

# Web System Design & Management

**INFS 634 | FALL 2025**

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**WEEK 1 - 02 SEP 2025**



# INTRODUCTIONS

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# COURSE OUTLINE

# **INFS 634**

# **WEB SYSTEM DESIGN & MANAGEMENT**

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## **Formal Description:**

Information Studies: Principles and practices of designing websites in the context of libraries and information centers, focusing on a conceptual approach to organizing information for the world wide web including design, implementation and management issues. Topics include web development tools, markup languages, internet security and web server administration.

# **INFS 634**

# **WEB SYSTEM DESIGN & MANAGEMENT**

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## **WHAT TO EXPECT?**

1. Understand web design principles, including a user-centred design approach to developing websites for prospective clients and users.
2. Understand best practices in web design and web programming. Learn how to create accessible designs, web design kits, prototypes, etc.
3. Develop skills in various software/tools used for web development, including collaborative tools such as Github, Figma for design, Canva, code editors, etc.
4. Learn basic (markup) programming skills in web development, such as HTML and CSS.
5. Learn management and technical architecture of different types of servers, including practical knowledge of creating local web servers and GitHub pages for hosting websites, security, and sustainability.

# **INFS 634**

# **WEB SYSTEM DESIGN & MANAGEMENT**

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The classes are expected to be held weekly in-person during the scheduled time.

In case of a situation where in-person class is not possible, the session will be held via Zoom during the scheduled time.

The classes will not be recorded; Students are encouraged to take notes and review presentations posted on MyCourses.

The topics listed in the weekly schedule below will be covered during the class hours.

# **INFS 634**

# **WEB SYSTEM DESIGN & MANAGEMENT**

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The first hour will be dedicated to a [lecture by the instructor](#). During this time, the instructor will introduce and discuss foundational concepts, design principles, and the latest industry practices. The instructor will cover the topics in the weekly schedule below.

In the second hour, the focus will shift to [practical application](#). Students will be encouraged to engage directly with the lecture by working on [small exercises](#) and hands-on projects that mirror real-world scenarios. This segment of the class is crucial for reinforcing the concepts discussed in the lecture, as it allows students to experiment, problem-solve, and apply their knowledge in a controlled environment.

The session's final hour is reserved for additional discussion and [in-class activities or assessments](#). This time is versatile, serving multiple purposes based on the student's needs and the course's progress. It may be used for evaluations through [quizzes](#) or [submitting reports based on their in-class exercises](#). Alternatively, this hour can also be devoted to open discussions, providing a platform for students to ask questions and to work or receive personalised feedback from the instructor on the course material or their assignments.

# COURSE OUTLINE

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## WEEKLY SCHEDULE

# COURSE OUTLINE

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## Assessments & Evaluations

# In-class Activities and Assessments

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30%

To enable hands-on practical learning, students will be given exercises or quizzes to complete within the class hours.

This may comprise writing a short report or quiz (usually multiple-choice questions) on what was taught in the class or creating deliverables based on exercises assigned to students during the class.

Thirty points for in-class activities are divided across six classes, 5 points each, as listed in the weekly schedule above.

Submissions for class activities are due at the end of the class hour. However, students may submit deliverables later for certain activities.

Submission details and deadlines will be posted on MyCourses for every in-class assessment activity.

# Wireframe & Prototyping

## Mid-Term

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35%

This group assessment will be held in a workshop during **Week 5 (Oct 7) class hours.**

In teams of 4-5 (decided by the instructor), students will work together to develop a **low-fidelity wireframe** in class.

At the beginning of the class, students will be given a topic and requirements to build a wireframe.

Each group **will work on a wireframe** and post their wireframes on MyCourses during the class hour.

# Wireframe & Prototyping

## Mid-Term

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35%

Each student is expected to [evaluate every wireframe](#) and provide constructive written feedback to their peers.

The students will be evaluated based on their [creativity in designing a website wireframe](#), [following best practices](#), and [providing constructive feedback](#) to their fellow students.

After the workshop, the instructor will consolidate all feedback, write additional comments, and share it with the students.

The images of the wireframe developed during class will be posted on MyCourses by the end of the class hour on Week 5 (Oct 7).

# Wireframe & Prototyping

## Mid-Term

35%

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Students must **submit their feedback and evaluations before Oct 10 end of the day**; however, students are encouraged to complete this during class hours. Detailed evaluation and feedback criteria will be shared with students through MyCourses.

