Carradale Manor Web Development Project

Michael Dewar
University of Canterbury
Christchurch
New Zealand

Trevor Nesbit
University of Canterbury
Christchurch
New Zealand
trevor.nesbit@canterbury.ac.n
z

ABSTRACT

This poster presents a summary of a 3rd year Information Systems internship that was completed by a student for a bed and breakfast business. The project completed included the design and development of a website and a mobile application where the client did not have a high level of IT literacy.

The poster presents the aims, processes and outcomes of the project.

The skills developed and enhanced by the student included increased knowledge of HTML and CSS as well as the application of JavaScript and PHP and the creation of MySQL databases

Categories and Subject Descriptors

H.3.5 [**Online Information Services**]: Web-based Services

Keywords

Internship, Web Development, Mobile Development, Prototyping.

1. INTRODUCTION and BACKGROUND

Students completing the Information Systems major in the Bachelor of Commerce at the University of Canterbury are able to complete a 30 point internship course (INFO330 – Applied Information Systems Project), that requires the student to complete a 200 hour work based project and complete other associated academic work. This poster presents an outline of the project, the processes that were undertaken as well as the learning outcomes for the student.

The student project involved determining the requirements for a website for a bed and breakfast business, developing the website, and finally developing a mobile version of the website.

2. THE PROJECT

The overall aim of the project was to create a modern website (see figure 1) showcasing the house and gardens at Carradale Manor that allows online booking and a mobile application version (see figure 2).

Figure 1 – Home Page of Website

The owners of Carradale Manor do not have a high degree of information technology and internet literacy and as consequence consideration had to be given to finding an appropriate way to gather the requirements for the project.

A discovery prototyping approach was adopted where the clients were shown a series of iterations of the design of the website to help them determine their requirements [4].

The website was developed using Dreamweaver by using HTML and CSS to display the front end with the back end of the site being created using PHP. Javascript was also used enhance the website.

The mobile application was created using the jQuery mobile framework to allow compatibility across a range of platforms.

Figure 2 – Mobile Version of Website (iPhone 5)

3. STUDENT LEARNING

A significant amount of learning took place during the completion of the project along with a number of skills being enhanced and further developed. Aspects of student learning that were of most significance are shown in Table 1.

Table 1. Significant Areas of Student Learning

Enhancement of HMTL, CSS and Javascript skills
Learning PHP and MySQL for the first time
Development of mobile applications using the jQuery framework
Use of prototyping to discover user needs

4. CONCLUSIONS

The project was completed successfully and was deployed to the satisfaction of the clients and the student was able to apply and develop skills in a real life environment with these being consistent with some of the literature regarding similar projects [1],[3],[5].

The balance between the product created and the process gone through as also interesting in this project with this concept having been highlighted in the literature [2],[3].

5. REFERENCES

[1] de Vries, H., McCarthy, C., Nesbit, T., Mack, H. and Reilly, M. (2012). *Entrepreneurial process meets Capstone Project in a collaborative environment*. 25th Annual Conference of Computing and Information Technology Research and Education New Zealand (CITRENZ), Christchurch, October 2012.

[2] Garrett, P., Youngman, D., McCormack, J., Rosescu, C. and Mann S. (2003) Characteristics of Success – Virtually There. *Proceeding of the Sixteenth Annual Conference of the National Advisory Committee on Computing Qualifications*, Palmerston North, July 2003.

[3] Mann, S., Smith, L. (2006) A value proposition model for capstone projects retrieved 15 April, 2012 from the Computing and Information Technology Research and Education in New Zealand website: www.citrenz.ac.nz/conferences/2006/papers/175.pdf

[4] Martin, W.E., Brown, C.V., DeHayes,D.W., Hoffer, J.A. and Perkins, W.C. (2002) *Managing Information Technology* (4th edition). New York: Prentice-Hall

[5] Nesbit, T., Oliver, R., Hancock, M. and Nesbit, G. (2005). Developing And Running A Photographic Website retrieved 18 April 2012 from the Computing and Information Technology Research and Education in New Zealand website: www.citrenz.ac.nz/conferences/2005/papers/nesbit_photo web.pdf