

2024 / 25

School of Science and Computing

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🌐 www.wit.ie/schools/science_computing



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South East
Technological
University

Module Descriptor

Web Design and Development (Computing and Mathematics)

Web Design and Development (A13548)

Short Title: Web Design and Development
Department: Computing and Mathematics
Credits: 5

Level: Intermediate

Description of Module / Aims

This module focuses on the Web Design and Development Process, from User Experience (UX), Planning, Responsive Design, to Development and Maintenance. The module will use industry standard website planning, design and web authoring tools. It will include web publishing and cross platform application development.

Programmes

| stage/semester/status | | |
|-----------------------|---|-----------|
| COMP-0598 | BSc (Hons) in Creative Computing (WD_KCRCO_B) | 2 / 4 / M |
| COMP-0598 | BSc in Applied Computing (WD_KCOMP_D) | 1 / 2 / M |
| COMP-0598 | BSc in Information Technology (WD_KINFT_D) | 1 / 2 / M |
| COMP-0598 | BSc in Multimedia Applications Development (WD_KMULA_D) | 2 / 4 / M |

Indicative Content

- Planning & User Experience
- Design & User Experience
- Development: Content Management Systems, What You See Is What You Get (WYSIWYG) Authoring
- Web Publishing
- Responsive Development / Frameworks (Cross Platform App Development)
- Website Maintenance: Search Engine Optimisation , Testing & Approval, Launch & Transition

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Demonstrate an ability to document and complete the planning stage of a Web Development project.
2. Apply Web UX guidelines to the design of an interactive website.
3. Demonstrate an ability to construct a responsive website using a Content Management System.
4. Demonstrate an ability to develop an interactive website using industry standard web authoring tools.
5. Publish and test an interactive website.

Learning and Teaching Methods

- This is a lab based module. This module will be delivered using 2 hours of computer-based Lectures, along with 2 hour of computer-based Practicals each week.
- The Lectures will introduce new concepts and theory relating to the web development process. The practicals will allow the students to design and develop websites using industry standard web authoring software.

Learning Modes

| Learning Type | F/T Hours | P/T Hours |
|----------------------|-----------|-----------|
| Lecture | 24 | 12 |
| Practical | 24 | 12 |
| Independent Learning | 87 | 111 |

Assessment Methods

| | Weighting | Outcomes Assessed |
|-----------------------|-----------|-------------------|
| Continuous Assessment | 100% | |
| Assignment | 10% | 1 |
| Assignment | 20% | 2 |
| Assignment | 70% | 3,4,5 |

Assessment Criteria

<40%: Unable to interpret and describe key concepts of the web development process.

40%–49%: Be able to interpret and describe key concepts of the web development process.

50%–59%: Ability to discuss key concepts of the web development process and ability to discover and integrate related knowledge in other knowledge domains.

60%–69%: Be able to solve problems within web development by experimenting with the appropriate skills and tools.

70%–100%: All the above to an excellent level. Be able to analyse and design solutions to a high standard for a range of both complex and unforeseen problems through the use and modification of appropriate skills and tools.

Supplementary Material(s)

- "Adobe Dreamweaver CC Tutorials." <https://helpx.adobe.com/dreamweaver/tutorials.html>
- "Learn WordPress." <https://learn.wordpress.com>
- "Stages of Web Design." <https://helpx.adobe.com/dreamweaver/how-to/stages-web-design.html>
- Fielding, J. *Beginning Responsive Web Design with HTML5 and CSS3*. 1st ed.. New York: Apress, 2014.
- Maivald, J. *Adobe Dreamweaver CC Classroom in a Book (2015 release)*. 1st ed.. United States of America: Peachpit, 2015.

Requested Resources

- Computer Lab: Multimedia Lab