

L1 Certificate

Interactive Media (Web Design)

GD6405LG-2023-March

UNIT 02


UNDERSTANDING

THE WEB.




1

OUTLINE




Learning Objectives



Learning Resources

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LEARNING OBJECTIVES

Understanding Information Technology for Interactive Media

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UNIT 02 UNDERSTANDING I.T. FOR I.M.

L.O.	You should be able to . . .
2.1.1	State the function of parts of a computer (hardware and software)
2.1.2	Outline the use of peripheral devices
2.1.3	Indicate how hardware and software can be used to meet the requirements of the design brief
2.1.4	Use equipment correctly in line with relevant regulations
2.1.5	Outline health and safety procedures and relevant sections of health and safety legislation
2.1.6	Demonstrate how peripheral devices are used with a computer

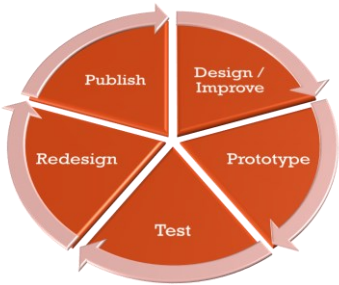
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THE DEVELOPMENT LIFECYCLE

- Why is it a 'cycle' ?
 - A web site is a dynamic, living thing.
 - Forever changing, forever being update.
- A client's requirements will be ever changing.
- A website with out-of-date information will not be trusted and loose visitors.
- Improvements will keep it modern and current.



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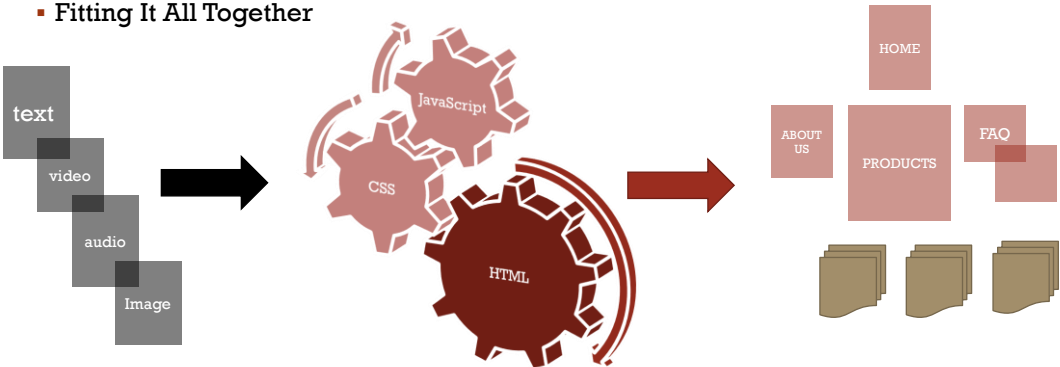
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CREATING A WEBSITE

- Fitting It All Together



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THE INTERNET. A BRIEF HISTORY

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THE INTERNET

- What is it?
- When and Why did it start?
- How does it work ?
- Who controls it?

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WHAT IS THE INTERNET?

- What Do You Think ?
- A global computer network
- Consisting of interconnected networks
- Using standardised communication protocols.
- Providing a variety of information and communication facilities,

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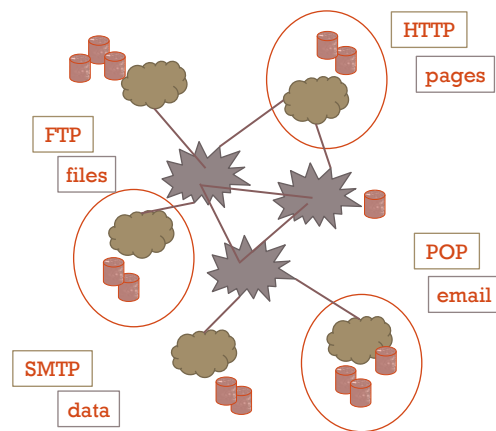
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WHAT IS THE INTERNET?

