

PROG C8Z28: Introduction to Web Development

Module Details	
Module Code:	PROG C8Z28
Full Title:	Introduction to Web Development APPROVED
Valid From::	Semester 1 - 2019/20 (June 2019)
Language of Instruction:	English
Duration:	1 Semester
Credits::	5
Module Owner::	Philip McGuinness
Departments:	Unknown
Module Description:	The aim of this module is to introduce web development to students.

Module Learning Outcome	
On successful completion of this module the learner will be able to:	
#	Module Learning Outcome Description
MLO1	Create and deploy a client-side website using the major tags and styles.
MLO2	Remedy any HTML and CSS validation errors.
MLO3	Create and manipulate digital images.
MLO4	Create a HTML form with client-side validation.
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is strongly recommended before enrolment in this module. You may enrol in this module if you have not acquired the recommended learning but you will have considerable difficulty in passing (i.e. achieving the learning outcomes of) the module. While the prior learning is expressed as named DkIT module(s) it also allows for learning (in another module or modules) which is equivalent to the learning specified in the named module(s).</i>	
No recommendations listed	

Module Indicative Content
Introduction The Internet and the World Wide Web; hosting a website.
HTML Doctype; the major webpage elements and their attributes (structural, semantic and text); examples of code best practice from other websites; code validation.
CSS Text, background and border styles; transforms, transitions and animations; id and class; positioning; grid layout; code validation.
Forms Form elements and attributes; form design; HTML form validation (required and pattern).
Responsive Web Design Website display on multiple screen devices, printing.
Rich Webpages Audio and video; integrating widgets.
Planning a Website Good HTML/CSS work practices.
Images Editing (move, marquee selection, crop, image size, canvas size, image rotation, horizontal type, layers, eraser); Formats; bitmap/vector imaging.

Module Assessment	
Assessment Breakdown	%
Course Work	45.00%
Project	55.00%
Module Special Regulation	

Assessments

Full Time On Campus			
Course Work			
Assessment Type	Continuous Assessment	% of Total Mark	15
Marks Out Of	0	Pass Mark	0
Timing	Every Week	Learning Outcome	1,2,3,4
Duration in minutes	0		
Assessment Description Contribution to class activities and discussions.			
Assessment Type	Exhibition Evaluation	% of Total Mark	30
Marks Out Of	0	Pass Mark	0
Timing	S1 Week 6	Learning Outcome	1,2
Duration in minutes	0		
Assessment Description Hosted Website with basic CSS.			
Project			
Assessment Type	Project	% of Total Mark	55
Marks Out Of	0	Pass Mark	0
Timing	S1 Week 12	Learning Outcome	1,2,3,4
Duration in minutes	0		
Assessment Description Rich website: form, advanced CSS, widgets, image manipulation.			
No Practical			
No Final Examination			

Part Time On Campus			
Course Work			
Assessment Type	Continuous Assessment	% of Total Mark	15
Marks Out Of	0	Pass Mark	0
Timing	Every Week	Learning Outcome	1,2,3,4
Duration in minutes	0		
Assessment Description Contribution to class activities and discussions.			
Assessment Type	Exhibition Evaluation	% of Total Mark	30
Marks Out Of	0	Pass Mark	0
Timing	S1 Week 6	Learning Outcome	1,2
Duration in minutes	0		
Assessment Description Hosted Website with basic CSS.			
Project			
Assessment Type	Project	% of Total Mark	55
Marks Out Of	0	Pass Mark	0
Timing	S1 Week 12	Learning Outcome	1,2,3,4
Duration in minutes	0		
Assessment Description Rich website: form, advanced CSS, widgets, image manipulation.			
No Practical			
No Final Examination			
Reassessment Requirement			
No repeat examination <i>Reassessment of this module will be offered solely on the basis of coursework and a repeat examination will not be offered.</i>			

Reassessment Description

Students who fail this module will be required to complete an individual project during the months of July and August. This project will be designed to be of a standard to ensure that all of the module learning outcomes are met.

Module Workload

Workload: Full Time On Campus

Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours
Practical	Contact	There will be two 2-hour lab timetabled classes per week. In these lecture/practical classes, the delivery of new material will be integrated with the practical implementation of that material. This flexible mode of teaching will allow students to derive maximum benefit from attending classes. The teaching/learning methodology will employ active learning techniques to facilitate effective student participation with a particular emphasis on problem-solving and group-based activities.	Every Week	4.00	4
Directed Reading	Non Contact	Students will be given material to read outside of class hours.	Every Week	1.00	1
Independent Study	Non Contact	Students will work on assignments outside of class hours.	Every Week	3.00	3
				Total Weekly Learner Workload	8.00
				Total Weekly Contact Hours	4.00

Workload: Part Time On Campus

Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours
Practical	Contact	There will be one 3-hour lab timetabled class per week. In this lecture/practical class, the delivery of new material will be integrated with the practical implementation of that material. This flexible mode of teaching will allow students to derive maximum benefit from attending classes. The teaching /learning methodology will employ active learning techniques to facilitate effective student participation with a particular emphasis on problem-solving and group-based activities.	Every Week	3.00	3
Directed Reading	Non Contact	Students will be given material to read outside of class hours.	Every Week	2.00	2
Independent Study	Non Contact	Students will work on assignments outside of class hours.	Every Week	3.00	3
				Total Weekly Learner Workload	8.00
				Total Weekly Contact Hours	3.00

Module Resources
<i>Recommended Book Resources</i>
Jon Duckett. (2011), HTML & CSS, 1st. Wiley, http://www.htmlandcssbook.com/ , [ISBN: 978111800818].
<i>Supplementary Book Resources</i>
<p>Peter Gasston. (2013), The modern Web : multi-device Web development with HTML5, CSS3, and JavaScript, 1st. No Starch Press, https://nostarch.com/modernweb, US, [ISBN: 9781593274870].</p> <p>Matthew MacDonald. (2013), HTML5: The Missing Manual, 2nd. O'Reilly, http://shop.oreilly.com/product/0636920029243.do, [ISBN: 9781449363260].</p> <p>David Sawyer McFarland. (2015), CSS: The Missing Manual, 4th. O'Reilly, http://shop.oreilly.com/product/0636920036357.do, [ISBN: 9781491918050].</p>
<i>This module does not have any article/paper resources</i>
<i>Other Resources</i>
<p>Website, W3schools, http://www.w3schools.com/</p>