**The Great Computer Challenge, 2018**

***Web Design, Level III***

# **Background**

WHEN YOU FINISH, LEAVE YOUR COMPUTER ON AND OPEN AT THE HOME PAGE OF YOUR SITE. YOUR TEAM MAY BE DISQUALIFIED IF YOU DO NOT.

Make sure you check out the FAQ at the end.

BIG HINT: 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?”

# **Guidelines & Requirements**

**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.

# **Challenge Internet: Web Page**

A middle school has contracted your group to provide a web design for a student portal. Design and develop functional mockups for the student portal.

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 student performance.

The goal is to give the school board an idea of how the portal 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 online portal. Some of the examples are to show the classes they are registered for, their grades, their homework etc.,

**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 GCC2018 and GCC2018PASS as username and password, they should be then redirected to the Dashboard.

# **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.

# **Frequently Asked Questions**

Can we use clip art?

Yes. Wi-Fi is provided in case local graphics are not available.

Can we use Flash, JavaScript, jQuery, Bootstrap, etc.?

Yes, you can use anything you like, but they will not necessarily improve your score.

Can we use tools like Frontpage, Dreamweaver, Home Site, etc?

Yes.

Can we make up our own text?

Yes. If you want to add or edit the text supplied to you, you can.

Do we have to use all the videos, graphics and photos supplied to us?

No

We want to use a "splash page" before entering the web site. Is that our home page?

The judges will start at whatever page is left open on your computer when they start judging it.

Will the judges give us feedback about our entry?

Unfortunately, time available for judging is very limited in the Great Computer Challenge, especially with the number of entries in this category. The judges want to be fair to every team so cannot undertake to write comments because it would take away time from evaluating each entry thoroughly. The judges' decision is final, even when they are wrong!

Do we have to print out our pages?

No. The judges will only judge what they see on your computer screen.

What if something goes wrong with our computer/printer/monitor?

Do the best with what you have working. Save frequently, so that even if you cannot finish, the judges can judge what you have been able to do. Room monitors cannot fix equipment, and neither can the judges. See the challenge rules if you have questions.

# **SOL Correlation**

C/T 6-8.9

Analyze, synthesize, and evaluate information based on source validity and the appropriateness to specific tasks.

A. Evaluate the accuracy, relevance, and appropriateness of electronic information sources.

• Use a variety of strategies to evaluate the accuracy of digital resources.

• Use various digital tools, such as graphic organizers, to analyze and synthesize data for learning tasks.

B. Use various digital tools to organize, analyze, and synthesize data for learning tasks.

• Use digital tools, such as graphic organizers, spreadsheets, and databases.

Have fun and thanks for participating in the Great Computer Challenge, 2018!