

COURSE SYLLABUS AND COURSE REQUIREMENTS

ACADEMIC YEAR 2022 SEMESTER 22/23/1

<i>Course title</i>	<i>Web design</i>
<i>Course Code</i>	IVB476ANMI
<i>Hours/Week: le/pr/lab</i>	2/0/0
<i>Credits</i>	3
<i>Degree Programme</i>	Computer Science Engineering BSc.
<i>Study Mode</i>	Fulltime
<i>Requirements</i>	-
<i>Teaching Period</i>	2022/23/1
<i>Prerequisites</i>	-
<i>Department(s)</i>	Department of Technical Informatics
<i>Course Director</i>	Gergely Laborci
<i>Teaching Staff</i>	Gergely Laborci

COURSE DESCRIPTION

In the course, students will learn the basics of web design. They will learn about colour theory, the advantages and disadvantages of different image formats and how to use them, the basics of user interface design and user experience oriented design. During the course, students will learn about software and methodologies used in web design, experience in responsive web design, the use of modern css frameworks and component-based design.

SYLLABUS

1. GOALS AND OBJECTIVES

The aim of the education is to make students a little more familiar with the basic workings of the web and, above all, its appearance. It introduces them to the basics of Web Design to the point where they can solve various design challenges in their own works or in smaller corporate tasks. The aim of the course is for students to learn about modern web design technologies and styles, to gain insight into the operation of a design project, as well as to develop the presentation and problem-solving skills.

2. COURSE CONTENT

TOPICS

LECTURE

1. *What is web and application design*
2. *Colours, image formats*
3. *User experience design*
4. *Creating wireframes on paper*
5. *Creating wireframes with design software*
6. *Creating UI with design software*
7. *Project Work*
8. *Component based design*
9. *HTML / CSS basics*
10. *CSS Layout design*
11. *Responsive design*
12. *CSS frameworks*
13. *Component-based implementation*
14. *Project work*

DETAILED SYLLABUS AND COURSE SCHEDULE

ACADEMIC HOLIDAYS INCLUDED

Lectures

week	Topic
1.	General information
2.	What is web and application design
3.	Colours, image formats
4.	User experience design
5.	Creating wireframes on paper and with design software
6.	Creating UI with design software
7.	Component based design
8.	Project Workshop
9.	Autumn Break
10.	CSS Layout design and Responsive design
11.	CSS frameworks and Component-based implementation
12.	Project Workshop
13.	Project Presentation
14.	Theoretical Test
15.	Project and Test re-takes

3. ASSESSMENT AND EVALUATION

ATTENDANCE

In accordance with the Code of Studies and Examinations of the University of Pécs, Article 45 (2) and Annex 9. (Article 3) a student may be refused a grade or qualification in the given full-time course if the number of class absences exceeds 30% of the contact hours stipulated in the course description.

Method for monitoring attendance

Attendance sheet

ASSESSMENT

Course resulting in mid-term grade (PTE TVSz 40§(3))

Mid-term assessments, performance evaluation and their ratio in the final grade (The samples in the table to be deleted.)

Type	Assessment	Ratio in the final grade
<i>Personal Project Work</i>	<i>30 points</i>	<i>30%</i>
<i>Theoretical Test</i>	<i>70 points</i>	<i>70 %</i>

Opportunity and procedure for re-takes (PTE TVSz 47§(4))

There will be more occasions for presenting the project work and to re-take the Theoretical Test.

Grade calculation as a percentage

based on the aggregate performance according to the following table

Course grade	Performance in %
excellent (5)	85 % ...
good (4)	70 % ... 85 %
satisfactory (3)	55 % ... 70 %
pass (2)	40 % ... 55 %
fail (1)	below 40 %

The lower limit given at each grade belongs to that grade.

4. SPECIFIED LITERATURE

COMPULSORY READING AND AVAILABILITY

[1.] Steve Krug – Don't Make Me Think: A Common Sense Approach to Web Usability / Available in various online resources

RECOMMENDED LITERATURE AND AVAILABILITY

[2.] Lisa Lopuck – Web Design for Dummies 3rd Edition / Available in various online resources