# PROJECT WEBSITE

35%

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Students will decide to develop a [simple website](#) for this course. Potential project examples include a personal website, building/re-designing a website for the archive/library, etc.

Students are expected to [finalise the topic of their website project by Week 8 \(Oct 28\)](#), and the instructor must approve it.

This is an individual assignment. The instructor must [approve exceptions](#) to work in a group.

# PROJECT WEBSITE

35%

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The detailed requirements for the submission will be posted on MyCourse. Students must submit their **initial** website codes on GitHub via MyCourses to the instructor by **24 November 2025**.

The evaluation will include an oral discussion with the instructor (after the initial submission of the codes), where students **must explain their decision-making process** in developing their website, **describe the structure of their HTML and CSS codes and file structure**, and **answer to instructor's question** about the development process.

The oral discussion will be scheduled during classes 12 and 13. The students can work on their final project assignment during the 12 and 13 class hours.

# PROJECT WEBSITE

35%

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Final submission of codes will be **due on 6 December 2024**.

Note: Any commits/pushes recorded on Git after the submission deadline will be excluded from the final evaluation.

# Kartikay Chadha

Email: [kartikay.chadha@mcgill.ca](mailto:kartikay.chadha@mcgill.ca)

Please start the subject line of all your emails with “[INFS 634 - Fall 2025]”

Office Hours: Email Me!

