**Module Descriptor**

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| **Title** | Web Site Development | | |
| **Session** | 2025/26 | **Status** | Published |
| **Code** | COMP09006 | **SCQF Level** | 9 |
| **Credit Points** | 20 | **ECTS (European Credit Transfer Scheme)** | 10 |
| **School** | **Computing, Engineering and Physical Sciences** | | |
| **Module Co-ordinator** | S Bagheri | | |

**Summary of Module**

The module starts with an integrated approach to markup HTML(5) and styling (CSS/RWD) languages for web site development with an emphasis on the importance of W3C & WHATWG standards. The remaining of the module covers the JavaScript scripting and libraries that enhances the interactivity, user friendliness and functionality of web pages. The material is discussed during presentations and demonstrations by staff within the weekly timetabled labs. Students use the rest of the lab time to develop their own solutions (with the active support of staff) to specific practical tasks designed to emphasise the main concepts and applications of HTML5, CSS, JavaScript and JavaScript libraries. The module does not use an integrated development environment (IDE), rather the module is code based (including JavaScript programming) so it is a good preparation for more advanced modules in areas of web server programming and technology.

This module will work to develop a number of the key 'I am UWS' Graduate Attributes to make those who complete this module:

Universal

- Critical Thinker
- Ethically-minded
- Research-minded

Work Ready

- Problem-Solver
- Effective Communicator
- Ambitious Successful

Successful

- Autonomous
- Resilient
- Driven

| Module Delivery Method | On-Campus[1] ☒ | Hybrid[2] ☐ | Online[3] ☐ | Work -Based Learning[4] ☐ |
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| **Campuses for Module Delivery** | ☐ Ayr<br>☐ Dumfries | ☐ Lanarkshire<br>☐ London<br>☒ Paisley | ☐ Online / Distance Learning<br>☐ Other (specify) | |

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| **Terms for Module Delivery** | Term 1 | ☒ | Term 2 | ☐ | Term 3 | ☐ |
| **Long-thin Delivery over more than one Term** | Term 1 – Term 2 | ☐ | Term 2 – Term 3 | ☐ | Term 3 – Term 1 | ☐ |

| **Learning Outcomes** | |
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| **L1** | Demonstrate wide knowledge of the main HTML5, CSS, RWD, JavaScript and JavaScript libraries concepts for web site development with a critical understanding of their capabilities and limitations. RWD |
| **L2** | Identify and analyse the requirements defined by a specific web page applications. Apply the primary practical skills of HTML5, CSS, RWD and JavaScript/libraries to develop code for specific web page applications. |
| **L3** | N/A |
| **L4** | N/A |
| **L5** | N/A |

| **Employability Skills and Personal Development Planning (PDP) Skills** | |
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| **SCQF Headings** | **During completion of this module, there will be an opportunity to achieve core skills in:** |
| **Knowledge and Understanding (K and U)** | **SCQF 9**<br>Demonstrate a critical understanding specialised subject areas and technological developments within XHTML/HTML5, CSS, JavaScript. Knowledge and understanding of issues related to good web site design |
| **Practice: Applied Knowledge and Understanding** | **SCQF 9**<br>Practise HTML5, CSS and JavaScript at a professional level in areas that may include a degree of novelty |

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

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| **Generic Cognitive skills** | **SCQF 9**<br>Identify problems, analyse results and interpret common error messages to solve problems in a logical manner. |
| **Communication, ICT and Numeracy Skills** | **SCQF 9**<br>This subject area is entirely computer based so ICT skills feature heavily in the practice of the subject area |
| **Autonomy, Accountability and Working with Others** | **SCQF 9**<br>Exercise autonomy and initiative to independently implement XHTML, HTML5, CSS and JavaScript at a professional level. |

