Web Innovations Project

Construct an advanced interactive website using the techniques described. THIS MUST NOT just be HTML/PHP based but must use a significant amount of coding.

The web site could be a game, a social app, a news feed, a data repository or even a virtualised OS. It may include some aspect of AJAX, hardware acceleration or novel ways of programming. The website can be optimised for PC tablet or phone and use any of the relevant technologies examined. The site must be highly interactive and dynamic.

MARKS WILL BE AWARDED FOR NOVELTY AND AMBITION.

Ask yourself this question; What things can be done through the Web rather than just serve HTML pages of information? What will the web look like in 5 years time?

Ask me if you are unsure about the project you are thinking of doing.

Marking Criteria

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| Grade | Description |
| 86%-100%  Gold | The student has designed and developed an impressive, substantial product which could be the core of a publication. Considerable creativity, independence, and originality went into this project: the result is impressive. The student has demonstrated a full awareness of the research context and relates well his/her product to currently available products in this area. |
| 70%-85%  Gold | The student has designed and developed a substantial, well-rounded product, of good quality in all aspects. All its parts work, and overall it shows a high degree of creativity. Testing, where appropriate, is comprehensive. |
| 60%-69%:  Silver | This project has produced something solid and convincing which works/make sense and shows a clear level of competence and some level of creativity. The product may not be impressive and there may be ways in which it could be improved. The size and complexity of the task was substantial, but well within the usual capabilities of a 6 month project. There may be some questionable design decisions, and testing, where appropriate, may have some weaknesses. |
| 56%-59%  Silver | At this level the student will have completed the design and most of the development of a modestly complex product that involved a little creativity from the student. Also, the testing is minimally convincing. However it may not be sufficiently complete to use, or the design might show fairly obvious flaws, or there may be evidence of bugs which would render it unfit for use. |
| 50%-55%  Bronze | A student at this level will have completed the design and development of a relatively straightforward product. This product is not large, and its development did not involve major original ideas of the student. Its testing was at most superficial. |
| 40%-49%  Bronze | The design of a product may have been completed (after a fashion) but this product will not be very large or very complicated. The development of the product will certainly not be complete. Overall a student at this level will have achieved relatively little. |
| 25%-39% | There will be evidence of some work on the design and/or the development of the product. It will not have progressed very far, and there will be nothing in a final state yet. Perhaps just some components in a state where they can be tested independently. |
| 1%-24% | There is very little design and work towards the product, and nothing works. If the student has had to learn anything, there is no evidence that he/she has managed to use it to do anything related to the project. |
| 0% | There is no evidence of any thought about design - and no product. |