

Module Title:	Web I: client-side development
Module Code:	01C
Level:	4
Credits:	15
Pre-Requisites:	None

Module Description:

Students learn and practise a range of web development skills, allowing them to produce engaging websites that are accessible to a range of users. Students learn how to interpret a customer's requirements, and use these to inform the design process. They are also encouraged to consider how careful design and testing are essential in offering the best possible experience to the eventual end user of the website. This module has a strong practical focus.

Indicative Content:

- The architecture of the WWW, links, relative links, file and http protocols for accessing resources
 - Process of uploading web pages to local and remote servers, use of FTP tools
 - The difference between accessing web pages using file and http protocols
 - The history of HTML development to date, and anticipated future trends
 - CSS selectors for class, id and tag
 - HTML tags for structuring content
 - Tools and processes for debugging
 - Awareness of a range of browsers and their differing page layout requirements
 - User interface design principles, navigation design for the web, evaluating user experience
 - Interpreting user requirements; structured approach to design, development and testing
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Learning and Teaching Methods:

The module will be delivered through a combination of lectures and workshops (3 hours per week).

Module Specifications: Schools of Business & Management & Information Technology

Specific Learning Resources:

Text editor

The three most popular web browsers

Bibliography

Highly Recommended

Duckett, J., (2011) HTML & CSS: Design and Build Web Sites. Indianapolis, USA: John Wiley and Sons, Inc.

McManus, S., (2012) Web Design in Easy Steps (5th edition). Leamington Spa, UK: Easy Steps Limited.

Hill, J. and Brannon, J. A. (2011) Brilliant HTML5 and CSS3. Harlow: Pearson Education Ltd

w3cschools, (2014) w3schools.com. [Online] Available at:

<http://www.w3schools.com/>

Recommended

Codecademy (2014) Codecademy. [Online] Available at:

<http://www.codecademy.com/>

Crowther, R., (2014) HTML5 In Action. Shelter Island, NY, USA: Manning Publications Co.

Gasston, P., (2013) The Modern Web: Multi-Device Web Development. San Francisco, USA: No Starch Press Inc.

Tittel, E. and Minnick, C. (2013) Beginning HTML5 and CSS3 for Dummies. USA: John Wiley and Sons

Background Reading

McNeil, P., (2013) The Web Designer's Idea Book, Volume 3: Inspiration from today's best web design trends, themes and styles. Georgetown, Ontario: HOW Books.

Soto, D., (2014) Know Your Onions: Web Design. Amsterdam, The Netherlands: BIS Publishers.

Module Learning Outcomes

Subject Specific Learning Outcomes

On successful completion of this module you will be able to:

LO	Interpret customer requirements and use HTML and CSS to create a website that reflects these requirements
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LO	Explain the installation, configuration and management of a website on both a local and a remote web server
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Module Specifications: *Schools of Business & Management & Information Technology*

LO | Apply key principles of user interface design with the objective of creating highly usable websites

LO | Understand and explain the importance of validation, and produce valid HTML that works reliably and responsively across a range of browsers

Assessment Title or element	Weighting (%)
Assignment 1: report comprising requirements analysis and design diagrams (500 words) [mid semester]	30%
Assignment 2: website consisting of a minimum of four web pages, uploaded to a web server; code listings and test plans documented in a report, with reflection (500 words) [late semester]	50%
Assignment 3: walk-through of website in front of a small group (5 minutes per person) [end semester]	20%