- A global computer network
- Consisting of interconnected networks and sub-networks
- Using standardised communication protocols.
- Providing a variety of information and communication facilities



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WHAT ARE PROTOCOLS?

Processes and methods to enable computers to ‘talk’ to each other.

- IP (Internet Protocol)
- HTTP (Hyper Text Transmission Protocol)
 - web pages.
- FTP (File Transfer Protocol)
 - fast file transfer.
- POP (Post Office Protocol)
 - emails
- SMTP (Small Message Transmission Protocol)

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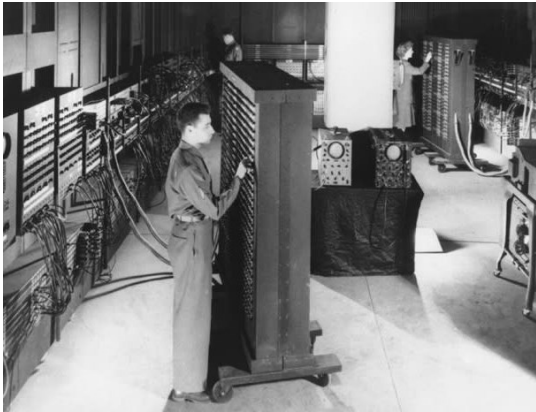


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WHEN & WHY DID IT START



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- Modern computers started developing in 1940s
- Scientists and academics wanted to share resources and data with others, especially internationally
- Two scientists, Paul Barron and Donald Davies, in 1960s, independently proposed a way of packaging information electronically for sharing between computers.
- They proposed creating a network of computers, using their Packet Switching idea, which is still in use today
- The 1969 USA Department of Defense project ARPA Net was one of the first networks built for sharing data across departments, across states, and eventually the whole world.

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WHEN & WHY DID IT START

- Some method was needed to easily share computer documents across the world
- In 1989 Tim Berners-Lee devised a way to do this, where documents contained links to other documents
- In this way, a user could browse a page and then easily click on a link to browse another, related page.
- High speed communications made it possible for almost-immediate information sharing and messaging
- Thus, web pages, email, Voice Over IP (VoIP), Video Chat, Blogs, social networking and online shopping where born.
- Source : https://en.wikipedia.org/wiki/History_of_the_Internet

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WHEN & WHY DID IT START

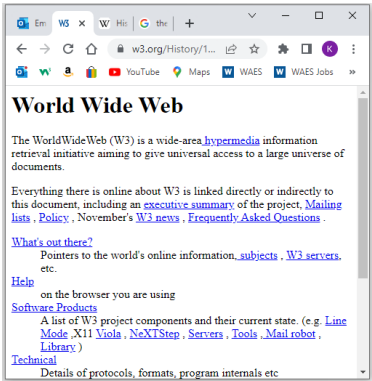
- Tim Berners-Lee



- <https://www.w3.org/History/19921103-hypertext/hypertext/WWW/TheProject.html>

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- The First Web Page



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WHEN & WHY DID IT START

- The Number of Websites in 1995 ?
- <https://news.netcraft.com/archives/2014/>

12,000

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WHEN & WHY DID IT START

- The Number of Websites in 2014 ?

Over 1 Billion !

