Liverpool John Moores University

Title: Web Site and Flash
Status: Definitive
Code: **4046ENG**   (117055)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Paul Otterson	Y
Ronan McMahon	

Academic Level: FHEQ4   **Credit Value:** 24   **Total Delivered Hours:** 72

Total Learning Hours: 240   **Private Study:** 168

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12
Practical	48
Tutorial	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	Report		15	
Technology	Tech 1		15	
Technology	Tech 2		70	

Aims

To introduce the basics of HTML coding
To plan and develop simple web sites using industry standard software applications.
To give the student a grounding in the practical application of 3D visualizations in web-based environments utilizing Flash.

To understand the importance of launching, ongoing maintenance and continuous improvement of web sites.

Learning Outcomes

After completing the module the student should be able to:

1   Prepare a specification for development of a web site for an organisation
2   Construct, test and demonstrate a web site using HTML
3   Develop a 3D visualization and simple animation in a industry recognized package
4   Utilize industry standard to develop a multi-media web site

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Specification of website   1

Creation of website in   2
HTML
Development of 3D Flash   3   4
object

Outline Syllabus

Web development process
Web site specification: web site, hardware, software, ISP
HTML basics
Web Site Structure: Page layout, navigation, and information architecture
Web authoring using Dreamweaver: fonts, tables, images, hypertext, roll over images, hotspots, metatags, site management
Media file formats, sizes and limits and uses.
Preparation of multi media for the web including use of Adobe Photoshop Fundamentals and creation of 3D graphical objects, including 3D object animation basics.
Embedding and Viewing 3D objects in web-pages
Site promotion on search engines, maintenance, evaluation

Learning Activities

Students work as individuals or in pairs to design and develop web sites for organisations. Student will be supported in their design activity by a number of tutorials guiding them in the design process and web authoring.
Tutorials based on industry software.
Students are expected to discuss at tutorials the current stage of their application development, and undertake mini-projects for themselves.

Notes

The module introduces students to the process of planning, developing and maintaining simple web sites using industry standard software applications, such as HTML, Dream Weaver, and Photoshop. Furthermore, students will gain experience of creating enhanced plug-in media such as Flash animations.