University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Web Site Development			
Code: COMP09006	SCQF Level: 9 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Sajjad 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 60% 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					
Face-To-Face	**Blended**	**Fully Online**	**HybridC**	**Hybrid 0**	**Work-Based Learning**
☒	☐	☐	☐	☐	☐
See Guidance Note for details.					

Campus(es) for Module Delivery						
The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
☒	☐	☐	☐	☐	☐	Add name

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	☒	Term 2	☐	Term 3	☐

Learning Outcomes: (maximum of 5 statements) These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module. At the end of this module the student will be able to:	
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.

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	SCQF Level **9** 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 Level **9**
	Practise HTML5, CSS and JavaScript at a professional level in areas that may include a degree of novelty.
Generic Cognitive skills	SCQF Level **9**
	Identify problems, analyse results and interpret common error messages to solve problems in a logical manner.
Communication, ICT and Numeracy Skills	SCQF Level **9**
	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 Level **9**
	Exercise autonomy and initiative to independently implement XHTML, HTML5, CSS and JavaScript at a professional level.

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP07009	**Module Title:** Introduction to Web Development
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

*Indicates that module descriptor is not published.

Learning and Teaching
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 During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Normally totalling 200 hours): (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
	200 Hours Total

**Indicative Resources: (eg. Core text, journals, internet access)

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Click or tap here to enter text.

Students can find comprehensive online resources about web server technologies, including PHP, MySQL, etc., on 3Schools.com.

https://www.w3schools.com/php/default.asp

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

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.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

This module is suitable for any student. The assessment regime will be applied flexibly so that a student who can attain the practical outcomes of the module will not be disadvantaged. When a student discloses a disability, or if a tutor is concerned about a student, the tutor in consultation with the School Enabling Support coordinator will agree the appropriate adjustments to be made.

(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

Divisional Programme Board	Computing
Assessment Results (Pass/Fail)	Yes ☐No ☒
School Assessment Board	Business & Applied Computing
Moderator	Graeme McRobbie
External Examiner	R Khusainov
Accreditation Details	This module is accredited by BCS as part of a number of specified programmes.
Changes/Version Number	2.10

Assessment: (also refer to Assessment Outcomes Grids below)
Two assessments are grouped under a single assessment component. One of these assessments comprises a multiple-choice class test, which accounts for 10% of the final mark, and a practical examination worth 40% of the final mark. The other assessment consists of a practical development project (40%) and ten class exercises (10%).
Assessment 1 – Class Test
Assessment 2 – Portfolio of practical work (project)
(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. (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.)

Assessment Outcome Grids (See Guidance Note)

Component 1				
Assessment Type (Footnote B.)	**Learning Outcome (1)**	**Learning Outcome (2)**	**Weighting (%) of Assessment Element**	**Timetabled Contact Hours**
Class test	✓	✓	50	4
Project	✓	✓	50	0
Combined Total for All Components			**100%**	**4 hours**