. Please do not attempt to submit assignments direct to lecturers as this is not allowed and will result in a non-submission being officially recorded (You will receive a digital receipt as proof of submission. This will be sent to your Bucks e-mail address; please keep this for reference.) You are reminded of the University's regulations on cheating and plagiarism. In submitting your assignment you are acknowledging that you have read and understood these regulations. Late submission within 10 working days of the deadline will result in the mark for the assignment being capped at 40%. Beyond this time the work will not be marked. You are reminded that it is your responsibility to keep an electronic copy of your assignment for future reference. 			
PLEASE NOTE THAT THE PRESENTATION OF YOUR WEBSITE ARTEFACT IS AN ASSESSED COMPONENT OF THIS ASSIGNMENT In addition to making and e-submission of your report, please ensure that your lecturer has access to the website you have developed. This will normally be either on the university/college server, an external host or on a local USB server (e.g. XAMPP/WAMPP). Your lecturer will confirm arrangements for access to website materials prior to submission.			
This assignment tests the following Learning Outcomes for the module:			
 Demonstrate understanding of web standards and web deployment considerations Apply HTML and CSS to properly separate content and presentation concerns of web pages Create image-less and efficient web navigation using advanced CSS solutions Implement dynamic and DOM-based web scripts that respond to user interaction 			
The Assignment Task:			
Scenario Create a 6-page website around a topic of your choice. Your website will need to be created using a variety of methods and three key client-side languages - HTML, CSS and JavaScript. The website should also clearly demonstrate the following features: (1) proper HTML structure; (2) full separation of structure (HTML), presentation (CSS, externally linked) and behaviour (JavaScript) concerns; (3) appropriate use of the Document Object Model (DOM).			

Design (10)

- Create wireframe layouts for each of your pages (Mockingbird, Balsamiq, 'Pencil' or other)
- Create a website hierarchy
- Identification of need what the website must do; target audience; colour scheme

Your website should (60)

- Have a consistent look and feel
- Have consistent navigation that works across all pages
- Use a range of HTML4 and 5 elements (table, form, images, video etc.)
- Use an external style sheet to style your website consistently
- Use DOM-based JavaScript to perform a useful action. Examples include: (a) a form validation with user feedback for correctly and incorrectly completed elements; (b) a slideshow with pause, forward and reverse scroll controls; (c) a game, such as one based on the Box2dJS framework; (d) a location-sensitive mapping artefact using Google Maps, Leaflet, OpenStreetMap, Bing or similar API
- Include clear and consistent commenting within your code

Presentation (15)

• Present your website artefact to you lecturer. Your code should be clean and clearly commented. Be prepared to explain how your website meets the above requirements and the detailed mechanisms by which solutions have been achieved.

Written evaluation (15)

• Produce a 1000 word report of your website, discuss improvements you would like to make to the website

Assessment Criteria

Assessment criteria

The following are indicative (not exclusive), thus a technically outstanding assignment may achieve a high grade even if some presentation elements (e.g. in code comments) are incomplete.

To obtain a pass grade (40%+) presentation and technical evidence of sufficient understanding to produce a basic Web site implementing the technologies covered in this assignment.

Grade C (50%+) evidence demonstrating a proper understanding of fundamental CSS structures (e.g. in-line, embedded and linked) and proper deployment of key constructs for JavaScript slideshow, SVG and CSS3 or equivalent artefacts.

Grade B (60%+) evidence of advanced CSS separation of concerns for content and presentation (including consistent use of CSS/<div> layouts) and of fully operational slideshow, SVG and CSS3 or equivalent artefacts.

Grade A (70%+) this will be awarded when all aspects of the assignment are addressed and supported by evidence (explanations and in-code comments) of an advanced understanding of mechanisms (e.g. use of CSS classes and IDs, any the use of DOM/DHTML JavaScript structures).

University Generic Undergraduate Degree Grade Descriptors can be found on the University website in the document 'Assessment of Students- Appendix 1'

Quality Assurance Record

Internal Approval:

External Approval: