

H6HTM: HTML & Web Design

Module Code:	H6HTM
Long Title	HTML & Web Design APPROVED
Title	HTML & Web Design
Module Level:	LEVEL 6
EQF Level:	5
EHEA Level:	Short Cycle
Credits:	10
Module Coordinator:	PRAMOD PATHAK
Module Author:	Helen Power
Departments:	
Specifications of the qualifications and experience required of staff	
Learning Outcomes	
<i>On successful completion of this module the learner will be able to:</i>	
#	Learning Outcome Description
LO1	Explain the theory and history behind the Internet, the web and systems on the web.
LO2	Describe web standards and design principles.
LO3	Demonstrate web development using appropriate HTML markup tags, elements and attributes.
LO4	Address design problems using CSS for style.
LO5	Use JavaScript to access and manipulate hypermedia documents.
Dependencies	
Module Recommendations	
No recommendations listed	
Co-requisite Modules	
No Co-requisite modules listed	
Entry requirements	

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Module Content & Assessment			
Indicative Content			
The Internet and World Wide Web (5%) • History of the Internet and the World Wide Web • Transmission with HTTP and TCP/IP • Basic services from FTP to the WWW • Uniform Resource Locators (URLs) • Content strategies • Web architectures • Internet future			
Web Standards (10%) • What are web standards? • MIME types • Design strategies for accessibility • Strategies for usability			
User Interface Design (10%) • Structure • Presentation • Behaviour • Wireframing • Multimedia			
Coding for the Web (10%) • Basic Markup e.g. With HTML5 • Common tags e.g. Lists, links, etc. • Doctypes and validation • Special characters • iFrames • Source Control e.g. GitHub • Using open-source code e.g. GitHub, Google Code • Hosting, Deployment and the Cloud e.g. Using a PaaS such as Heroku			
Cascading Style Sheets (25%) • Defining style rules • Inline, internal and external style sheets • Classes and IDs • CSS validation • CSS for look and feel • CSS box model • Positioning elements • Introduction to responsive design			
HTML Components (15%) • Table tags • Table structures and variables • Table layout and design with CSS • Nesting tables • Form tags • Form structure, elements and tags • Form layout and design with CSS			
Dynamic Scripting (25%) • JavaScript • Dialogs • Arithmetic, equality and relational operators • Accessing the DOM • Logical and assignment operators • Selection structures • Repetition structures and recursion • Scope			
Module Teaching & Learning Strategy The learning strategy involves the use of lectures, tutorials and practical work as appropriate. Lectures will include active learning components such as paired discussion, problem solving, and class feedback. Practical sessions will comprise of group work and individual learning. Learners will also have access to web based support and a shared message forum for discussion and collaboration. Learners will be encouraged to validate their HTML markup and CSS, be aware of best practice for web development and develop well-formed script.			
Learning Environment Learning will take place in a lecture and lab environment – each student will have access to a PC with web design/development tools. Learners will have access to library resources and to faculty outside of the classroom where required. Module materials will be placed on Moodle, the college's LMS			
Sample Assessments The student may be required to complete a group project on any topic of their choice. An example might be a website to help first year students study computing subjects. This project will be group based and have around three participants. • Each group will also submit a project report. Each group will complete in a project workbook, which includes information such as – the roles of the group participants, goals for their team, requirements, wireframes, and individual reflection. Individual marks will be assigned for personal reflection and peer review. • The website will combine HTML, CSS and JavaScript. Students will be assessed on the quality of their markup (have they used the W3 validator), the functionality, interface quality (appropriate CSS) and complexity.			
Assessment Breakdown			%
Coursework			50.00%
End of Module Assessment			50.00%
Assessments			
Full Time			
Coursework			
Assessment Type:	Project	% of total:	50
Assessment Date:	n/a	Outcome addressed:	1,2,3,4,5
Non-Marked:	No		
Assessment Description:	n/a		
End of Module Assessment			
Assessment Type:	Terminal Exam	% of total:	50
Assessment Date:	End-of-Semester	Outcome addressed:	1,2,3,4,5
Non-Marked:	No		
Assessment Description:	End-of-Semester Final Examination		
No Workplace Assessment			
Reassessment Requirement			
Repeat examination <i>Reassessment of this module will consist of a repeat examination. It is possible that there will also be a requirement to be reassessed in a coursework element.</i>			

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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	4	Every Week	4.00
Lab	No Description	2	Every Week	2.00
Total Weekly Contact Hours				6.00
Workload: Part Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	2	Every Week	2.00
Lab	No Description	2	Every Week	2.00
Total Weekly Contact Hours				4.00

Module Resources	
<i>Recommended Book Resources</i>	
<p>Duckett, J.. (2011), HTML and CSS: Design and Build Websites, Wiley.</p> <p>Aronson, L. (2011), HTML Manual of Style, 4th Edition. Addison-Wesley London.</p> <p>Gasson, P. (2011), The Book of CSS3: A Developer's Guide to the Future of Web Design, No Starch Press San Francisco, CA.</p>	
<i>Supplementary Book Resources</i>	
<p>Bidelman, E. (2011), Using the HTML5 Filesystem API, O'Reilly Cambridge.</p> <p>David, M. (2010), HTML5: Designing Rich Internet Applications, Elsevier Focal Press. London.</p> <p>Governor, J. (2009), Web 2.0 Architectures: What Entrepreneurs and Information Architects Need to Know, O'Reilly Cambridge.</p> <p>May, M. & Chisholm, W.. (2009), Universal Design for Web Applications,, O'Reilly Cambridge.</p> <p>Scott, B. & Neil, T.. (2009), Designing Web Interfaces: Principles and Patterns for Rich Interactions, O'Reilly Cambridge.</p> <p>Shcmitt, C.. (2009), CSS Cookbook, 3rd Edition Ed. O'Reilly Cambridge.</p> <p>Tidwell, J.. (2011), Designing Interfaces: Patterns for Effective Interaction Design, O'Reilly Cambridge.</p>	
<i>This module does not have any article/paper resources</i>	
<i>Other Resources</i>	
<p>[Website], Google Code University. (2011), 'Google: HTML, CSS, and Javascript from the Ground Up', http://code.google.com/edu/submissions/html-css-javascript/</p> <p>[Website], Ollson, T. & O'Brien, P.. (2011), 'SitePoint Reference (CSS, HTML and JavaScript)', http://reference.sitepoint.com/</p> <p>[Website], W3C. (2011), 'HTML', http://www.w3.org/community/webed/wiki/HTML</p>	
Discussion Note:	