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| **Prerequisites** | **Module Code**<br>COMP07009 | **Module Title** Introduction to Web Development |
| | **Other** | |
| **Co-requisites** | **Module Code** | **Module Title** |

| **Learning and Teaching** | |
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| In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.<br><br>This is very much a practical computer labs based module. At appropriate points within timetabled labs staff make use of video projectors and/or desktop sharing for a mixture of formal presentations, demonstrations of web techniques & various pieces of software, "live" code development or debugging. Staff often initiate informal discussions in response to questions from students or when technical or wider issues arise. However students spend the majority of the time in the labs on "hands-on" exploration of techniques to develop their own working solutions for selected applications. The role of staff is then to offer guidance, debugging assistance and clarification of technical or wider issues to individual students as students work towards developing their own independent skills and knowledge. Lectures will be used to introduce ideas related to web site design followed up by guided reading and analysis exercises. Guests such as company directors of digital agencies and UWS graduate technical experts are invited. After their presentations and a Q&A session they are usually available to view student work and speak to individual students. The invited guests develop student awareness of web/mobile business perspectives, technologies, careers, desirable graduate attributes and professional standards of work. The guests are often employers of UWS graduates. This is recorded as "Tutorial/Synchronous Support Activity" in the Learning Activities. | |
| **Learning Activities**<br>During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below: | **Student Learning Hours**<br>(Note: Learning hours include both contact hours and hours spent on other learning activities) |
| Lecture / Core Content Delivery | 10 |
| Tutorial / Synchronous Support Activity | 10 |
| Laboratory / Practical Demonstration / Workshop | 28 |
| Independent Study | 152 |
| Please select | |

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|---|---|
| Please select | |
| **TOTAL** | 200 |

| **Indicative Resources** |
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| **The following materials form essential underpinning for the module content and ultimately for the learning outcomes:**<br><br>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:<br><br>Click or tap here to enter text.<br><br>Students can find comprehensive online resources about web server technologies, including PHP, MySQL, etc., on 3Schools.com.<br><br>https://www.w3schools.com/php/default.asp<br><br>Students need to run Xampp local server to execute server-side languages like PHP. |
| **(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)** |

| **Attendance and Engagement Requirements** |
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| **In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.**<br><br>**For the purposes of this module, academic engagement equates to the following:**<br><br>The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies. |

| **Equality and Diversity** |
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| **The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.**<br><br>Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations. |
| **(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)** |

**Supplemental Information**

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| **Divisional Programme Board** | **Computing** |
| **Overall Assessment Results** | ☐ **Pass / Fail** ☒ **Graded** |
| **Module Eligible for Compensation** | ☐ **Yes** ☒ **No**<br>**If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.** |
| **School Assessment Board** | Business & Applied Computing |
| **Moderator** | G McRobbie |
| **External Examiner** | R Khusainov |
| **Accreditation Details** | This module is accredited by BCS as part of a number of specified programmes. |
| **Module Appears in CPD catalogue** | ☐ **Yes** ☒ **No** |
| **Changes / Version Number** | 2.2 |

| **Assessment (also refer to Assessment Outcomes Grids below)** |
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| **Assessment 1** |
| Class test- A practical examination worth 50% of the final mark |
| **Assessment 2** |
| Project- Portfolio of practical work (project) - a practical development project (40%) and ten class exercises (10%). |
| **Assessment 3** |
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| (N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.<br>(ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.) |

| **Component 1** | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Assessment Type** | **LO1** | **LO2** | **LO3** | **LO4** | **LO5** | **Weighting of Assessment Element (%)** | **Timetabled Contact Hours** |
| Class test | ☒ | ☒ | ☐ | ☐ | ☐ | 50 | 4 |

| **Component 2** | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Assessment Type** | **LO1** | **LO2** | **LO3** | **LO4** | **LO5** | **Weighting of Assessment Element (%)** | **Timetabled Contact Hours** |
| Project | ☒ | ☒ | ☐ | ☐ | ☐ | 50 | |

| **Component 3** |
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| Assessment Type | LO1 | LO2 | LO3 | LO4 | LO5 | Weighting of Assessment Element (%) | Timetabled Contact Hours |
|---|---|---|---|---|---|---|---|
| | ☐ | ☐ | ☐ | ☐ | ☐ | | |
| **Combined total for all components** | | | | | | 100% | hours |

**Change Control**

| What | When | Who |
|---|---|---|
| Attendance and EDI Regulations | 21/01/2025 | L Cunningham |
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