# DESIGNERS

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# DEVELOPERS



About

Programs

People

Research

Resources

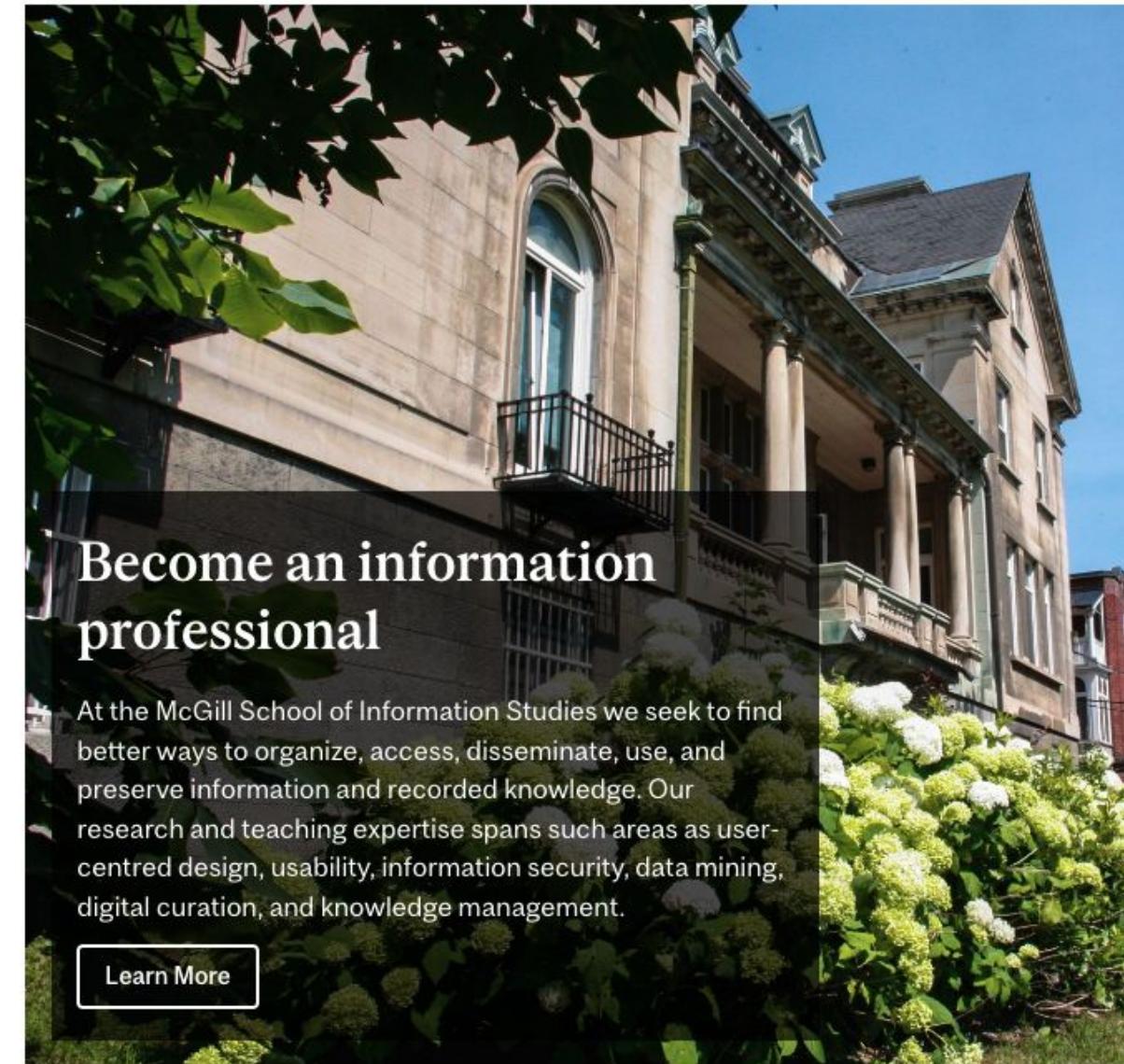
News &amp; Events

Careers

# WEB DESIGNER

Oversees **designing the front-end** of the website or web application.

“What your users interact with”



```
<div id="page">
  <div id="header">...</div>
  <!-- /.section, #header -->
  <!-- TODO: maybe only have sidebar on /search? -->
  <div id="main-wrapper">
    <div id="main" class="clearfix">
      ::before
      <div id="content">
        <div class="section">
          <!-- #main content -->
          <div class="tabs"></div>
        <div class="region region-content">
          <div id="block-system-main" class="block system main">
            <div class="content">
              <div id="node-24" class="node node--type--article node--status--published node--id--24">
                ::before
                <div class="content clearfix">
                  ::before
                  <div class="paragraphs-items">
                    <div class="field field-name--body field-type--text field-label--hidden">
                      <div class="field-items">
                        <div class="field-item--odd">
                          <div class="entity entity--node--24">
                            <div class="content">
                              <div class="field field-name--name field-type--text field-label--hidden">
                                <div class="field-items">
                                  <div class="field-item--odd">
                                    <h2>
```

# WEB DEVELOPER

Oversees **the codes (“Back-end”)** of the website or web application.

“What builds a website”

# **WEB DESIGNER**

# **UI DESIGNER**

Oversees **designing the front-end** of the website or web application covering all **visual aspects**.

“What your users see”

