Module Title:	Web User Interface Design
Language of Instruction:	English

Credits:	10

NFQ Level:	6

Module Delivered In	No Programmes

Teaching & Learning Strategies:	Combination of lecture and laboratory sessions. Lectures will provide the traditional theory. Laboratory sessions will employ formative practical/assessment sheets and with the opportunity to learn interface design, style, and programming. Project work will be based on designing and programming web interfaces.

Module Aim:	Students will understand the architecture of the internet. They will design layouts and interfaces for different access target devices. Students will understand the processes and principals required to create web accessible user interface layouts, web programming, and navigation. Students will be able to embed appropriate media (images, audio, video, and animation) Students will develop the competence of working as web designer & developer. Students will have an understanding of how to create dynamic, 'design driven' websites.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Understand the architecture of the world wide web.
LO2	Appreciate and understand User Interface design principles for a variety of target devices such as desktop and mobile.
LO3	Program web clients using JavaScript, HTML and CSS
LO4	Perform the role of a creative web designer, creating effective web design based on system analyst of a case study

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content
Web Architecture Web protocols including HTTP protocol. Web concepts including cookies, proxies, caching, web servers and clients. Security if the web and communications between client and server
Web Design & Development Create dynamic and responsive websites, using the latest technologies. Understand the work flow need to create effective and well design websites. Using design skills to complete a web project from concept through GUI development, wireframes, and construction.
Client side Development Introduction to client-side scripting using HTML, CSS, and JavaScript
Wed Design Research Continue research into current trends, from both a design and technology point of view. Create websites that are styled appropriate to the clients and the sector they sit in. Create a continuation of the client existing branding and deploy this through all responsive elements, web, mobile app.

Assessment Breakdown	%
Continuous Assessment	30.00%
Project	60.00%
Practical	10.00%

Continuous Assessment				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Multiple Choice Questions	Quiz throughout year examining topics covered	1,2,3,4	30.00	n/a

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Interface design	1,2	20.00	n/a
Project	Scripting	3	20.00	n/a
Project	Interface layouts	3,4	20.00	n/a

Practical				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Practical/Skills Evaluation	Practical series to support project work	1,2,3,4	10.00	n/a

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	Every Week	1.00
Laboratory	Every Week	2.00
Independent Learning Time	Every Week	2.00
	Total Hours	5.00