



UNIVERSITY OF PRIZREN
FACULTY OF COMPUTER SCIENCE

PROGRAM: Software Design

Curriculum - – SYLLABUS

Level of studies		BACHELOR	Program	DS	Academic year	2017/18	
SUBJECT		Web design					
Year	II- nd	Status Of the subject	O	Code	304	ECTS credits	6
Semester	III-rd						
Teaching weeks		15		Hours teaching		60	
						Lectures	Exercises
						2	2
Teaching Methodology		Lectures, exercises, seminar papers, consultations, tests.					
Consultation		One hour / week					
The teacher		MSc.Ass. Ziriye Hasani PhD.c.		E-mail:		ziriye.hasani@uni-prizren.com ziriye@hotmail.de	
				Tel.:		+386 49 556 476	
Assistant				E-mail:			
				Tel.:			

Study goal and table of content	Benefits of student
The purpose of this course is to enable learning tools that help in the process of designing web pages, such as Dreamweaver and Adobe Photoshop.	After completing this course, students will be able to design web pages using tools like Dreamweaver Tilal and Adobe Photoshop.

Methodology for the implementation of educational topics:		
The course will be divided into two parts the first part of the lectures will be presented with PowerPoint and the second part will be the practical part. In the practical part will be exercises topic that is explained during class lecture.		
Conditions for realization of educational topics:		
Needs projector for presentation of PowerPoint lectures and laptops. Also need Dreamweaver and Adobe Photoshop.		
Ways of assessing of the student (in %) :	Evaluation in%	Final grade
Table with details of the manner of evaluation:	0-50%	5
	51-60%	6
	61-70%	7
	71-80%	8
	81-90%	9
	91-100%	10

Activity	Percentage		
Homeworks	20%		
Attendance and Engagement in exercise classes	10%		
Project	40%		
Midterms 1 and 2	30%		
Total	100%		
<p>Attention: Those who do not manage to pass the course or want a higher grade will be examined in terms of the examination which will have 30% of the grade. In the evaluation will enter the project evaluation, presence, Midterms and Homework. If you have not completed the project and presented during the deadline given by the professor of the course, the project must be presented the day of the exam and maximum points that can be taken are 30% (because it is not submitted in time)</p>			
Obligations of student:			
Lectures		Exercises	
Must be active during the lectures with questions and comments.		Be active in choosing the tasks that will be given during class exercises.	
Student workload for Subject			
Activities	Hour/ weeks	Days/Weeks	Total
Lectures	3	15	45
Laboratory exercises	2	15	30
Contacts with teachers / consultations	1	5	5
Practical work	1	2	2
Projects, presentations, etc.	1	2	2
Own study time	3	15	45
Preparation for final exam	3	5	15
Time spent in the assessment (tests, final exam, etc.)	2	3	6
Notice: 1 ECTS credits= 25 hour commitment, e.g. if the subject has 6 ECTS credits student must have 150 hours during the semester commitment.		Total load:	150
Week	Lectures	Hour	Exercises
	Topic		Topic
1	Syllabus presentation Introduction to Web design	2	Syllabus presentation Introduction to Web design
2	Methods of issuing of the requests for web applications	2	Start of work with Adobe Photoshop
3	Modeling web application	2	Working with layers

4	Web application architecture	2	Creating forms with selections	2
5	Technologies necessary for the development of web applications	2	The creation of the web site elements Combining images	2
6	Testing web applications	2	The creation of the web's homepage	2
7	Functioning and maintenance of web applications	4	Completion of all elements of web site	
8	Web project management	2	Creating web backgrounds	2
9	Midterm 1	2	Midterm 1	2
10	Usability testing	2	Publication in the World Wide Web	2
11	Processes to web application development	2	Working with Macromedia Dreamweaver	2
12	Usability of web application	2	Creating buttons on the action Styling text on web page Review of web pages	2
13	The performance of web applications	2	Creating professional web site style 1	2
14	Security of web applications	2	Creating professional web site style 2	2
15	Midterm 2	4	Project presentation	

LITERATURE:

1. Craig Grannell. Foundation Web Design with Dreamweaver 8. 2006.
2. Artan Luma dhe Nderim Zeqiri. Mjetet për dizajnimin e web-it: Adobe Photoshop CS3 dhe Macromedia Dreamweaver 8.0. 2007.
3. Jennifer Niederst Robbins. Learning Web Design Fourth Edition A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics. August 2012.

NOTICE:

- In general presentations of lectures will be made through Power Point system, table, use of materials and computer software and the Internet.
- Also, the professor will be provided additional materials (papers, publications, national bulletins and sound research findings and final).

- During each session, will be organized conversations with students.

Notice for the student:

The students are required to be regular in the lectures and exercises.

The contribution of the students in the form of conversation with the students will be evaluated.

Arrival time at lectures and exercises is mandatory.

Students are expected to behave in a professional and courteous. Students can discuss the laboratory tasks in general with other students, but the solution must be done individually. Method of grading should be same residence for all students. Students do not need to replicate a solution to another person, by any other book or other source (eg web pages), but the solution must be the original of his own. The same rules are for homework and projects or seminary. Copying someone else's work will not be tolerated. Professors will report every violation of the rules of Commission for plagiarism.