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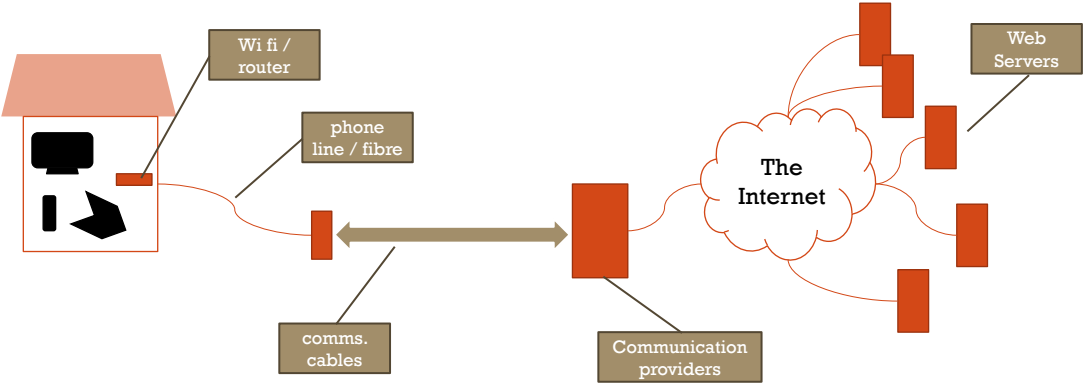
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HOW DOES IT WORK?

- How does your phone, tablet, laptop, TV, fridge, etc connect to the internet ?



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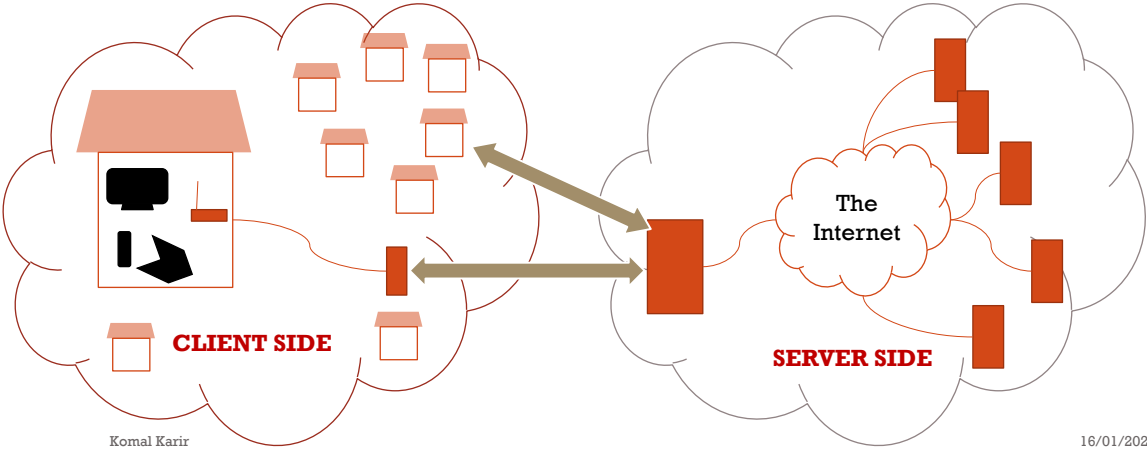
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HOW DOES IT WORK?

- Clients & Servers



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THE WORLD WIDE WEB

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THE WORLD WIDE WEB

- The internet is made up of billions of WEB PAGES flying around the World Wide Web



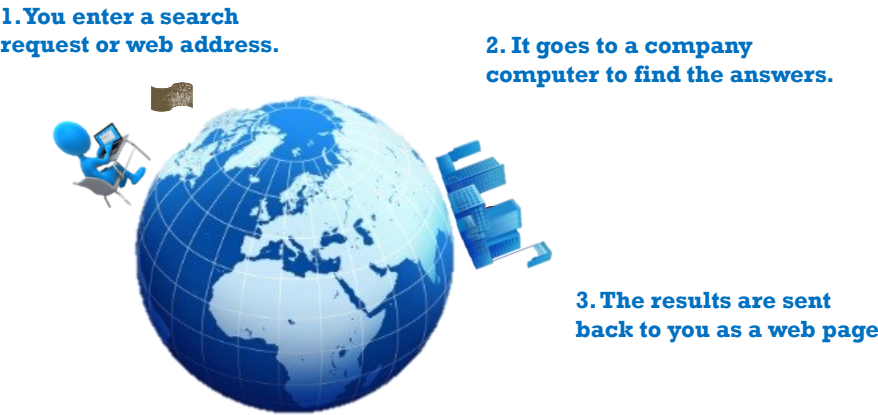
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LET'S LOOK AT ONE WEB PAGE



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WEB SURFING

- Background to searching the web



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What makes up a web page ?

