

1	Name of Course/ Module : WEB DESIGN TECHNOLOGIES							
2	Course Code : DFT3013							
3	Name (s) of academic staff :							
4	Rationale for the inclusion of the course/ module in the programme : The Internet and the World Wide Web have had a profound effect on the way computer scientists do their work. This is a foundation course for a dynamic web development using various web design technologies.							
5	Semester and Year offered: Semester 4 / Year 2							
6	Student Learning Time (SLT)		Dependent Learning (DL)				Independent Learning (IDL)	Total
	L = Lecture P = Practical T = Tutorial O = Others		L	P	T	O	50	120
			12	48	0	10		
7	Credit value : 3							
8	Prerequisites (if any) : None							
9	Learning Outcomes : Upon completion of the course, students should be able to: CLO 1 : employ key concepts of web design theories, web terminology in the current web development and articulate ethical positions on contemporary issues related to web. (C3, A3, PLO1, PLO8) CLO 2 : use HTML features, CSS structure for web design and Java Script for interactive pages in designing an interactive web page.(C3,P3, PLO1, PLO2) CLO 3 : create interactive web applications that can be published on any web platform using an appropriate deployment method (P3, A3, PLO2, PLO9)							
10	Transferable Skills: Skills and how they are developed and assessed, project and practical experience and Internship a. Knowledge b. Practical Skills c. Professionalism, Ethics and Moral d. Leadership and Teamwork Skills Skills are assessed through : Problem Based Exercises and Project are performed to assess the Generic Student Attribute (GSA). Knowledge are assessed through theoretical methods (Quiz & Test)							
11	Teaching-Learning and assessment strategy a. Teaching-Learning Strategy Implemented using problem-based learning (PBL) and a “flipped” classroom, guided by lecturers through Face-to-Face and Blended Learning approach. b. Assessment Strategy The course assessment is carried out through Coursework Assessment (CA) and Final Examination (FE).							
12	Synopsis This course introduces students to basic web design using HTML (Hypertext Markup Language), CSS (Cascading Style Sheets) and JavaScript. Throughout the course students are introduced to planning and designing effective web pages; implementing web pages by writing HTML, CSS code and JavaScript; enhancing web pages with the use of page layout techniques, text formatting, graphics, images, and multimedia; and producing a functional, multi-page website.							

