



Course Code MULT-251	Course Title Introduction to Web Development	Credits/ECTS 6
Department Design & Multimedia	Semester Fall, Spring	Prerequisites None
Type of Course Elective	Field Design/Multimedia	Language of Instruction English
Level of Course 1 st Cycle	Year of Study 2 nd	Lecturer Dr C G Christou
Mode of Delivery Face-to-face	Work Placement N/A	Co-requisites None

Objectives of the Course:

The main objectives of the course are to:

- Teach students web design using contemporary tools and methods.
- Enable students to become familiar with internet concepts and how the internet works.
- Teach students the rules of 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 the selection of 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 several 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 appropriate use for content and document design.

Course Contents:

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.
9. Images: RGB representation, creation, storage and file formats. Embedding in web documents and use of images for document backgrounds.
10. Animated GIFS. Publishing GIF animations in a document.
11. Basic web page interactivity: Menus, Hyperlinks, Image Maps, Roll-Overs.

Teaching Methods:

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

Assessment Methods:

Final Project (1)	30%
Mid-Term (multiple choice test)	20%
Assignments/Homework	50%

Required Textbooks:

Authors	Title	Publisher	Year	ISBN
Jon Duckett	HTML & CSS	John Wiley & Sons	2011	978-1118008188

Recommended Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Nigel Chapman & Jenny Chapman	Digital Multimedia	John Wiley & Sons	2009	978-0470512166