

COURSE OUTLINE

(1) GENERAL

SCHOOL	SCHOOL OF APPLIED ARTS & CULTURE		
ACADEMIC UNIT	DEPARTMENT OF GRAPHIC DESIGN & VISUAL COMMUNICATION		
LEVEL OF STUDIES	Undergraduate		
COURSE CODE	N1-4060	SEMESTER	4th
COURSE TITLE	WEB AND INTERNET MANAGEMENT		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
		4	6
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Special background and skills development		
PREREQUISITE COURSES:			
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES (in English)		
COURSE WEBSITE (URL)	https://eclass.uniwa.gr/courses/TGT138/		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

After the completion of the course the students will be able to:

- develop their critical and creative thinking about the use of new technologies
- understand the meaning of the use and possibilities of the internet, as well as the use of technologies involved in the development of applications on the Internet
- have the ability to analyze and evaluate websites has the ability to organize, design and complete an online application.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology
Adapting to new situations
Decision-making
Working independently
Team work
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas

Project planning and management
Respect for difference and multiculturalism
Respect for the natural environment
Showing social, professional and ethical responsibility and sensitivity to gender issues
Criticism and self-criticism
Production of free, creative and inductive thinking
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Others...
.....

- Creative, analytical and inductive thinking.
- Required for the creation of new scientific ideas.
- Working independently.
- Working in groups.
- Decision making

(3) SYLLABUS

Theoretical Part of the Course

- Introduction to the internet
- Historical evolution
- Current technology and application fields, perspectives. TCP / IP technology
- Technology of internet servers (web servers), Internet and intranets
- Internet security features
- Web application development: HTML elements, JavaScript
- Website design principles
- Information architecture on the internet
- Internet search patterns
- Usability and accessibility of websites
- Internet services

Laboratory Part

The laboratory part of the course includes the development of applications on the Internet using HTML, JavaScript languages

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Presentations and lectures using audiovisual media. Training on special software for web design.	
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	Activity	Semester workload
	Lectures	70
	Lab projects	80
	Course total	150
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i> <i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	<p>Theoretical part Written Three hours final exam (100%) that includes: - Critical questions on issues related to course theoretical content.</p> <p>Laboratory part</p> <ul style="list-style-type: none"> • Perform a series of tasks in the web design, in groups of two students. • Writing a technical report per assignment and student, with a presentation of the assignment and its presentation in the examination of the laboratory part <p style="text-align: center;"><i>The evaluation criteria and the time schedule are posted from the start of the course at the UNIWA e-class website. All relevant information is explained in detail at the beginning, as well as, throughout the semester, during the weekly lectures. Upon request, all the information is provided using email.</i></p>	

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Related academic journals:

1. Felke-Morris, Web Development & Design Foundations with HTML5, 7th Edition, Addison-Wesley, 2014.
2. Meiert, Jens Oliver. The Little Book of HTML/CSS Coding Guidelines, O'Reilly, 2015
3. Devlin, Ian. HTML5 Multimedia: Develop and Design, Peachpit Press, 2011.
4. Marquis, Mat. JavaScript for Web Designers, A Book Apart, 2016.
5. Buyens, J., Δημιουργήστε έναν Ιστότοπο Τώρα, Εκδ. Κλειδάριθμος, 2006
6. Βέγλης Α., Αβραάμ Ε., Πομπόρτσας Α., Έρευνα και Συλλογή Πληροφοριών στο Διαδίκτυο, Θεσσαλονίκη: Εκδ. Τζιόλα. 2004.
7. John Cato, User-Centered Web Design, Addison-Wesley Pearson Education, 2001
8. Jenifer Tidwell, Designing Interfaces, O'Reilly, 2005
9. Bebo White, White, HTML and the art of Authoring for the World Wide Web, Springer, 1996
10. Matthew MacDonald, Creating Web Sites: The Missing Manual, O'Reilly, 2005

