

COMP1710/6780

Web Development and Design



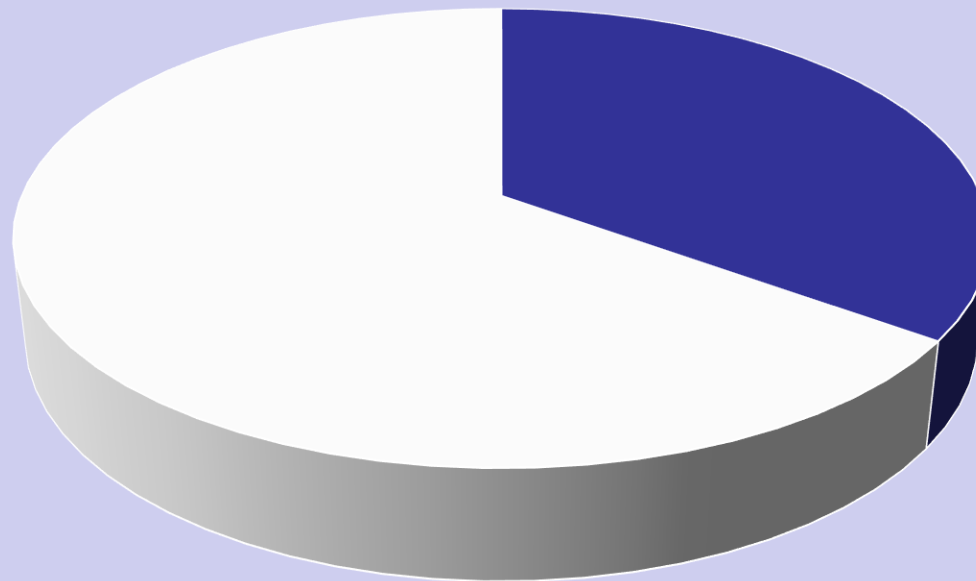
Week and date	Subjects	Week and date	Subjects
Wk1 - 20/2/23	Course overview, expectations, intro to tutorials, components of a website	10/3/23	Non-teaching week
Wk2 - 27/2/23	Web development and design, Partch 'how to' video, more about assignments	Wk 7 – 17/4/23	HCI, Social media buttons, social media feeds
Wk3 - 6/3/23	Content types and roles, User learning styles, user requirements	Wk 8 – 25/4/23	Public holiday (ANZAC Day), perspective taking
Wk4 - 13/3/23	Good and Bad Website Design, content credibility	Wk 9 – 1/5/23	Cybersecurity & phishing
Wk5 - 20/3/23	Video editing and embedding, Javascript Pt1	Wk 10 – 8/5/23	ePublications, case study
Wk6 - 27/3/23	Academic writing, Javascript Pt2, Frameworks (React, Angular, Vue)	Wk 11 - 17/10/23	Frontend and Backend, Assignpt3 assistance labs
3/4/23	Non-teaching week	Wk 12 - 24/5/23	Review of course content, final exam tips

We cover almost all of the topics requested. Will consider if we can include others and advise



Week 1	Introduction I <ul style="list-style-type: none">• Course overview• Expectations• Academic Integrity• Tutorial introduction	Tues, Feb 21 3:00 pm AEDT	No lab	MOOC 1 & 2 available
	Introduction II <ul style="list-style-type: none">• Assignment overview• Components overview - Erika	Thurs, Feb 23 12:00 pm AEDT		
Week 2	Introduction III <ul style="list-style-type: none">• Web development and design• Patch HowTo Video - David	Tues, Feb 28 3:00 pm AEDT	Lab 1 <ul style="list-style-type: none">• Set-up• Creating HTML files• Creating CSS files	MOOC 1, 2, 3 CSS intro CSS syntax CSS nav bar CSS images
	Website assignment parts explained	Thurs, March 2 12:00 pm AEDT		

Relevance of this course to my career



Is this course directly relevant to my career? ☐ No ☒ Yes



software engineering entrepreneur AI specialist
Money-earner Cybersecurity specialist
Data analyst Developer AI engineer
Data scientist Freelance translator ML engineer
full stack dev Well rounded worker
Project Manager Data analyst AI developer
Researcher Business Analytics and Quant finance Programmer
No idea Website developer Engineer
Front-end engineer
IT consultant Entrepreneur Electronic engineer
i dont know detective
Software developer
Software engineering Front-end designer
Amazing web developer make money Blockchain developer
Don't know cyber security
Game developer UX R&D Researcher Banker
Entrepreneur
Comp scientist
Quant trader Frontend developer
Full-stack developer
human-centred designer Backend developer

Erika Wood

Components of a website – an analogy



Report isn't due until the last week of the course – why are we talking about it now?

Reports are based on your experiences with participating in experiments* during the semester.

