

Task Number: 2
Weighting: 25%
Due Date: Term 2 Week 6, Friday 5 June 2020, 9:30 am

Outcomes:

- 5.2.2 Designs, produces, and evaluates appropriate solutions to a range of challenging problems
- 5.2.3 Critically analyses decision-making processes in a range of information and software solutions
- 5.3.2 Acquires and manipulates data and information in an ethical manner
- 5.5.1 Applies collaborative work practices to complete tasks

The Task:

This assessment task reflects *just-in-time learning* typical of projects in the IT industry, where learning and application of skills run parallel.

For this task, you will **design and develop an interactive website while participating in Grok Learning’s Web.Comp**. You are expected to attempt the Advanced stream which incorporates JavaScript, along with HTML and CSS. All your preparation doing Intro to HTML course will help!

In randomly assigned teams of three (3), **agree on a topic, purpose, and audience**. You can use third-party content with appropriate attribution. For your topic, choose from pages 12 to 42 of the Roseville College Senior Student Diary for 2020.

Be innovative, e.g. interactive school map with historical information and target audience of prospective parents. **Be specific**, e.g. well-being tools for year 9 students who like to use checklists. Generic purpose and audience may seem easy to plan but can be difficult to achieve. **Be clear** about your Project Objective and you set yourself up for success.

You have **all of Term 2 to complete the task**. What is assessed for marking purposes is detailed below. Websites will be shared more broadly to your parents as well as the TAS Showcase in Term 4.

Imagine that everything you are typing is being read by the person you are applying to for your first job. Imagine that it’s all going to be seen by your parents and your grandparents and your grandchildren as well.

- Sir Tim Berners-Lee

There are assessable deliverables for each team and team member. Templates for team and individual deliverables are available on the 9IST Teams site.

Team Deliverables for assessment

1. **Project Overview** – describes what the project is about. It comprises:
 - a. Project Objective
 - i. *Purpose* – **Describe** what this is website about and what is it for?
 - ii. *Target audience* – **Describe** who the website is for? What are they like? What do they like? What devices will they use to access the website?
 - b. **Construct** a site map of *pages* on the website and **outline features** of each page on the website. There should be some **interactivity**, e.g. hyperlinks (HTML), hover effects (CSS), and processing inputs (JavaScript). Each team member should create at least one page.
2. **Style Guide** – **define** the look and feel of the site
 - a. *Typography* – fonts you will use for various selectors. At a minimum, specify font-family and size for headings and body text.
 - b. *Colour palette* - colours you will use. Specify RGB or hex values and samples.
 - c. *Image and/or video guidelines* – maximum file/image size, other attributes such as border, alignment, etc.

To give you an idea, here’s a [style guide](#) shared by Atlassian, a successful Australian start-up.

Individual Deliverables for assessment

Compile this with the rest of the team deliverables. This part should be identifiable to specific team member.

3. **Mood board** – **Construct** a visually appealing collage of graphic elements that inspire you personally. This could include images of potential topic, samples of preferred font combinations, and a range of colour palettes.
4. **Resource list** – **Construct** a reference list of links to resources used on the mood board. This should include a thumbnail of the resource and corresponding link. Colour palettes inspired by existing websites should link to the source of inspiration. Indicate original content accordingly.
5. **Success Criterion** – **Define one** criterion by based on a principle from the Web Content Accessibility Guidelines (WCAG); specify how it will be measured (assessed as successfully met), and why it is important in relation to the site purpose and audience.

Each team member contributes a unique criterion for a team's total of 3 Criteria for Success.

6. **Prototype webpage** – **Construct** a prototype webpage of styled content. **Annotate** a screenshot of the prototype to show you are following the team's Objective and Style Guide.

Prototype is 'indicative' only, i.e. web page is not expected to be completed yet. Annotations on screenshot of styled content should clearly communicate intentions e.g. "Submit button to trigger marking the quiz" shows intent to create an auto-marker at some stage.

7. **Medals and Missions** – **Examine** your progress regarding project work and/or Web.Comp participation, and log medals and missions at least once a week.

8. **Web.Comp** – Participate in 2020 Web.Comp-Advanced in Grok Learning. It is important to upskill in HTML, CSS, and JavaScript to contribute to the team's design, production, and evaluation of website.

Can't do Advanced?

JavaScript is only available in the Advanced stream of Web.Comp. This stream is challenging but achievable if you have completed at least half of the Intro to HTML course previously assigned. Please let Ms Mawby know if you are really struggling so assessment adjustments could be arranged.

