



# National Web Design Contest

## June 2018

---

### Contest Guidelines

Contestants will be required to approach the web design process in a holistic manner. This contest has been structured to guide the contestants through a typical, if somewhat simplified, process that is often followed in the industry. It is meant to educate, inspire, and of course, challenge. The contest is simplified to allow teams time to give close attention to the details.

The judges will be representing a client that has engaged your services to create a website. Teams will be required to initially plan a website then implement two pages, a home page and an interior page. There will be an initial client briefing as a group. Throughout the contest, individuals will be available to answer questions as the client. The idea is to simulate the relationship between a client and a web team.

The focus of this contest is on client side technologies (for example, HTML, CSS, and JavaScript). No server side scripting is to be included in the submitted materials. No pre-built templates are to be used. All materials submitted are to be free of malware (submitting a virus or spyware is grounds for immediate disqualification).

Teams will not be allowed to use external resources (there is no Internet connectivity in the competition area and all teams should refrain from such access via their own connection). If the contest supervisor or judges observe you using cell phones or connecting to the Internet or texting during the competition, you may be disqualified. Use of any Dreamweaver template is not allowed (yes, we will know). Build your code from scratch (demonstrate your knowledge of HTML5, CSS, and JavaScript).

# Part 1: Client Briefing

---

## *Deliverables:*

- *1 sitemap*
- *2 different wireframes for the home page*
- *1 wireframe for 'events' page*

## **Client Briefing:**

The onsite contest team will give a detailed description of the client and their needs. You should take notes. You should ask questions. If you don't understand the answer to a question, ask additional clarifying questions.

## **Sitemap:**

Based on information from the client briefing, you will need to determine what pages the site needs.

## **Information Architecture/Wireframes:**

Based on information from the client briefing, you will need to discern the information architecture for several pages and create low-fidelity wireframes. Low-fidelity, but still understandable at a glance, still containing enough detail that the client understands what content you want to put where on their website. These can be simple sketches on a piece of paper.

A wireframe is meant to be simple because its purpose is to communicate in a simple way what information is going to go where on a particular page. These wireframes then serve as a tool to talk about content strategy, prioritization, and placement with the client. Keeping wireframes simple allows you to react to changes from the client with minimal time loss.

When you have completed your sitemap and wireframes, flag down a member of the contest team..

# Part 2: Implementation

---

## **Deliverables:**

- 1. A functioning 2-page website that includes**
  - a. The homepage**
  - b. The 'events' page**

You will be handed a wireframe for each page. With your remaining time, you will implement these pages into a functioning site using HTML, CSS, and JavaScript. Ensure the code is semantic, well-structured, well-commented, and accessible.

These wireframes provide the structure, you are to add the aesthetics. Choose colors, fonts, weights, margins, image & border treatments, etc to show off your creativity. Ensure the aesthetics are appropriate for the client and accessible.

Take your time and pay attention to the details.

## **Homepage:**

Implement the layout of this page based on the provided wireframe. This wireframe is not meant to be an exact design document. You are to put the aesthetics into this page.

## **Audio Player:**

The homepage has a section for an audio player. In the provided material is a library called WaveSurfer. This library will let you create a custom audio player with a waveform. There is a video called '*AUDIO PLAYER FUNCTIONALITY EXAMPLE.mp4*' to demonstrate the expected behavior.

## Events Page:

Similar to the homepage, implement the layout based on the provided wireframe. Similarly, the aesthetics and design are up to you. Both pages should have a cohesive design.

The list of events should be consumed via a JSON API. You will need to use JavaScript. See [api.webdesigncontest.org](http://api.webdesigncontest.org) for the API documentation.

You are encouraged to use native JavaScript.

A `fetch()` polyfill and documentation is provided. You do not have to use this; it is there if you want to use it.

You are allowed to use jQuery. The latest version of jQuery is provided. You do not have to use this; it is there if you want to use it.

## Other Pages:

You will notice the wireframes has additional pages in the navigation. These pages should not be built as a part of this contest. Simply use `href="#"` for any links to these other pages.

# Part 3: Publishing

---

You will publish the pages built in part 2 to a server. You have FTP and SSH access to your server. A separate document will be provided outlining the process of interacting with the server. If you have questions about the process of uploading your files and folders, please ask one of the on site contest team members.