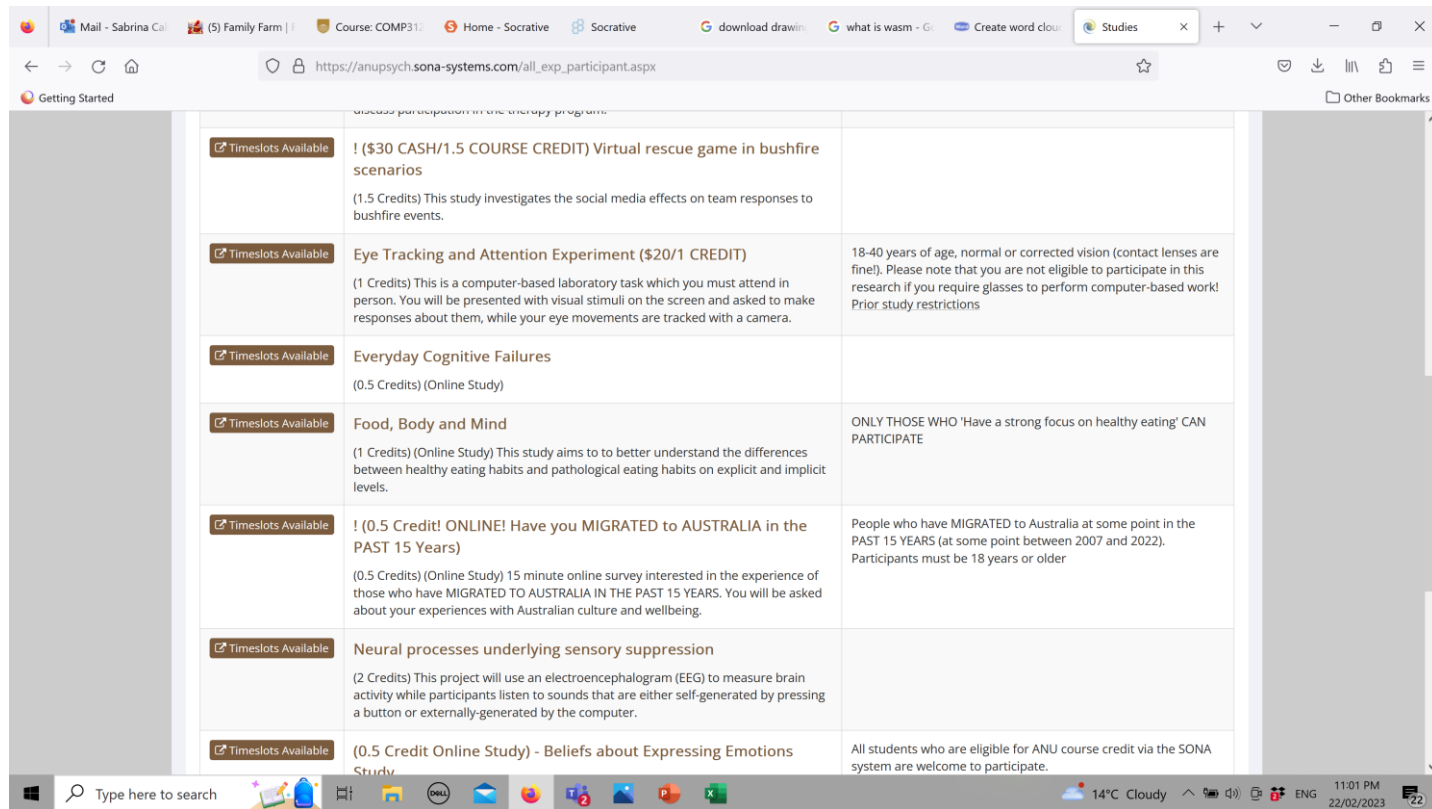
You can participate in these experiments at any time, including now!

Important: If you participate in your experiments early in the semester, be sure to write good notes about your experience in participating because you will need these to jog your memory later when you start to write your report.

* Don't forget that this is completely voluntary; for those who do not wish to participate in experiments you can read and compare two reports we will provide for you later in the semester as the basis for your report.

SONA Psychology Research Participation Scheme ...

<https://anupsych.sona-systems.com>



The screenshot shows a web browser window with the URL https://anupsych.sona-systems.com/all_exp_participant.aspx. The page displays a list of studies available for participation, each with a 'Timeslots Available' button and a brief description of the study.

Study Title	Credits	Description	Additional Information
! (\$30 CASH/1.5 COURSE CREDIT) Virtual rescue game in bushfire scenarios	(1.5 Credits)	This study investigates the social media effects on team responses to bushfire events.	
Eye Tracking and Attention Experiment (\$20/1 CREDIT)	(1 Credits)	This is a computer-based laboratory task which you must attend in person. You will be presented with visual stimuli on the screen and asked to make responses about them, while your eye movements are tracked with a camera.	18-40 years of age, normal or corrected vision (contact lenses are fine!). Please note that you are not eligible to participate in this research if you require glasses to perform computer-based work! Prior study restrictions
Everyday Cognitive Failures	(0.5 Credits) (Online Study)		
Food, Body and Mind	(1 Credits) (Online Study)	This study aims to better understand the differences between healthy eating habits and pathological eating habits on explicit and implicit levels.	ONLY THOSE WHO 'Have a strong focus on healthy eating' CAN PARTICIPATE
! (0.5 Credit! ONLINE! Have you MIGRATED to AUSTRALIA in the PAST 15 Years)	(0.5 Credits) (Online Study)	15 minute online survey interested in the experience of those who have MIGRATED TO AUSTRALIA IN THE PAST 15 YEARS. You will be asked about your experiences with Australian culture and wellbeing.	People who have MIGRATED to Australia at some point in the PAST 15 YEARS (at some point between 2007 and 2022). Participants must be 18 years or older
Neural processes underlying sensory suppression	(2 Credits)	This project will use an electroencephalogram (EEG) to measure brain activity while participants listen to sounds that are either self-generated by pressing a button or externally-generated by the computer.	
(0.5 Credit Online Study) - Beliefs about Expressing Emotions Study	(0.5 Credit Online Study)		All students who are eligible for ANU course credit via the SONA system are welcome to participate.

* All experiments on SONA have human ethics approval from the Human Ethics Committee

Reminder - Want to be a class representative? Nominate today!

Please nominate yourself via email to your course convener
(sabrina.caldwell@anu.edu.au).

You are free to nominate yourself whether you are currently on-campus
or studying remotely.



General Q & A on anything about the course