Scroll bars



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THE WONDERFUL WORLD OF HTML



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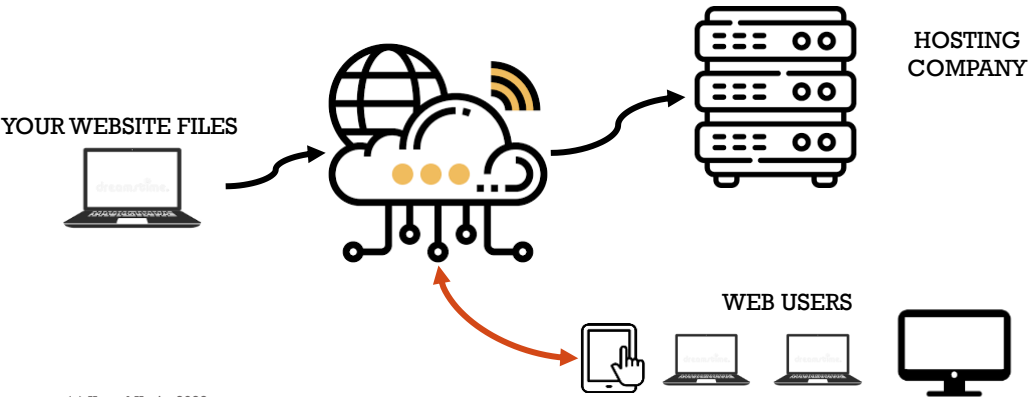
PUBLISH TO THE WEB

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PUBLISHING TO THE WEB

- You've created your website and are now ready to make it available to the world.



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PUBLISHING TO THE WEB

Things you need to do ;

Register a DOMAIN name

Find a HOSTING company



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REGISTER A DOMAIN NAME

Your domain name is the unique name of your website and how others will find you.

Register your unique domain name with ICANN (*International Corporation for Assigned Names and Numbers*)

Registration usually lasts 2 years and can be auto-renewed.

Registration companies offer this service, for a fee.

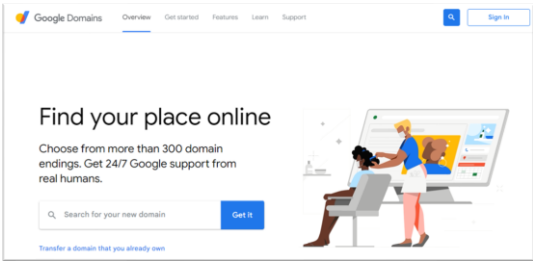
e.g. www.123-reg.co.uk, www.GoDaddy.co.uk, www.nominet.com

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REGISTER A DOMAIN NAME



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Checking if the name you want is available:

1. Search for “domain name registration”.
2. Click “Google Domains”.
 1. (Many other companies are available)
3. Enter the domain name you would like.

REGISTER A DOMAIN NAME

The exact name you want may not be available

You could be offered a slightly different name, perhaps with a different suffix:

.co.uk .com .org etc...

Once you have chosen your domain name you can proceed to register it.

NOTE: This secures your domain name but you still need to a HOSTING company.

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FINDING A HOSTING COMPANY



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Your website is a collection of HTML code, images, perhaps videos and audio files.

Currently these files exist on your personal computer.

A hosting company provides

- storage space for your files on their large computers,
- High speed connections to the internet,
- Security and controls to prevent others hacking your website,
- Statistical tools to analyse your web traffic.



FINDING A HOSTING COMPANY



Often the domain registration company also offers web hosting services.

e.g. GoDaddy, BlueHost, iPages

The final step is to copy your website files to the hosting company's system.

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QUESTIONS & FURTHER INFORMATION

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