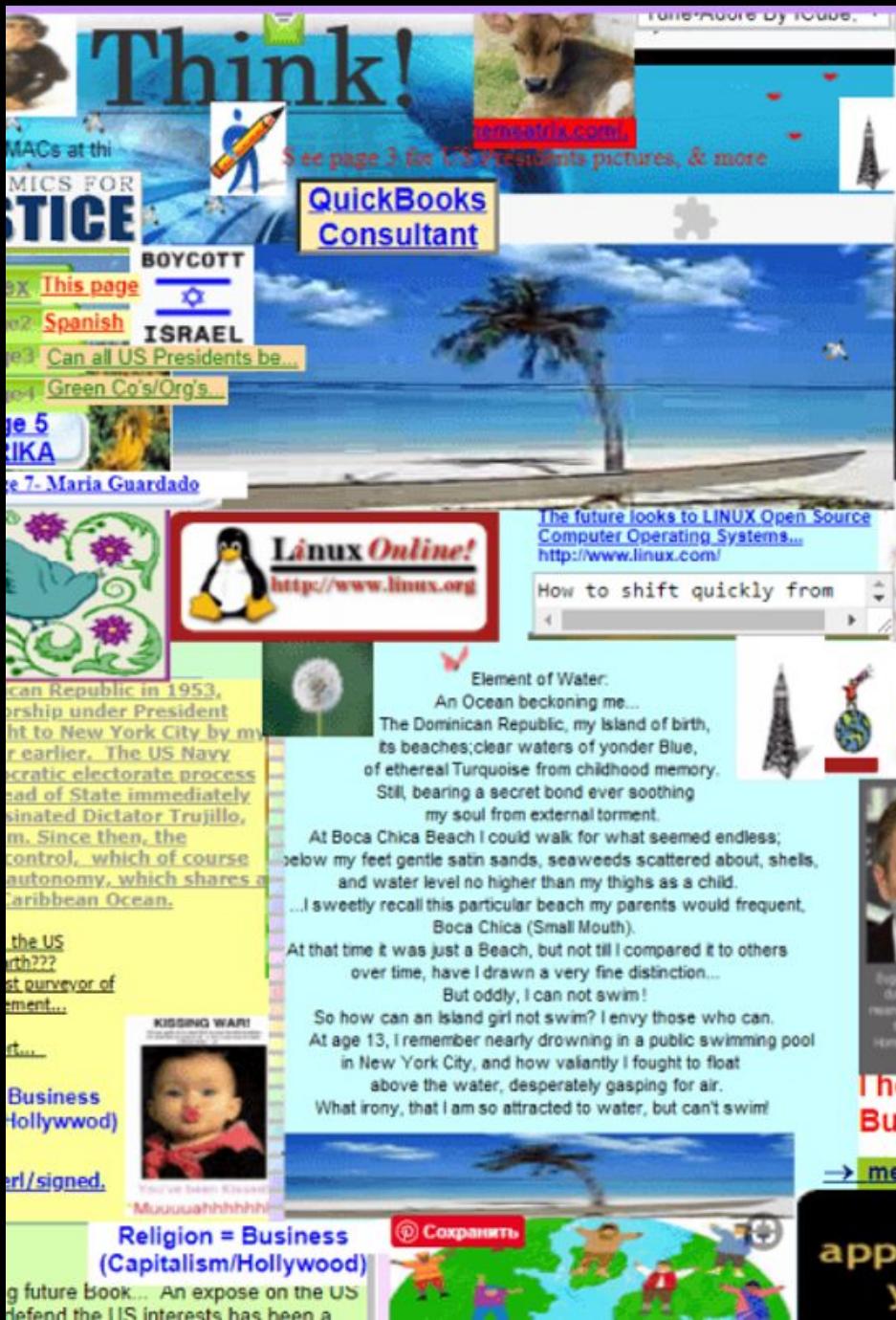
**UI (User Interface)** refers to things like  
**Color, typography, spacing, sizing, shape and so on...**

# **WEB DESIGNER** **UX DESIGNER**

Oversees **designing the front-end** of the website or web application based on **user perspectives and interactions**.

“What your users want”

**UX (User Experience)** refers to things like  
**information architecture, user psychology, usability testing, content strategy, wireframes & interaction design.**



In this Index Page, hear/see/hear Audio & Vide ▾

"Naturally, the common people don't want war, but after all, it is the leaders of a country who determine the policy, and it is always a simple matter to drag people along whether it is a democracy, or a fascist dictatorship, or a parliament, or a communist dictatorship. Voice or no voice, the people can always be brought to the bidding of the leaders. This is easy. All you have to do is tell them they are being attacked, and denounce the pacifists for lack of patriotism and exposing the country to danger. It works the same in every country."



Hermann Goering, Hitler's Reich-Marshal  
at the Nuremberg Trials after WWII

JOHN PEOPLES SAYS:  
REPARATIONS NOW...

Нажмите, чтобы включить плагин "Adobe Flash Player"



Hussein for his actions. We will  
Mobilize to meet this threat to  
vital interests in the Persian Gulf  
until an able solution is reached.  
Our best strategy is to BP repaired.

Failing that, we ARCO mining  
to kick your ass."

Suggested use of  
duct tape as a  
means for increasing  
the level of  
Homeland Security...

I heard you say Fascist Dictatorship  
Bushy Bush!!!!!!

→ mediterranean\_league-owner@yahooroups.COM

We  
appreciate  
your



<http://killradio.org/>



<http://www.la.indymedia.org/>

<http://www.la.indymedia.org/>



<http://la.indymedia.org>  
From: anna kunkin <  
JOIN INDYMEDIA ME  
AND A DISCUSSION  
FRIDAY 6/11/04, at 7:  
CASA DEL PUEBLO  
1498 SUNSET BLVD,  
OF ECHO PARK AVE

