



Syllabus

SYLLABUS

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INTRODUCTORY TEXT

SYLLABUS – MODULE 3 WEB DESIGN

3.1 FUNDAMENTALS OF THE WEB

**3.2 WEBSITE PLANNING, FUNCTIONALITIES AND MAIN ASPECTS OF THE
FREQUENTLY USED SYSTEMS**

**3.3 LAYOUT, TYPOGRAPHY AND FORMATTING (GRAPHICS, COLOR,
TRANSPARENCY)**

3.4 BROWSER COMPATIBILITY AND WEBPAGE RESPONSIBILITY AND SECURITY

Syllabus – Module 3 Web design

3. Web design	
<p>A module description</p>	<p>The Module 3 Web design contain 4 topics:</p> <p>3.1 Fundamentals of the Web The main purpose of this part is introduction the trainees to the subject of the web pages. They will get to know how web pages work. The trainees will get familiar with definitions such as domain names, hosting and languages of the web, design the architecture of the web pages, considering different groups of the users.</p> <p>3.2 Website Planning, functionalities and main aspects of the frequently used systems The main purpose of this part is introduction the trainees to the techniques of planning and managing used in website design. They will learn the crucial role of the goals of web design, the difference between print design and web design. To discover that the web demands user interaction, trainees will be familiarized with the notion of the user experience and will learn how to define it. The trainer will present the user-centered design, the stages of the planning process. The trainees will get to know defining goals and strategy, using research, scenarios, and characters as well as information architecture. They will be able defining the navigation design and rethinking site navigation. They will learn the role of usability testing, wireframes, prototypes, and mockups. They will train the evolving field of interactive prototypes and will use creativity during the planning process.</p> <p>3.3 Layout, Typography and Formatting (Graphics, Color, Transparency) Participants will learn the graphic design of the site in accordance with the principles of typography, composition and use. They will be taught how to optimize graphics for the web, resize the image, adjust the image size, select the best image format, choose the right file format, choose the best file format for the image, save images as JPEGs, choose the quality of a JPEG, preview the image, create a transparency effect in a JPEG image. In addition, they will learn saving settings and images, slicing an image, viewing the completed file, creating slices, changing their attributes</p> <p>3.4 Browser Compatibility and Webpage Responsiveness During learning of this topic, participants will learn why browser testing is important. They will find an answer at the question: Are web pages required to look the same in every browser? Knowing that they will be trained to choose the level of browser support they want. They will get familiar with the tools to identify browser problems</p>

	<p>and how to predict future browser compatibility issues Participants will understand the need to optimize websites for mobile interfaces.</p>
<p>Intended learning outcomes</p>	<p>On completion of this module you should be able to:</p> <ul style="list-style-type: none"> • understand how web pages work • distinguish between concepts domain names, hosting and languages of the web, considering the evolution of the web • separate structure, style, interactivity and design for the websites • designing for the screen • understand techniques of planning and managing used in website design • understand the crucial role of the goals of web design, the difference between print design and web design • profit the user experience and will learn how to define it • project user-centred design, explain the stages of the planning process • defining goals and strategy, using research, scenarios and characters as well as information architecture • defining the navigation design and rethinking site navigation. • explain the role of usability testing, wireframes, prototypes, and mock-ups • use creativity during the planning process • know the main functionalities of chosen systems and their capabilities. • add pages, creating articles, tags, tag cloud, using keywords, creating a menu • understand layout techniques • add text styles, margins and padding • understand the graphic design of the site in accordance with the principles of typography, composition and use • optimize graphics for the web • save settings and images • understand the importance of typography on the web • understand the challenges of fonts on the web • set a font-family • understand why browser testing is important • list differences between different browsers • choose the level of browser support they want • list the tools to identify browser problems and how to predict future browser compatibility issues • understand the need to optimize websites for mobile devices • adapt websites for responsiveness based on the differences between a computer network and mobile interfaces

	<ul style="list-style-type: none"> • understand cookies functionalities and role
Learning activities	<ul style="list-style-type: none"> • exploring 4 mandatory and 7 optional reading material • watching 15 presentation video • doing 8 exercises • passing 4 test, contains 3 questions
Estimated duration	<p>Total estimated workload is 15 hours including:</p> <ul style="list-style-type: none"> • 510 minutes for watching videos (8,5h) • 240 minutes for exploring mandatory reading material (4h) • 150 minutes for exercises (2,50 h)