



International Advanced Diploma in Computer Studies

Lecturer Guide

Advanced Web Design

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Modification History

Revision	Date	Revision Description
V1.0	September 2007	For issue. Change of required textbook.

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Advanced Web Design

Lecturer Guide

How to Use this Lecturer Guide

The materials for this module consist of the following:

- Lecturer Guide/Notes for Lecturers – containing information needed when teaching this module, including a suggested timetable.
- Required textbook – it is around this that you should base your lectures.
 - Sklar J, *Principles of Web Design* Third Edition (2006), Course Technology (ISBN 0619216662).
 - This textbook is available in electronic format on the International Advanced Diploma in Computer Studies Student and Lecturer CDs.
 - Bound hardcopies of this textbook can be obtained from Galatea at a price very significantly below the normal publication price. Contact Steve Newton (email: steve.newton@galatea.co.uk; telephone: +44(0) 1706 351389).
 - For convenience, the online resources have been downloaded (2nd October 2007) onto the IADCS Lecturer Download CD. Student resources have been downloaded (19 September 2007) onto the IADCS Student Download CD.

After allowing the appropriate time within the lecture for students to carry out an exercise, it is useful to spend time discussing the students' answers/suggested answers.

Notes for Lecturers

Module Specification

The Advanced Web Design Module

This module is designed to build upon students' previous knowledge of web design with the aim of further knowledge and skills in the development of professional websites. The module develops knowledge and skills in areas such as Cascading Style Sheets and the use of forms.

Duration

This module is of 150 hours duration.

Method of Presentation

The lectures should be based on the required textbook, using the resources available on the Lecturer Download CD.

- Lecturer-led.
- Lectures and workshops.
- Extensive use of visual aids.
- Use of a flipchart or whiteboard.
- Self study.

Equipment and Resources Required

The following equipment is required:

- Overhead projector and screen.
- Flipchart stand, flipchart and broad-tipped felt pens.
- Audio/visual equipment.

Additional Resources

Each module has one or more required textbooks which form the primary reference source for students undertaking the module. The required textbook is identified in the Module Outline presented in the Programme Handbook, and on Page 5 of this document. Most modules have a required textbook that is available on the Student and Lecturer CDs in PDF format. Lecturers should encourage

students to refer to printed copies of the textbooks because this will make study easier for most students.

Students can greatly benefit by being exposed to sources of information beyond the required textbook. Additional resources include other textbooks, websites, academic papers and journals. The section below indicates the additional resources for this module, suggested by its writers.

Lecturers should inform the students of the additional resources as the module progresses (i.e. when the appropriate material is being covered) and, if possible, make the printed resources available in the Accredited Partner Centre's library. The list of additional resources is not intended to be exclusive; lecturers should inform students of other additional resources as they see fit.

Web Resources

<http://www.w3.org>

This is the preferred source for standards related material and tools

Sample Lecture/Tutorial/Practical Workshop and Independent Study Activity Timetable

The teaching staff and students must cover the syllabus thoroughly and effectively. It is necessary to ensure that the understanding and demonstrable knowledge related to the learning outcomes are acquired by the student.

The following table provides examples of the topics it is advisable to cover in lectures/tutorials/practical workshops and independent study activities over the twelve week teaching semester.

- Each week there should be a lecture and tutorial/practical workshop, totalling at least 3 hours.
- Students should spend approximately 9.5 hours each week on independent study, which may include the sample activities indicated in the table, and is inclusive of time spent on assignments and examination revision.

This totals 150 hours of study per module.

Semester 1	Lecture Topic	Tutorial Topic/Independent Activity	Class Hours	Independent Hours
Week 1	Understanding the World Wide Web and web design environment	Review examples of websites and their coding, Research www.w3.org site. Review browsers and download open source browsers if not already in use.	3	9.5
Week 2	Understanding web site design principles	Review examples of good web design, particularly graphic design and navigation	3	9.5
Week 3	Planning a web site	Review examples of good websites, analyse their goals, audience and structure. Consider what internal structure would be appropriate in each case.	3	9.5
Week 4	Planning Site navigation	Review the code required for linking. Discover how this is accomplished in widely used web sites, considering the use of text and graphics	3	9.5
Week 5	Understand how to format web pages using tables, and apply HTML code effectively	Review the different types of design structures that can be implemented with tables. Revise the HTML used for table definition	3	9.5
Week 6	Understand and apply Cascading Style Sheets	Review the CSS standards at the w3 site and ensure that you understand how to use this information Experiment with the use of CSS on a web page that you design	3	9.5
Week 7	Apply CSS to control typography in a web site	Experiment with the use of CSS on a web page that you design . Try different fonts and sizes of font	3	9.5
Week 8	Understand apply graphics and colour in the design and coding of a web site	Investigate the different file format standards and revise their applicability in different circumstances. Experiment with the tag	3	9.5
Week 9	Understand and apply CSS visual formatting methods	Practice and revise the CSS and HTML learnt in the lecture	3	9.5

Week 10	Understand and apply forms as a means to link interactive web sites with business applications	Practice and revise using forms HTML. Revise the way CGI and other methods can be used to link a web site with an underlying business application, particularly a database	3	9.5
Week 11	Understand how to publish and maintain a web site	Revise the various options for publishing a web site Review the requirements for testing and the tools that can be used.	3	9.5
Week 12	Understand the issues associated with moving to XHTML	Review the XHTML standard and practise with your own web pages	3	9.5
Total hours			36	114

Note: The above information applies to full-time study, therefore needs adjusting accordingly for online or part-time study. It is intended as a guide, but Accredited Partner Centres may adapt this to meet local needs.

