Module Specification

Module Summary Information

1	**Module Title**	Web Application Design
2	**Module Credits**	20
3	**Module Level**	3
4	**Module Code**	CMP3012

5	**Module Overview**

This module provides the skills necessary to design a web based application around a clear understanding of the business information requirements, a structured design of an interface and the development skills necessary to implement a solution.

This module focuses on varied technologies relating to the design and development of application to meet the information needs of a business. The module will analyse and design an application that meets current web standards.

The module also provides an understanding of the history of the Internet, Internet technologies and applications to provide an appreciation of for the impact of the Internet on the production of business applications.

The module will make use of practical sessions, to allow students to design, evaluate and test solutions, which will ensure that creative and quality applications will be delivered, that meet appropriate web standards.

The module will also develop the skills, knowledge and experience of key practical design principles. This will lead to wider intellectual and transferable skills in planning, evaluating and problem solving.

Learning and Teaching

The module will be delivered in a combined lecture and tutorial interactive workshop sessions. A case study approach to learning and teaching will be utilised throughout the module and assessment, supported by current industry best practices. During the module students will work individually and in groups to derive information requirements and explore different ways to apply application design good practices to a range of scenarios.

Independent learning will be supported by a range of materials and activities delivered using Moodle. This will be supported by:

- Tutorial and case-based resources such as videos, online tutorials and example case studies.
- Directed reading material will be provided on Moodle before each interactive tutorial.
- Recommended reading to broaden understanding of the theory and practice introduced in the module.
- Opportunities to submit draft work for understanding of key theories and their practical application, providing formative feedback.
- Guidance on how to approach the assessment.

This module will be supported with 2hrs of extra module support session.

6	Indicative Content

This module will cover the following subject matter:

- What makes a good website
- Design approaches
- Web-based graphics
- Working with design tools
- Introduction to HTML
- Introduction to CSS
- Working with web builder tools

7	Module Learning Outcomes On successful completion of the module, students will be able to:	
	1	Identify application requirements in terms of usability, effectiveness and accessibility.
	2	Design an application.
	3	Develop an application which meets appropriate web standards.

8	Module Assessment			
Learning Outcome				
	Coursework	Exam	In-Person	
1-3	X			

9	Breakdown Learning and Teaching Activities	
Learning Activities		Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		72
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		68
Private Study (PS) includes preparation for exams		60
Total Study Hours:		200