

Technical Description

Creating Web Pages

Skill 05



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1 Skill Overview

1.1 Skill Name and Category

Creating Web Pages, ICT

1.2 Number of Competitors

This is an individual Skill Competition with one competitor.

1.3 Competition Time

The total competition time is 6 hours and is divided into the following modules:

- Module A: Responsive Web Design – 2 hours
- Module B: Website Development – 4 hours

1.4 Description of the Skill

Creating Web Pages involves designing and developing web pages that present various types of information and interactive functions based on provided data. Competitors are expected to apply web development principles to structure content, implement functionality, and ensure usability.

The skill requires proficiency in technologies such as HTML, CSS, and JavaScript, as well as an understanding of responsive design and user experience. Successful web pages demonstrate clarity, functionality, and visual appeal while meeting the given specifications.

2 Task Assignment Overview

2.1 Task Assignment Description and Familiarisation Session

The Task Assignment is the main competition task used to assess the competitors' skills. It defines what the competitors must complete during the competition and forms the basis for all assessments. The final result is evaluated only on the finished work produced during the official competition time.

A familiarisation session is organised on C-1. During this session, competitors may enter the workshop, see the workspace, check the available tools and materials, and ask questions about procedures or practical arrangements. Competitors are not allowed to practise, start, or rehearse any part of the Task Assignment during this session.

2.2 Task Assignment Structure

The competition consists of two modules:

Module A: Responsive Web Design

Competition time: 2 hours.

Competitors design the visual identity, structure, and responsive layouts of a multi-page website.

- They must prepare wireframes and design layouts for mobile, tablet, and desktop breakpoints.
- The UI style must reflect the brand identity provided in the brief.

Module B: Website Development

Competition time: 4 hours.

Competitors develop a functional and responsive multi-page website based on the same overall theme and brand identity as Module A. Module B is a separate task, and competitors start from a fresh set of project files using a common UI design provided by the Organiser.

- Work from the same design specification to ensure equal assessment conditions.
- Implement the required pages, content, and functionality.
- Ensure that the website is responsive and usable across the required device sizes.
- Use the provided assets and follow the required structure.

2.3 Task Assignment Technical Requirements

Competitors must be able to apply the following techniques and technologies:

- HTML5 – semantic page structure and accessible content organisation, including the standard HTML document skeleton
- CSS3 – styling, layout using Flexbox and/or Grid, and responsive design
- JavaScript – basic interactive functionality, such as form validation, navigation, or simple interface elements
- Usability and accessibility principles – Accessibility assessment is based on widely accepted WCAG 2.1 Level AA principles, including semantic HTML structure, keyboard accessibility, visible focus indicators, sufficient colour contrast, clear form labelling, and accessible content organisation.

- Responsive web design – adaptation of layouts and content for mobile, tablet, and desktop devices

The Task Assignment defines the exact requirements, including the required pages, functionality, assets, and technologies, and may include task-specific variations or additional elements.

3 Materials and Equipment

3.1 Materials and Equipment Provided by the Competition Organiser

The Organiser provides the materials, tools, and equipment listed below.

Images are for reference only. They do not indicate a specific brand or model unless otherwise stated in the specifications. Quantities are per competitor unless otherwise stated.

Items will be available at the competitor's workstation or in the designated competition area, as appropriate. Where exact brands, models, or task-specific material details are not specified, these may be confirmed before the competition or defined in the Task Assignment, as appropriate.

No.	Equipment / Material	Picture	Specifications	Quantity
01	Computer workstation		Desktop or laptop, 16 GB RAM, SSD, or equivalent	1
02	Monitor		24–27-inch, 1440p, or equivalent	1
03	USB keyboard		Standard QWERTY keyboard	1
04	USB mouse		Standard USB mouse	1

No.	Equipment / Material	Picture	Specifications	Quantity
				
05	Operating system		Windows 11, installed and available in the competition environment	1
06	Code editor		Visual Studio Code, latest stable version, installed, including the Live Server extension for local testing of web pages	1
07	Web browsers		Google Chrome and Microsoft Edge, latest stable versions, installed	1
08	Design tool		Figma, browser or desktop version, available in the competition environment. Competitors use Organiser-provided Figma accounts. Personal Figma accounts are not permitted during the competition.	1
09	USB (Starter files, Assets)		Starter files may include project folders, predefined file structures, starter HTML and CSS files, and other materials required to begin the task. Assets may include images, icons, logos, fonts, text content, and other resources	1

No.	Equipment / Material	Picture	Specifications	Quantity
			required for the competition task.	
10	USB stick		USB stick for the distribution of task materials and the submission of competitor work.	1
11	Internet access		Available only in Module A: Responsive Web Design, for accessing Figma and any online resources explicitly specified in the Task Assignment.	1
12	Paper and pen		Provided at the competition site	1 set
13	Desk and chair		Standard workstation furniture	1 set

3.2 Materials and Equipment Supplied by Competitors

Competitors may bring only the materials, tools, and equipment listed below. Personal tools and equipment must fit within a toolbox or tool case suitable for checked luggage, with a maximum total weight of 23 kg, including the toolbox or case. This requirement does not apply to clothing, footwear, personal protective equipment (PPE), or equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

Images are for reference only. They do not indicate a specific brand or model unless the specifications state otherwise. Quantities are per competitor unless otherwise stated.

