

Module Title:	Web Design Methods
Language of Instruction:	English
Credits:	10
NFQ Level:	8
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	This is a lab based module. Students will learn from demonstrations and multiple choice quizzes. Students will partake in practical exercises, group critique, buddy programming, project meetings,
Module Aim:	Develop knowledge and competency in front-end web design technology, techniques and workflow.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Design web interfaces using a design process that follows best contemporary practice.
LO2	Construct web applications using HTML, CSS and javascript web standards.
LO3	Manage the implementation of a website on a remote server along with all associated files.
LO4	Formulate web development workflows using industry standard web development tools.
Pre-requisite learning	
Module Recommendations	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content

HTML

Start and end tags, elements, composite tags, attributes, containers. Forms and layout options. Input types.

CSS

CSS syntax, properties, values, precedence. CSS box model. Compound selectors, ids, classes, advanced CSS selectors. External vs Internal vs Inline CSS. Media Queries, Grid Layout, Flexbox Layout, Container Queries.

Scripting

Introduction to client-side scripting e.g. javascript. Basic event listeners, functions, conditional statements, DOM Model.

Server Management

Server accounts. Server rules. Folder hierarchy, server request/response, urls. Deployment of websites on servers. FTP.

Web Design

Design workflow. Web design tools, text editors, plugins, productivity tools for web designers, developer modes in browsers. Design documents, organisational schema, wireframe, mockups. Contemporary design trends. Responsive web design. Mobile 1st design, User Experience (UX).

Assessment Breakdown

%

Continuous Assessment

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Create a website that displays specified content. The design separates content in HTML files and is formatted from a CSS file. Code must be commented appropriately. Upload the website to a remote server.	1,2,3	50.00	Week 7
Project	Follow a process that includes organisational schema, wireframe and mockups to design a website that will display given content. Implement this design using a high level web authoring tool to create a responsive website. The website will be cross-browser compatible. All design graphics must be created by the student. Use advanced targeting techniques in CSS to minimise the complexity of your HTML structure. Apply javascript techniques to improve user experience.	1,2,3,4	50.00	Week 15

No Project

No Practical

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		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	12 Weeks per Stage	6.00
Independent Learning	15 Weeks per Stage	6.00
Total Hours		162.00

Workload: Part Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	12 Weeks per Stage	3.00
Independent Learning	15 Weeks per Stage	4.00
Total Hours		96.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_BWBUS_B	Bachelor of Business (Honours) Options: in Business or Digital Marketing	8	Group Elective 3