

H6WD: Web Design and Development

Module Code:	H6WD	
Long Title	Web Design and Development APPROVED	
Title	Web Design and Development	
Module Level:	LEVEL 6	
EQF Level:	5	
EHEA Level:	Short Cycle	
Credits:	10	
Module Coordinator:	Sam Cogan	
Module Author:	Sam Cogan	
Departments:	School of Computing	
Specifications of the qualifications and experience required of staff	Master's degree in computing or cognate discipline. Proposed lecturer: Sam Cogan	
Learning Outcomes		
On successful completion of this module the learner will be able to:		
#	Learning Outcome Description	
LO1	Discuss current and legacy web standards in detail.	
LO2	Use HTML, CSS and JavaScript in the design and creation of web pages.	
LO3	Use JavaScript to manipulate the DOM	
LO4	Debug and optimise client-side code	
LO5	Deploy websites online	
Dependencies		
Module Recommendations		
67479	H6WD	Web Design and Development
Co-requisite Modules		
No Co-requisite modules listed		
Entry requirements	See section 4.2 Entry procedures and criteria for the programme including procedures recognition of prior learning	

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Module Content & Assessment			
Indicative Content			
What is Web Design Content/Style/ BehaviourHTML/CSS/JS Server vs client Key concerns History & future Cyclical design model			
Document Structure DOM Cross browser compatibility Separation of concerns Classes & IDs			
CSS The cascade Inheritance Overrides CSS resets Background images			
HTML Elements Images Links Lists Forms			
Pathing & Deployment Relative vs absolute paths Domain name and hosting Deployment methodologies			
Layout 1 Positioning Text layout CSS floats			
Layout 2 Responsive design Adaptive layout CSS media queries Layout frameworks			
Javascript 1 What is behaviour Examples Variables Operators Default functions Output			
Javascript 2 DOM manipulation Inspector Functions If statements			
Javascript 3 Loops Arrays Testing			
Web Page Optimisation Testing Image compression Redirects/http requests Caching Minification Content delivery			
Search Engine Optimisation Testing Analytics Meta tags Title tags Sitemaps			
Assessment Breakdown			%
Coursework			100.00%
Assessments			
Full Time			
Coursework			
Assessment Type:	Continuous Assessment	% of total:	40
Assessment Date:	n/a	Outcome addressed:	1,2,3,4,5
Non-Marked:	No		
Assessment Description: As part of a flipped classroom model, students will be required to watch video content or perform similar research between lecture and lab sessions. The students will then be given small tasks to perform to demonstrate their learning. Each task should be worth around 3.5% and students should be given no more than 1 task per week.			
Assessment Type:	Project	% of total:	60
Assessment Date:	Sem 1 End	Outcome addressed:	2,3,4,5
Non-Marked:	No		
Assessment Description: Learners must create a game using JavaScript. The game must: - Rely on user input - Manipulate the DOM - Manipulate CSS - Have an aspect of randomisation. You are required to embed the game into a website for an assigned business customer. You are required to liaise with your client to establish requirements and build an appropriate website. The project will be completed as part of a team and must be deployed online.			
No End of Module Assessment			
No Workplace Assessment			
Reassessment Requirement			
Coursework Only <i>This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.</i>			
Reassessment Description Students must reattempt the project with a provided project descriptor.			

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Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Full Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	24	Per Semester	2.00
Lab	No Description	48	Per Semester	4.00
Independent Learning	No Description	178	Per Semester	14.83
Total Weekly Contact Hours				6.00
Workload: Part Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	4	Every Week	4.00
Independent Learning	No Description	4	Every Week	4.00
Total Weekly Contact Hours				4.00

Module Resources	
<i>Recommended Book Resources</i>	
Michael B. White. (2019), Mastering JavaScript, Newstone, [ISBN: 978-1093799507].	
<i>Supplementary Book Resources</i>	
Jon Duckett. (2014), Web Design with HTML, CSS, JavaScript and jQuery Set, Wiley, p.1152, [ISBN: 978-1118907443].	
Bill Mei. (2019), Painless CSS, Bill Mei, p.264, [ISBN: 199909381X].	
<i>This module does not have any article/paper resources</i>	
<i>Other Resources</i>	
[Website], CodeAcademy. (2019), Learn JavaScript Syllabus, CodeAcademy, https://www.codecademy.com/learn/learn-javascript	
Discussion Note:	