1	Cours	se Name:	Fundamentals of Web Design and Development Version								VE	1									
	Cours	se Code:	Number:									Effective Date:	01 Mar	r 2023							
	Cour	se Classification:	Elective (Core)																		
	Cours		The module aims to develop the student's understanding and knowledge in web based technologies and various scripting languages used web based application development; from the																		
2	Synop		client side perspective in a client/server architecture environment. The student will learn to design and develop website based on the scripting languages and website design concepts learned in this module.																		
	Nami	e(s) of Academic		<b>!</b>	Chung								_								
3	Staff:				Mago																
					h Kuma																
4	Seme: offere	ester and Year ed:		ogramn ile may				ıltiple r	progran	mmes a	and the	erefore	in diffe	erent y	years/semesters)						
5		t Value:	((Module may be delivered on multiple programmes and therefore in different years/semesters)																		
6		equisite/ co- site (if any):																			
7		CLO	CLO1 Explain the technologies, methods and tools required in website development. (C2,PLO1)																		
	l	ļ	CLO	.02	Demonstrate usage of scripting languages in web design and development through a team-based approach. (A3,PLO4)																
	l	ŀ	CLO3 Apply user interface design principles in web design and development. (C3,PLO2)												, !						
	I	ļ	лурну user interrace design principles in wed design and development. [c.s,Pr.tzz]																		
		se Learning omes (CLO)																			
	Out.	mes (CLO)																			
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8	Mapping	of the Course Learnin	ig Outc	omes to	o the P	rogran	nme Le	arning	; Outco	mes, T	eachin	g Meth	ods an	d Asse	essment Methods						
	, ,					Drogr	amme	' earni	na Out	comes	(DIO)								i		
	, !					710g ≅		Lea	I _	I	(1,										
	, !	Course Learning Outcomes	Knowledge and Understanding	Cogniti	Practic	terpersonal Ski	SI	Digita	Numera	Leade	Person	Entrepreneurial Skills	Ethic						ı		
	, !		edge and standing	Cognitive Skills			nmunication Skills	Digital Skills	neracy Skills	ership, omy and nsi billi t	ersonal Skills	reneuri			Teaching Methods	Assessmen	t Methods		ı		
	, ,		% N			kills	ž		7	< α	₩.	<u>p</u>							i		
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	, !		PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	PLO 11						ı		
	, 1	CLO1	٧												Lecture	Qu	iz		i		
	, 1	CLO2			$\vdash$	٧	-	-	$\vdash$	$\vdash$		$\vdash$			Tutorial	Group Assignm			i		
	, 1	CLO3		٧	$\vdash$		<del>                                     </del>	<del>                                     </del>	$\vdash$		<del>                                     </del>	$\vdash$			Tutorial	Group Assignr			i		
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	, !	Mapping with MQF	C1		Щ	<u> </u>	ļ	<u> </u>	<u> </u>	ļ	<u> </u>	Ш							ı		
	, ,	Cluster of Learning Outcomes	Щ		Ш	СЗВ	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	Ш	Ш						i		
	, !	Guitemes		C2															ı		
	İ																				
	l	Indicate the primary ca	ausal lin	ık betw	een the	: CLO ar	nd PLO	by ticki	ing '√' i	n the ap	ppropri	ate box									
	l	C1 = Knowledge & Uni	derstand	ding, C2	= Cogn	itive Sk	cills, C3/	A = Pra	ctical SI	κills, C3I	B = Inte	rpersor	nal Skill	s, C3C	= Communication Skills, C3D = Digital Skills,						
	İ	C3E = Numeracy Skills	, C3F = L	Leadersh	hip, Aut	tonomy	& Resp	ponsibil	lity, C4	A = Pers	onal Sk	alls, C4E	3 = Entr	eprene	eurial Skills, C5 = Ethics & Professionalism						
	İ																				
9	9 Transferable Skills (if applicable)																				
	(Skill:	s learned in the course	e of stu	dv whi	ch	1	Cognit	tive ski	ills										1		
can be useful and utilized in other settings)  2 Interpersonal skills																					
						3															
	İ				J		ended i	respons	se (if an	ıy)											
	İ				ŀ	4													1		
	l																		1		
							<u>.                                    </u>										•				
10		Distribution of Student Learning Time (SLT)  Note: This SLT calculation is designed for home grown programme only.																			

