Web Design Challenge

Game Play

The objective of the challenge is to make the students learn more about web designing including the use of various web development technologies like HTML5, CSS3, JavaScript, PHP, etc. The students will be able to learn by using the development technologies in the development of their website.

The participants will be required to build a website based on a given theme. The theme will be released 48 hours before the day of event. The participants will have the time span of two days to complete their websites after which they would be required to present the websites in front of the judging panel.

Judging Process

- **Presentation:** Each team will give a 10 minute presentation to judges followed by 5 minutes Q&A. This will be done in a conference room.
- **Demonstration:** Judges will evaluate the websites according to the below mentioned criteria.

Scoring/Judging Criteria

- **Content:** Content is the information provided on the site. It is not just text, but music, sound, animation, or video – anything that communicates a site's body of knowledge. Good content should be engaging, relevant, and appropriate for the audience
- **Structure and Navigation:** Structure and navigation refers to the framework of a site, the organization of content, the prioritization of information, and the method in which you move through the site. Sites with good structure and navigation are consistent, intuitive, and transparent.
- **Visual Design:** Good visual design is high quality, appropriate, and relevant for the audience and the message it is supporting. It communicates a visual experience and may even take your breath away.
- **Functionality:** Functionality is the use of technology on the site. Good functionality means the site works well. It loads quickly, has live links, and any new technology used is functional and relevant for the intended audience.
- **Interactivity:** Interactivity is the way that a site allows you to perform an action. Good interactivity is more than a rollover or choosing what to click on next; it allows you, as a user, to give and receive.

- **Overall Experience:** Demonstrating that sites are frequently more or less than the sum of their parts, the overall experience encompasses content, visual design, functionality, interactivity, and structure and navigation, but it also includes the intangibles that make one stay or leave.

Rules and Regulation

- Participants have to design a web-site on the theme chosen by the judges on the day of competition. The chosen theme will be out of one of the 3 themes displayed on the website 2-3 days prior to the competition.
- For web-designing, participants have to use languages like HTML, CSS and JAVASCRIPT only.
- Use of any type of library, templates or pre-coded script is strictly prohibited.
- Website will be developed and designed on text editors like notepad, brackets etc.
- The website will communicate ideas using text, pictures, sound, video, animation, etc.
- Website must consist of minimum *three pages.*
- Links in the website should be functional.
- Each member of the team will be provided a separate computer for working.
- The use of any gadgets like smartphones, tablets and storage media like pen drives, hard disk, memory card etc. are not allowed during the competition.
- However if members want to exchange the work done by them, then it can be done under the surveillance of the volunteers.
- Participants are allowed to access the internet for content and images purpose under control of volunteer
- During the competition, participants are allowed to go out and come freely. However they can't take their work with them.
- The duration of the competition will be
  - Day 1 – from 10:00 A.M to 4:00 P.M
  - Day 2 – from 10:00 A.M to 3:00 P.M
- Presentation by the participants and judging of the website will be on Day 2