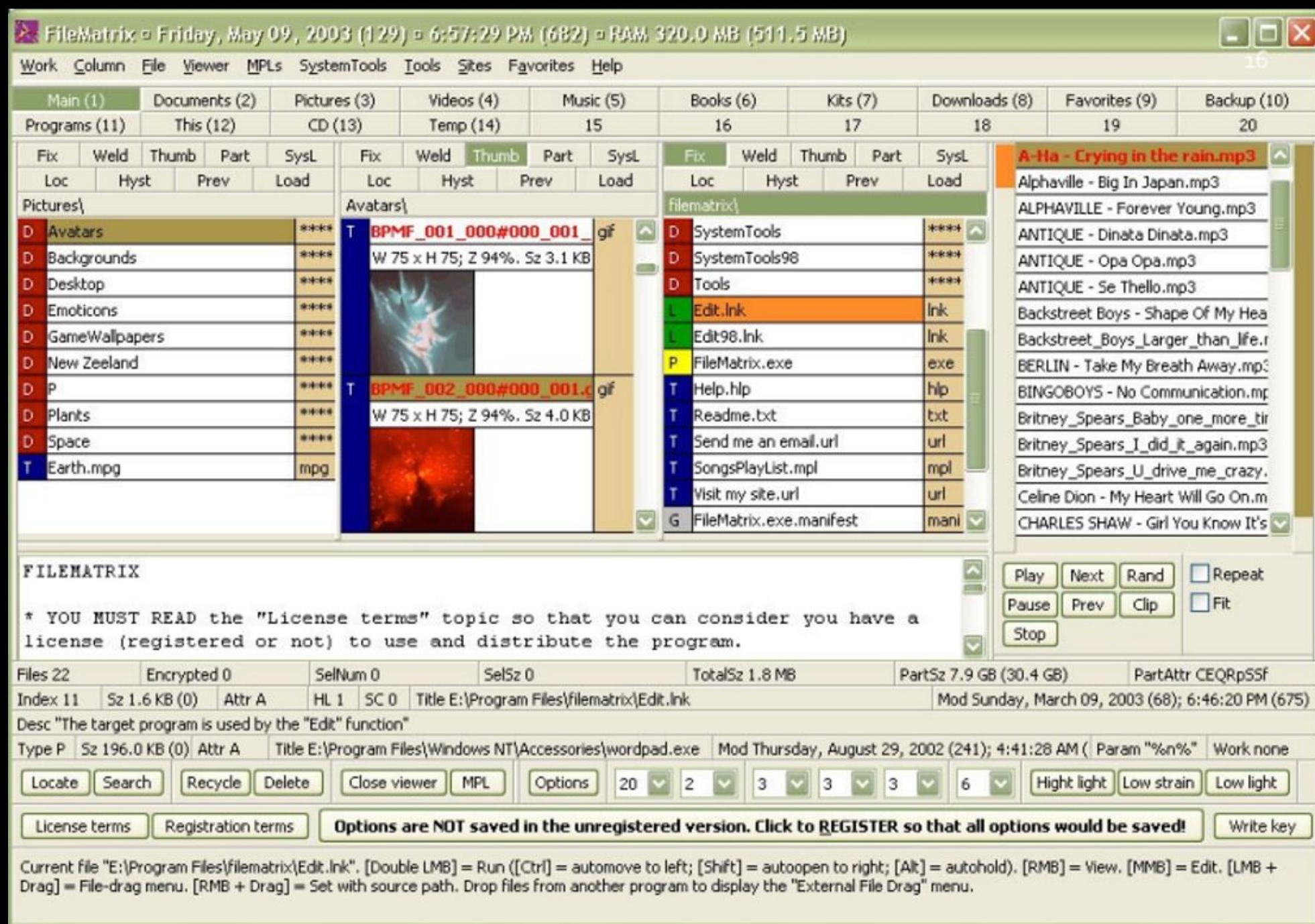
Some Key KPFK Shows  
To follow soon...

Moreover, more qualified  
of these Shows, like  
Women issues Show  
Tues/9:00 PM-KPFK  
This equation does

<http://la.indymedia.org>  
From: anna kunkin <  
JOIN INDYMEDIA ME  
AND A DISCUSSION  
FRIDAY 6/11/04, at 7:  
CASA DEL PUEBLO  
1498 SUNSET BLVD,  
OF ECHO PARK AVE

FORMER  
SAFEGUARD AGAINST  
From: anna kunkin  
To: (Recipient list)  
Date: Thu, 03 Jun 2004  
Subject: IMC PR





EMERGENCY TELEPHONE

Dial 999 for Coastguard,  
Police, Fire or Ambulance



- 1
- 2
- 3





# USER-CENTERED DESIGN PROCESS

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## STEPS

# USER-CENTERED DESIGN STEPS

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