



Intermediate Project

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By the end of this project I should...

- 1) be more aware of my own skills
- 2) have improved my ability to work as part of a team
- 3) have improved my leadership skills
- 4) understand the importance of listening to a client
- 5) understand that many drafts of a product may be required.

What is the Project About?

Your task is to work as a group, simulating a company that has been hired to design and produce a website for a client. In addition to using your computing skills, this will involve arranging meetings, sharing responsibilities and meeting deadlines.

Your project will only be finished when your client is happy with your finished product.



Your teacher will...

1. Assign you to a group (in the workplace you rarely get to choose who you work with)
2. Assign you a client (this may be a local group, another teacher, school club etc)

Your project will be graded in three ways...

1. Your teacher will award a grade based on the computing skills your group has demonstrated.
2. Your client will award a grade based on how happy they were with your communication with them and how closely your website matches what they requested.
3. You will award each other member of your group a grade based on how well they contributed to the task.

To be successful you will have to work hard and work together.

Organising Your Group

To successfully complete your website, your group will need some or all of the following jobs and skills:

Manager -



To lead the group and ensure everyone knows what they are doing and completes their tasks on time.

Artist -

To draw/sketch designs, come up with interesting layouts and colour schemes.



Graphic Artist -

To draw logos, title text and diagrams.



Photographer -

To take photos and edit photos.



Researcher -

To research and collate information for the website.



Typist -

To enter the text on the website.



Web Editor -

To create the website itself.

As a group, you should now meet and discuss the skills your group have. Decide who is interested in each of the above tasks. Take a note of your decisions.

Software Development Process

The production of any software (e.g. a website) follows several distinct phases.

Analysis -

decide what you are going to produce

Design -

create sketches, discuss colour schemes, decide on a user interface

Implementation -

create the software

Testing -

thoroughly test the software for bugs

The next few pages will explain what is required during each of these stages. Read the advice carefully as it will help your complete your project and work as a group.

Creating Websites Intermediate

Analysis

Deciding what you are going to produce.

Communication will be the key to successfully completing this stage of the website development. You will be working for a client who wishes you to create a website to suit their needs. Talking to your client is vital!

Use the checklist below to prepare for this stage.



☑ Start by arranging a 15 minute meeting with your client.

- agree on a date and time



☑ Prepare for the meeting.

- as a group decide what questions you are going to ask
- you will need a title from your client
- you will need enough detail about the content to list the main and sub-pages
- you will need ideas about where you can find text & images

☑ Brainstorm your ideas.



- as a group type up a description of the website
- as a group create a site map (main-pages and sub-pages)



☑ Agree on a timescale.

- you will need another meeting to share your completed analysis with your client
- agree on a deadline date for your completed website

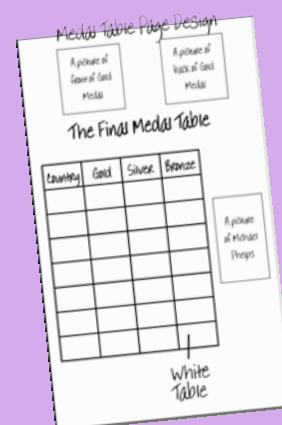
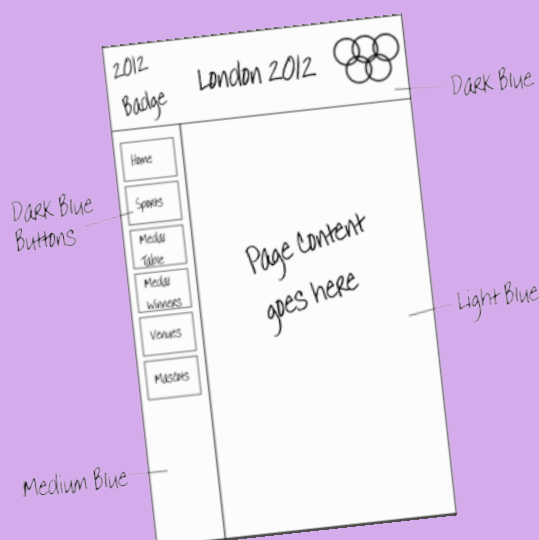


Creating Websites Intermediate

Design

Sketching out the website template and pages.

In the Basic Workbook you were given examples of how to design the Template and Pages. Have a look at these pages if you can't remember what to do.



Use the checklist below to complete this stage.

- ☒ On an blank sheet of A4 paper, sketch out the background for your website. This should include the text and graphics that will appear on every page of the website.
 - remember to leave a large area of the page blank
 - as a group, agree on a colour scheme and note this on the template design
- ☒ Now design the content of each page in the website.
 - split up the work between the group
 - use a separate piece of paper for each design
 - label the design so that you know what page it is
 - each page should have a short note of the text and graphics to be added
- ☒ Feedback to your client.
 - arrange another meeting
 - your client should decide whether or not they are happy with the design
- ☒ Make any required changes to the design.
 - if your client suggested changes you should now redo some of the designs

Creating Websites Intermediate

Implementation

Creating the website content and pages.

More than any other, this phase of your website development will rely on teamwork.

By now you should have a very good idea of what text and graphics you need to create your website. Meet as a group and spend some time discussing what tasks you are all going to take on.

Use the checklist below to complete this stage.



- ☑ The group member who has been selected to build the website should create a new folder for your website content. Within this, another folder should be created for each page of the site.
- ☑ Each time a member of the group creates a file save it to the folder.
 - think of how you will collate these files on one computer
- ☑ Build and publish your website.
 - ask your teacher for a loan of a USB flash drive to publish the website to
- ☑ Feedback to your client.
 - arrange another meeting
 - your client must decide whether or not they are happy with the finished website
- ☑ Use your clients comment to make changes to the website.

Testing

Test your website works.

Before you hand over your finished product you should test every hyperlink and check the layout of every page.

Finally, take a copy of the completed website to your client. Well done, you're finished!!!