13	Mode of Delivery Interactive Lecture, Discussion, Presentation, Laboratory Activity and Case Study																								
14	Assessment Methods and Types The course assessment is carried out in two sections: a. Coursework (CA)- 60% Coursework is continuous assessment that measures knowledge, technical skills and soft skills. <table><tr><td>i. Quiz</td><td>(3)</td><td>-</td><td>10%</td></tr><tr><td>ii. Test</td><td>(1)</td><td>-</td><td>10%</td></tr><tr><td>iii. Problem Based Exercises</td><td>(4)</td><td>-</td><td>20%</td></tr><tr><td>iv. Project</td><td>(1)</td><td>-</td><td>20%</td></tr></table> b. Final Examination (FE) – 40 %	i. Quiz	(3)	-	10%	ii. Test	(1)	-	10%	iii. Problem Based Exercises	(4)	-	20%	iv. Project	(1)	-	20%								
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iv. Project	(1)	-	20%																						
15	Mapping of the course/ module to the Programme Aims <table><tr><th>Course Learning Outcome/ Programme Educational Objectives (PEO)</th><th>PEO 1</th><th>PEO 2</th><th>PEO 3</th><th>PEO 4</th><th>PEO 5</th></tr><tr><td>i. Employ key concepts of web design theories, web terminology in the current web development and articulate ethical positions on contemporary issues related to web. (C3, A3, PLO1, PLO8)</td><td>√</td><td></td><td></td><td></td><td></td></tr><tr><td>ii. Use HTML features, CSS structure for web design and Java Script for interactive pages in designing an interactive web page.(C3,P3, PLO1, PLO2)</td><td>√</td><td></td><td></td><td></td><td></td></tr><tr><td>iii. Create interactive web applications that can be published on any web platform using an appropriate deployment method (P3, A3, PLO2, PLO9)</td><td>√</td><td></td><td></td><td>√</td><td></td></tr></table> Programme Educational Objectives (PEO) PEO 1 : Possess relevant knowledge, skills and aptitude to meet job specifications, organisational and system needs; PEO 2 : Can utilise current computing tools and techniques by applying knowledge and interpreting information to solve problems, can execute and be responsible for routine tasks; PEO 3 : Have effective communication skills to convey information, problems and solutions; PEO 4 : Have teamwork and interpersonal skills, entrepreneurial awareness and are aware of their social and ethical responsibilities; and PEO 5 : Possess skills for lifelong learning and career development.	Course Learning Outcome/ Programme Educational Objectives (PEO)	PEO 1	PEO 2	PEO 3	PEO 4	PEO 5	i. Employ key concepts of web design theories, web terminology in the current web development and articulate ethical positions on contemporary issues related to web. (C3, A3, PLO1, PLO8)	√					ii. Use HTML features, CSS structure for web design and Java Script for interactive pages in designing an interactive web page.(C3,P3, PLO1, PLO2)	√					iii. Create interactive web applications that can be published on any web platform using an appropriate deployment method (P3, A3, PLO2, PLO9)	√			√	
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16	Mapping of the course/ module to the Programme Learning Outcomes									
	Course Learning Outcome (CLO)/ Programme Learning Outcomes (PLO)	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8	PLO9
	i. Employ key concepts of web design theories, web terminology in the current web development and articulate ethical positions on contemporary issues related to web. (C3, A3, PLO1, PLO8)	√							√	
	ii. Use HTML features, CSS structure for web design and Java Script for interactive pages in designing an interactive web page.(C3,P3, PLO1, PLO2)	√	√							
	iii. Create interactive web applications that can be published on any web platform using an appropriate deployment method (P3, A3, PLO2, PLO9)		√							√
	Programme Learning Outcomes (PLO) PLO 1 : Apply the foundation of computing, mathematics and soft skills to be competent and possess strong understanding in related Information Technology (IT) fields; PLO 2 : Practice technical skills by applying appropriate methodologies, models and techniques in IT fields; PLO 3 : Communicate effectively with IT Professionals, other professionals and community; PLO 4 : Demonstrate strong analytical and critical thinking skills to troubleshoot and solve problems within realistic constraints by applying knowledge, principles and skills in IT; PLO 5 : Demonstrate an awareness of and consideration for society, health, safety, legal and cultural issues and their consequent responsibilities; PLO 6 : Acquire 'life-long learning and professional development to enrich knowledge and competencies; PLO 7 : Inculcate entrepreneurial skills in the related discipline that contributes towards national growth and be competitive in IT industries; PLO 8 : Adhere to professional codes of ethics and enhance humanistic values to adapt to the real challenges in working environment; and PLO 9 : Demonstrate effective leadership and teamwork skills.									
17	Content outline of the course/ module and the SLT per topic									
	Course Outline (Suggested Sequence of Topics)	Recommended Time Allocation								
		L	P	T	O	IDL	Total			
	1.0 INTRODUCTION TO WEB ENVIRONMENT a. Web Technologies b. Web Designer and Web Developer c. Web Standards and W3C recommendations d. Web Planning and Design	2	0	0	0.25	4.00	6.25			
	2.0 HYPERTEXT MARKUP LANGUAGE (HTML) a. Web page using HTML. b. Hyperlinks to navigate web page. c. Table d. Frames e. Forms in a web page.	3	12	0	2.75	12.00	29.75			

	3.0 CASCADING STYLE SHEETS (CSS) a. CSS b. Stylesheet basics and possible forms for selectors. c. Sheets d. CSS Selectors e. CSS properties f. CSS in a web design	3	12	0	2.25	13.00	30.25
	4.0 JAVASCRIPT a. Java scripts b. Javascript in HTML page c. Conditional statement and looping statements d. Javascript popup boxes e. Arrays f. Javascript objects and function	2	14	0	2.5	13.00	31.50
	5.0 WEB MOBILE FRAMEWORK a. jQuery Mobile b. jQuery Framework. c. Mobile Framework Architecture d. Resources' hosting e. Mobile Webapps architecture f. User interface component	2	10	0	2.25	8.00	22.25
	TOTAL	12	48	0	10	50.00	120.00
18	<ul style="list-style-type: none"> Main references supporting the course N R Jennifer (2018) <i>Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics 5th Edition</i>. O'Reilly Media. Canada. Additional references supporting the course C Randy, H Ricardo (2017) <i>Fundamentals of Web Development 2nd Edition</i>. Pearson. 						

19	<p>Other additional information :</p> <p>Practical Activity Based on the practical activity given, the students will perform hands-on activities using, Mobile web application development using tools such as HTML5, PHP5, Java Script, CSS3, jQuery, Notepad ++, Webapps, Android SDK and etc.</p> <p>Project Project can be individual or group-based. Each team will design and create web applications and deliver oral presentations on website design and implementation.</p>
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