MODULE **DESCRIPTOR**

MODULE TITLE	WEB DEVELOPMENT		
MODULE CODE	TE1888 (L4)	CREDIT VALUE	20 CREDITS (10 ECTS)
CAMPUS	UCLAN CYPRUS		
SCHOOL	SCHOOL OF SCIENCE		

MODULE **AIMS**

- To provide students with opportunities to develop a good foundation in web development principles and industry standard development tools.
- To introduce a structured approach to design, development and testing of web applications.
- To help develop students' practical competencies in the fundamentals of web programming.

MODULE **CONTENT**

In this module students will learn how to develop and deliver effective user interfaces and interactive content for web sites. Students will develop useful documentation at different levels of complexity as required by co-developers and for supporting users.

Students will be introduced to programming concepts using JavaScript together with use of HTML and CSS to provide a basis for developing interactive web pages by means of the Document Object Model (DOM). They will also learn to develop basic skills in scripted drawing and how to use cold libraries and APIs

Core programming concepts covered will include datatypes, operators and operands, strings, booleans, variables, arrays, functions, objects, events, listeners, classes and id's.

Students will also learn how each of the three layers of web development relate to each other and how to correctly implement them in an application.

The portfolio is completed under observation in the classroom and forms part of the module assessment in order to enable students to develop their basic technical competencies prior to developing a complete application in the assignment.

INTENDED **LEARNING OUTCOMES**

	On successful completion of this module a student will be able to:
1.	Identify and describe current web development techniques and methods.
2.	Design and Develop an interactive web application to a defined set of requirements.
3.	Identify and implement best practice in web development coding techniques with a view enhancing employability in the web development industry
4.	Write effective documentation for developers and users.

TEACHING **METHODS**

This module presents a generally practical approach to interactive application design and implementation. There are weekly classes incorporating a mixture of lecture delivery, in-class practical work. A series of practical exercises are scheduled to reinforce the lecture material and are central to the success of students learning in this module.

Not all learning activities are computer based and a variety of engagement activities are incorporated to give students opportunity to both learn and demonstrate their understanding in a way that goes beyond just creating deliverables.

Methods for good working practice in application design will be encouraged, including techniques for successful error handling, testing and debugging of applications. Students will also develop their skills in solving user requirement and coding problems.

Assignment briefs will allow students to demonstrate their understanding and application of the relevant coding techniques in the development of web sites built to deliver specific design functionality.

Students are required to attend all timetabled learning activities for this module. Participation in seminars and workshops is important for both their learning experience and that of their classmates.

ASSESSMENT **METHODS**

This module is assessed through a portfolio and a prototype.