

Solent University

in Partnership with QA (QAHE)

Module Code: QH0431 Module title: Web Technologies

Why is this module important?

The World Wide Web (WWW) has become increasingly entwined with our everyday lives. It is estimated that over half the world's population has access to the Internet. If we consider the Internet as a platform this gives us reach to a global audience. This module will equip you with the skills to structure and deploy a website. As such, you will gain the ability to present your ideas live on the WWW.

What you will learn on the module

You will be provided a foundation for understanding the process of developing a basic website. You will gain hands-on experience of structuring, presenting and deploying a website. The initial focus of this module will be on the client-side requirements of the Web and investigating the technologies required to produce linked, interactive web pages. After covering client-side requirements you will be given the opportunity to move onto looking into how to persist information on a server. Attention will also be given to the requirements of designing to current standards such as those established by the World Wide Web Consortium. This will include legal, ethical and professional issues as associated with content delivered by a browser to a wide variety of devices. Accessibility will also be covered as part of an essential legal requirement for web communication.

How you will learn

A lecture will be used to deliver the body of knowledge and theory to the entire cohort. This will also be an opportunity to have other input from professional externals in this subject area. The lecture will be complimented with small group practical sessions that will provide instructional learning and practical examples. This will be underpinned by online teaching materials that provide details of the module's content, examples and links for other sources of information. You will carry out a series of structured weekly activities focusing on the incremental development of a basic website.

How much time the module requires

This is a 20-credit module, in fitting with the amount of credits, you will be expected to study for 200 hours in total. This total learning time is made up of lectures, practical sessions and self-initiated study. Your tutor will offer you guidance on how you should best manage your study time on this module

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (Formative):
The practical sessions are structured in order to allow formative feedback on an ongoing weekly basis to ensure that you are applying the techniques correctly and keeping up with the module schedule. The structured activities will allow you to complete weekly tasks and receive ongoing feedback on your progress. More structured formative feedback will be provided in the form of a quiz taken mid-way through the module.

Tasks which count towards your degree (Summative):

The assessment will take the form of a single practical assignment. You will be assessed on your ability to add features to a website using a client-side scripting language. You will be required to describe and explain the rationale and relevance of your specific solution as part of the assignment. The project will be based on a real-world problem.

When assessment does not go to plan

If you do not pass the assessment, you will have to resubmit your work after improving it based on feedback.

What you will be able to do after the module

1. Explain the operation of the components of server and client-side web development.
2. Test a website that conforms to the current legislative and industry standards.
3. Design, architect and deploy a simple `full-stack` web solution.
4. Build a web model solution which contains both dynamic front-end contents, complimented with back end persistence.
5. Test a web application for a variety of browsers and platforms.
6. Discuss findings from research on web developments and issues.

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate a real- world problem and in part, solve the problem using a web-based solution	Students will construct a fully functional website solving a real-world problem
Students are inspired to do research through inquiry, curiosity and problem-solving	Students need to undertake research to assist in solving a real-world problem. On solving this problem, evidence will need to be presented	Students will need to present their research in the form of supporting documentation to their web implementation
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Students will need to engage with the audience who will be using their web solution	Students will need to apply feedback into their web implementation
Students learn from authentic, engaging and programmatic assessment	Students will see value in the assessment as it solves a meaningful real-world problem	Students will undertake an assessment that has a direct impact on a real-world problem

Summative assessment details

AE1	Weighting:	100%
	Assessment type:	Practical Web Implementation and Supporting Documentation
	Aggregation:	N/A
	Length/duration:	1500 words
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	No