



COURSE PLAN

FIRST: BASIC INFORMATION

College

College Irbid University College

Department Applied Sciences

Course

Course Title Web Design

Course Code 020902244

Credit Hours 3 (1 Theoretical, 2 Practical)

Prerequisite

Instructor

Name

Office No.

Tel (Ext)

E-mail

Office Hours

Class Times

Building Name	Day of Week	Start time	End time	Hall number

Text Book

Title :

References

- 1) HTML and CSS: Design and Build Websites 1st Edition, 2019, Jon Duckett , Wiley
- 2) Responsive Web Design with HTML5 and CSS: Develop future-proof responsive websites using the latest HTML5 and CSS techniques, 3rd Edition, 2020, Ben Frain, Packt Publishing Co

SECOND: PROFESSIONAL INFORMATION

COURSE DESCRIPTION

This course specifies the skills and knowledge required to produce a prototype of web/app template that conforms to users' requirements and UI/UX guidelines for web development project, using image edit software and UI authoring software(Adobe XD).

COURSE OBJECTIVES

The objectives of this course are to enable the student to do the following:

- Explain concepts and practical applications of web technology and UI/UX design
- Create a web template using image edit software
- Create a web prototype using UI authoring software (Adobe XD)

COURSE LEARNING OUTCOMES

By the end of the course, the students will be able to:

- **CLO1.** Explain concepts, components and procedures of web technology
- **CLO2.** Explain concepts and principles of UI/UX design for web pages
- **CLO3.** Create development of web templates using Photoshop and Illustrator
- **CLO4.** Create integrated web prototyping using Adobe XD

COURSE SYLLABUS

Week	Topic	Topic details	Related LO (chapter)	Proposed assignments
1	Introduction to Web technology and its design	<ul style="list-style-type: none"> • Web pages concept. • Web page elements. • Principles of web page design. 	CLO1	
2	Concepts of web components and Basic practice of web browsing using HTML5	<ul style="list-style-type: none"> • Using custom elements. • Using shadow DOM. • Using templates and slots. 	CLO1	
3	Introduction to UI/UX User behavior and cognitive processing	<ul style="list-style-type: none"> • The concept of UX/UI. • The difference between UX/UI. • The principle of working with UX / UI together. • Recognize the type of skills each UX/UI requires. • Learning UX/UI Design. 	CLO2	
4	User research and personas	<ul style="list-style-type: none"> • Goal – directed personas. • Role – based personas. • Engaging personas. • Fictional personas. 	CLO2	



		<ul style="list-style-type: none"> • 10 Steps to creating your engaging personas and scenarios. 		
5	Information architecture and interaction Design	<ul style="list-style-type: none"> • Information architecture. • Responsibilities of an information architect. • Interaction design. • Responsibilities of an interaction design. • Interaction design VS information architecture. 	CLO2	
6	Web template design - 1	<ul style="list-style-type: none"> • Introducing the most important software used in web page design. • Web pages design steps. 	CLO3	
7	Web template design - 2	<ul style="list-style-type: none"> • Web pages design applied. 	CLO3	
8		<ul style="list-style-type: none"> • Midterm Exam 		
9	Web template design - 3	<ul style="list-style-type: none"> • Web pages design applied. 	CLO3	
10	Web template design - 4	<ul style="list-style-type: none"> • Web pages design applied. 	CLO3	
11	Web template design - 5	<ul style="list-style-type: none"> • Web pages design applied. 	CLO3	
12	Introduction to Adobe XD and Project setup	<ul style="list-style-type: none"> • Learn about Adobe XD software. • Learn about adobe XD software interface. • Learn the most important tools needed to design web pages. 	CLO4	
13	Adding media objects like images, text and other multimedia objects	<ul style="list-style-type: none"> • Design web pages with Adobe XD software. 	CLO4	
14	Content and its interaction	<ul style="list-style-type: none"> • Organize the content of each page and link it with other pages in an interactive way. 	CLO3	
15	Final projects	<ul style="list-style-type: none"> • Preparation of the final project Integrated web pages design. 	CLO3	
16		<ul style="list-style-type: none"> • Final Exam 		



COURSE LEARNING RESOURCES

The methods used in teaching the program, are mentioned, such as lectures, discussion sessions, proactivity, and other activities

- Discussion and explanation sessions
- Practical activity and execution

ONLINE RESOURCES

- <https://www.w3schools.com/html/default.asp>

ASSESSMENT TOOLS

Assessment Tools	%
Projects & Quiz	20%
Mid Exam	30%
Final Exam	50%
Total Marks	100%

THIRD: COURSE RULES

ATTENDANCE RULES

Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

GRADING SYSTEM

Example:

	Course Marks Average		
	Average	Maximum	Minimum
Excellent	100%	90%	90%
Very Good	89%	80%	80%
Good	79%	70%	70%
Satisfactory	69%	60%	60%
Weak	59%	50%	50%
Failed	49%	35%	35%

REMARKS



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COURSE COORDINATOR

Course Coordinator		Department Head	
Signature		Signature	
Date		Date	