Deliverables NOT for assessment

Complete the following by the end of Term 2 2020. These will not be included in academic marks.

9. Website
10. Project Evaluation using Criteria for Success

SUBMISSION:

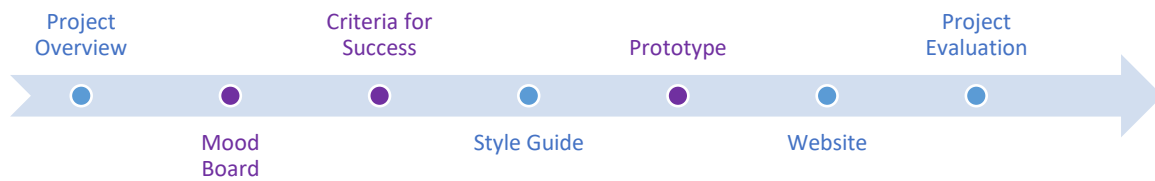
Submit in Canvas by due date and time.

Submissions must be in PDF, preferably collating all deliverables into one file.

Use your name in filenames, e.g., *SSparrow_9IST_Task2.pdf*. Multiple file submissions must be clearly labelled with content – e.g. *SSparrow_9IST_Task2_Team.pdf*, *SSparrow_9IST_Task2_Indiv.pdf*, etc.

Non-compliance with Submission requirements will incur penalties.

Project Schedule



Term 2 WEEK	2	3	4	5	6	7	8	9
Project Launch	Assessment work							
Project Overview	Assessment work	Refine work						
Mood Board + Resource List		Assessment work						
Criteria for Success		Assessment work	Refine work					
Style Guide		Assessment work	Assessment work	Refine work				
Prototype				Assessment work	Assessment work			
Medals and Missions	Assessment work	Assessment work	Assessment work	Assessment work	Assessment work			
Web.Comp		1	2	3	4	5		
Collate and submit					Assessment due, Friday			
NCSS Web.Comp showcase						Work not part of assessment		
Web development						Work not part of assessment	Work not part of assessment	
Project Evaluation								Work not part of assessment

Legend:

- Assessment work
- Refine work
- Assessment due, Friday
- Work not part of assessment

Schedule reflects expected work of about 3 hours each week.

Glossary of Terms

TERM	DEFINITION
<i>Annotate</i>	Give a short explanation or comment for clarification purposes
<i>Construct</i>	Make; build; put together items or arguments
<i>Define</i>	State meaning and identify essential qualities
<i>Describe</i>	Provide characteristics and features
<i>Examine</i>	Inquire into
<i>Interactive</i>	Involve the user to engage; user action triggers a response or effect
<i>Medals</i>	Information about what exactly was done well to achieve goals, e.g. "Completed weekly challenge by Friday"
<i>Missions</i>	Information about what needs to improve or work on soon to achieve goals, e.g. "Get team feedback on my prototype"
<i>Outline</i>	Sketch in general terms; indicate the main features of
<i>Prototype</i>	The original model of something from which later forms are developed

Marking Criteria

A – Outstanding, B – Substantial, C – Sound/Satisfactory, D – Limited, E – Basic, 0 – Not demonstrated

5.2.2 Designs, produces, and evaluates appropriate solutions to a range of challenging problems

Task	A	B	C	D	E	0
Project Brief Scope, clarity, and complexity of Project Overview comprising Project Objective, Site Map, and interactive features	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Style Guide Balance of aesthetics and accessibility as appropriate to defined Project Objective, communicated with samples and specific details	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5.2.3 Critically analyses decision-making processes in a range of information and software solutions

Task	A	B	C	D	E	0
Medals and Missions Breadth and depth of introspection relevant to task requirements, logged with expected regularity of at least once a week, corroborated by evidence on Teams and Grok Learning site	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Annotated Prototype (screenshot of web page/s, with annotations) <i>Indicative</i> awareness of task requirements aligned with team’s Project Objective and Style Guide.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5.3.2 Acquires and manipulates data and information in an ethical manner

Task	A	B	C	D	E	0
Mood Board Extent of exploration of inspiring topical content, font combinations and colour palettes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resource List Includes thumbnails and links to all resources used on the mood board	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5.5.1 Applies collaborative work practices to complete tasks

Task	A	B	C	D	E	0
Success Criterion Rigorous and realistic definition of criterion and measure, aligned with WCAG and Project Objective	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Web.Comp – Advanced (Challenge weeks 1 to 4) Consistent and timely completion of weekly challenges. A – 80+%, B – 60+%, C- 40+%, D – 20+ %, E – 1+%, 0 – non-participation.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>