**The Great Computer Challenge, 2020**

***Web Design, Level 3***

# **Background**

A middle school has contracted your group to provide a web design for a parent portal. The portal is a place for parents to see information about their child’s progress. The parent/guardian will have access to see announcements, attendance records, grades and assignments.

# **Guidelines & Requirements**

Want to win the Challenge? The easiest way is to read these directions carefully and do what they say. That is what winning teams have done in previous years. The judges will penalize teams that do not follow these directions! In previous years, good entries have lost because they ignored key parts of the rules stated in this document.

**TIP #1: Organize your time.** Make a schedule and decide how much time you will devote to each task: viewing files, dividing content into pages, linking up pages, etc. Allocate time at the end of the contest to testing the site and fixing problems.

**TIP #2: Work as a team.** Successful teams decide who will do what, and do not waste time fighting about the design. Many professional web developers sketch on paper to begin the process before ever touching a computer. Answer questions like: “How will the user navigate from page to page?”, “Where will buttons go?”, “What will be the same on every page?”

# **Challenge**

Design and develop functional mockups of a parent portal for a Middle School.

Every parent/guardian will have a child profile page where they can see the children’s profile including the grade they are in and some basic statistics. Since the site will have personal information related to the students, a login page must be implemented. The site should also have a dashboard, which displays some statistics about the number of classes the student missed and the CGPA of the student.

The goal is to give the school board an idea of how the discussion board will look and function, so that they can sign-off on its further development.

You have the freedom to come up with ideas of what you think a student would benefit to see in the discussion board.

**Extra Credit:** Use JavaScript to validate the user input. Some of the validations you can do are, check if a username (or password) is entered or check if the login credentials are valid and display the error message to the user. If the user enters GCC2019 and GCC2019PASS as username and password, they should be then redirected to the Dashboard.

Rules

* You may use your own graphics.
* You may not use existing pages. The judging criteria include "Originality and creativity" so a team making extensive use of templates, pre-built pages or software that "automatically" makes pages or similar resources should expect to receive low evaluations on these criteria.

# **Judging Criteria**

The judges will rank the entries according to the following criteria:

Design Criteria:

* Adherence to the rules and the challenge described above
* Creativity and originality
* Visual appeal
* Consistency of design
* Ease of navigation
* Organization of information
* The judges will consider the file size of pages and graphics and the impact to users with slower internet connections.
* Effective use of graphics, color, and fonts

All criteria are weighed equally, but to ensure a level playing field, "Adherence to the rules and the challenge described above" is most important. See "Big Hint" at the top of this document. Since this is a web design competition, the judges will only use the technical criteria to decide a winner if they rate two or more teams at an equal level on the design criteria. This means you should not dwell on the technical, save that for if you have finished and have a great looking site and nothing else to do.

The judges can only evaluate what they can see. If they cannot operate your computer, open your web site or find your pages, you will be disqualified. Again, leave your computer switched on and open at the home page when you have finished. If your computer displays a screen saver after a period of inactivity and a password is required to reactivate it, disable the screen saver. The same applies if the computer switches off automatically after a period of inactivity. Laptop computers should be connected to AC power outlets in case batteries run out. The judging period is short, and it would be unfair to other teams for judges to take time away from judging entries to fix problems with computers.

Save your work frequently. The monitors or judges cannot help if you lose your work. By entering the contest, you are giving your school’s permission to post your entries on the web.

# **SOL Correlation**

C/T 9-12.2 Identify and use available technologies to help complete specific tasks.

A. Identify the specific uses for various types of technology and digital resources.

* Apply knowledge of different types of technology and digital resources to routine and complex tasks.

B. Use content-specific tools, software, and simulations to approach projects.

* Use specialized tools to assist with learning in various content areas.
* Use models and simulations to learn complex concepts, solve problems, and make decisions.

C/T 9-12.5Make responsible decisions—grounded in knowledge of digital safety and security best practices—that pertain to various digital communication tools and methods.

A. Discuss and debate appropriate legal, ethical, and responsible behaviors concerning information and technology.

* Investigate current issues related to legal, ethical, and responsible use of various types of technology and information.

B. Model appropriate legal, ethical, and responsible behaviors when using information and technology.

* Use best practices for online safety as defined by the division’s online safety program.
* Demonstrate responsible behavior, such as using strong passwords and avoiding high-risk activities.
* Model responsible behavior when using technology tools and software as well as various types of networks.
* Identify personal responsibilities in virtual relationships and demonstrate an understanding of the connection to legal, ethical, and responsible behavior.
* Identify positive and negative uses of social media and develop strategies to avoid risky or negative situations as well as how to report such situations to authorities.

C/T 9-12.8 Understand the nature of information in a global society and how the characteristics of various media may influence others.

A. Identify the various uses of media based on intent and audience.

* Investigate media messages in various contexts.

B. Be able to construct and deconstruct media messages and graphical representations of data.

* Connect media messages to various writing techniques, logic models, and outcomes.
* Develop and communicate an innovative solution to a complex problem through various types of media in collaboration with experts and peers.

***Have fun and thanks for participating in the
Great Computer Challenge, 2020!***