No.	Equipment / Material	Picture	Specifications	Quantity
01				1

	Headphones and music player		Offline use only; no communication functions.
2	USB keyboard		1
		Competitor's regional keyboard layout	
3	USB mouse		1
		Competitor's choice	

3.3 Prohibited Materials and Equipment

Competitors may use only the materials, tools, and equipment listed in Sections 3.1 and 3.2, unless otherwise authorised by the Skill Manager or Chief Judge. This restriction does not apply to clothing, footwear, or personal protective equipment (PPE) required in Section 4.1, or to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

All other materials, tools, and equipment are not permitted.

4 Skill-Specific Requirements

4.1 Skill-Specific Requirements

The Skill-Specific Requirements below apply to this Skill Competition and must be followed in addition to the Abilympics Competition Rules. The Skill Manager or Chief Judge may provide additional instructions, as needed, to ensure the competition is conducted safely and fairly.

Topic	Skill-Specific Requirements
Materials and tools provided by the Organiser	Competitors must check all materials, tools, and equipment before the competition begins. If any item is missing, damaged, or defective, competitors must immediately inform the Judges. No replacements will be provided once competition time has commenced, unless authorised by the Judges. If equipment provided by the Organiser fails and the failure is confirmed not to have been caused by the competitor, the Chief Judge may grant additional time.
Use of personal tools	Competitors may bring and use only the personal tools and equipment listed in Section 3.2. No other personal tools or equipment are permitted. This restriction does not apply to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser. A personal USB keyboard with a regional keyboard layout and a personal USB mouse are permitted. Neither device may contain internal memory, data storage capability, programmable macro functionality, or wireless communication features.
Personal protective equipment (PPE)	PPE is not required for this skill.
Clothing / Uniform	There is no mandatory uniform. Competitors must wear neat, comfortable clothing suitable for computer-based work. Clothing must allow the competitor to work safely and effectively at the workstation. Clothing must not display large commercial logos or promotional branding. Small, non-distracting brand marks are permitted.
Sideline coaching	Competitors must remain at their workstations or within the designated competition area during competition time, unless authorised to leave by the Judges. Competitors may not communicate with other competitors or members of the public during competition time. Competitors may communicate with Judges, Interpreters, personal assistants, and other authorised persons when required. The role and permitted involvement of a personal assistant must be agreed in

Topic	Skill-Specific Requirements
	advance with the Organiser based on the competitor's condition or special needs.
Use of technology	Internet access is permitted only in Module A: Responsive Web Design for accessing Figma and any online resources explicitly approved in the Task Assignment. Internet access is prohibited in Module B: Website Development. The competition environment will provide all files, images, icons, fonts, and other resources required for Module B. Competitors may not use external code libraries, templates, frameworks, software, or other materials not approved by the Organiser. Competitors may not use personal laptops, tablets, mobile phones, smartwatches, or other personal communication or electronic devices during competition time. Competitors must store such devices away and may access them only during the lunch break or at the end of the competition day. This restriction does not apply to devices required due to the competitor's condition or special needs and agreed in advance with the Organiser. Judges and Interpreters may use devices required for their official duties only as agreed by the Skill Manager and the Chief Judge. The Skill Manager and the Chief Judge may use devices required for competition management and will specify any additional restrictions or permitted device use within the competition area.

5 Assessment Framework

5.1 Assessment Principles

All Abilympics Skill Competitions are marked out of 100 points.

Points are divided between criteria that reflect the required skills and expected outcomes.

Two methods of assessment are used:

- **Measurement:** objective, factual scoring (e.g., size, accuracy).
- **Judgement:** expert evaluation of quality, technique, and artistic choices.

5.2 Assessment Areas

Detailed marking criteria and scoring are provided in the Task Assignment.

Assessment focuses on the following key areas:

Assessment Area	Points
User Interface Design and Visual Appearance	15
HTML Structure and Content Organisation	15
CSS Implementation and Styling	15
Responsive Web Design	15
JavaScript Functionality	15
Usability and Accessibility	10
Technical Quality	5
Creativity and Innovation	10
Total	100