	Course Content Outline and Subtopics					F	ace-to-					NF2F	Total SLT
					Physical				iline/ T			Independent Learning (Asynchronous)	
	Introduction to the Internet		1	L	Т	P	0	L	Т	P	0	2	
2	HTML Part 1/3		1	1								2	
3	HTML Part 2/3		1	1								2	
4	HTML Part 3/3		1	1								2	
5	CSS Part 1/3		1	1								2	
6	CSS Part 2/3		1	1								2	
7	CSS Part 3/3		1									2	
	JavaScript Part 1/3			1									
8	JavaScript Part 2/3		1	1								2	
9	JavaScript Part 3/3		1	1								2	
10	Tutorial (HTML)		1	1								2	
11			2		14							14	
12	Tutorial (CSS)		2		6							6	
13	Tutorial (JavaScript)		2		8							8	
14	User Design Principles		3		2							2	
15	Website Design and Development		3		2							2	
16													
17													
18													
19													
20													
			<u> </u>			<u> </u>	<u> </u>					SUB-TOTAL SLT:	94
						F	ace-to-	Face (I	F2F)				
	Continous Assessement		%	Physical				Online/ Technology- mediated (Synchronous)				NF2F Independent Learning for Assessment (Asynchronous)	
1	Group Assignment - Website		60		1							14	
2													
3													
4													
5				<u> </u>								SUB-TOTAL SLT:	15
					F	ace-to-	Face (I	F2F)					
	Final Assessement		%	Physical					nline/ T iated (:			NF2F Independent Learning for Assessment (Asynchronous)	
1	Quiz		30			1						3	
2	Group Assignment - Report		10			1						6	
3												-	
4													
5													
												SUB-TOTAL SLT:	11
	SLT for Assessment:  GRAND TOTAL SLT:  **SLT for F2F Physical Component:  (Total F2F Physical / (Total F2F Physical + Total Independent Learning) x 100)]  **SLT for F1F Physical + Total Independent Learning   x 100]  (Total F2F Online + Total Independent Learning) / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]  (C)  (Total F2F Physical Practical Component:  (Total F2F Physical Practical Component)  (Total F2F Physical Practical F1F Physical + Total F2F Physical Practical Component)  (Total F2F Physical Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100)]  **SLT for F2F Online Practical Component)										26		
											120		
А											37.50		
В											62.50		
С													
C2		[Total	F2F Online Pr	actical	/ (Tota	ıl F2F P	hysica	l + Tota	al F2F (			ndependent Learning) x 100]	
Please t	tick (v) if this course is Industrial Training/ Clini	cal Placement/ Prac	cticum using 5	50% of	Effectiv	ve Lear	ning Ti	ime (El	т)			[	
Please tick (v) if this course is Industrial Training/ Clinical Placement/ Practicum using 50% of Effective Learning Time (ELT)  Note:													
Indicate the CLO based on the CLO's numbering in Item 8													
** For OI the SLT.	DL programme: Courses with mandatory practical	requiremnets impose	ed by the prog	ramme	standa	rds or a	ny rela	ted sta	ndards	can be e	xempte	d from complying to the minimu	m 80% ODL delivery rule in
<b>.</b>		MS Expression Web											
e (e.g., so	al requirement or resources to deliver the oftware, nursery, computer lab, simulation	Visual Studio Code Visual Studio											
om etc)  Adobe Dreamweaver®													

11

12		Essential Reading Deltel, P., Deitel, H. and Deitel, A. (2012). Internet and World Wide Web: How to Program. 5th ed. Revised, USA:Pearson. ISBN: 0132151006, 9780132151009  WDean, J. (2018). Web Programming with HTML5, CSS, and JavaScript. USA:Jones & Bartlett Learning. ISDN: 1284091791, 9781284091793  Further Reading W3Schools Online Web Tutorial (2022). Available at: http://www.w3schools.com (Accessed: 22 August, 2022)  * Note: Older references are indispensable and have no substitute as of Q3 2022.					
13	Other additional information (if applicable)						
Note: Number of PLO indicated is purely for illustration purposes only and the number is subjected to the curriculum design.							

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