



## Course Syllabus

<b>Course Code</b>	<b>Course Title</b>	<b>ECTS Credits</b>
MULT-251	Introduction to Web Development	6
<b>Prerequisites</b>	<b>Department</b>	<b>Semester</b>
None	Design & Multimedia	Fall, Spring
<b>Type of Course</b>	<b>Field</b>	<b>Language of Instruction</b>
Elective	Design/Multimedia	English
<b>Level of Course</b>	<b>Lecturer(s)</b>	<b>Year of Study</b>
1 <sup>st</sup> Cycle	Dr Christos G Christou	2 <sup>nd</sup>
<b>Mode of Delivery</b>	<b>Work Placement</b>	<b>Corequisites</b>
Face-to-Face	None	None

### Course Objectives:

The main objectives of the course are to:

- Teach students web development using contemporary tools and methods.
- Enable students to become familiar with internet concepts and how the internet works.
- Teach students HTML5 and CSS3 using Dreamweaver.
- Introduce students to the challenges of multimedia web applications including browser compatibilities and bandwidth restrictions.
- Teach students to develop time management skills for projects and to select appropriate technologies for a given task.

### Learning Outcomes:

After completion of the course students are expected to be able to:

1. Understand the basis of internet communication protocols including IP, TCP, HTTP.
2. Understanding the rules for formulating valid HTML5 and CSS3 statements.
3. Create basic web pages with hyperlink connectivity and menus.
4. Use Adobe Dreamweaver as an aide to creating web documents.
5. Be able to structure a document and create formatted text, lists, hyperlinks, tables and boxes.
6. Understand cascading style sheets (CSS) and how they are used for presentation and layout on a site-wide basis.
7. Create content appropriate for the web and mobile devices including consideration for

- bandwidth limitations.
8. Understand how text is encoded and styled for the web.
  9. Understand how colour is encoded and styled for the web.
  10. Understand how images are created and represented including a variety of file formats and compression methods and how they can be included in documents for content and for document styling.

**Course Content:**

1. The Internet, Protocols, TCP/IP & HTTP, URLs, Client-Server model, Domain names & DNS servers.
2. Hypertext and Hypermedia. Browsers, Web Pages and Web Sites. Browser Awareness. Configuration: Proxies, Security. Browser considerations for Web design.
3. Web document development process. Uploading HTML. File name conventions, standard structures, link structures. Maintaining pages and sites. Domain registration and URLs.
4. HTML5 Basics. Using HTML for structuring the different elements of web documents.
5. Creating document structure: floated text, lists, hyperlinks, images, tables.
6. CSS3 for styling documents and document layout using spans and div tags. Coding CSS by hand. Creating CSS styles using Dreamweaver.
7. Colour: RGB encoding, hexadecimal representation., Uses of colour in documents.
8. Styling Text: font families, text styling and use in documents.

**Learning Activities and Teaching Methods:**

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments.

**Assessment Methods:**

Assignments (2) / Homework
Mid-Term Exam
Final Project

**Required Textbooks / Readings:**

Responsive Web Design with HTML5 and CSS3	Ben Frain	PACKT	2015	1784398934
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Digital Multimedia	Nigel & Jenny Chapman	John Wiley & Sons	2009	0470512164
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**Recommended Textbooks / Readings:**

<b>Title</b>	<b>Author(s)</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability	Steve Krug	New Riders	2013	0321965515