AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Introduction To Web Design					
Course Code		BPR104		Couse Level	Short Cycle (Associate's Degree)		
ECTS Credit	4	Workload	100 *(Hours)*	Theory	2	Practice	2	Laboratory	0
Objectives of the Course		Using HTML codes for Web design					
Course Content		Definitions of web and internet, Html basic tags, text and visual tags, Making bridges, forms, frames, hypermedia tools, basics of CSS, web browser problems and solutions					
Work Placement		N/A					
Planned Learning Activities and Teaching Methods			Explanation (Presentation), Demonstration, Discussion, Case Study, Individual Study				
Name of Lecturer(s)							

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	Web Tasarım Kılavuzu- Erkan BALABAN
2	İnternet Programcılığı-I Ebubekir YAŞAR, Turgut ÖZSEVEN

Week	Weekly Detailed Course Contents	
1	Theoretical	Definitions of web and internet
2	Theoretical	Basic html tags
3	Theoretical	Text and visual tags, making links
4	Theoretical	Links and table processes
5	Theoretical	
6	Theoretical	Forms
7	Theoretical	Frames
8	Theoretical	Hypermedia tools
9	Intermediate Exam	Midterm exam
10	Theoretical	Hypermedia tools
11	Theoretical	Basics of CSS
12	Theoretical	Properties of CSS
13	Theoretical	Properties of CSS , menu processes
14	Theoretical	CSS menu properties
15	Theoretical	Problems of web browsers and solutions for these problems
16	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Lecture - Practice	14	0	2	28
Assignment	32	0	1	32
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
			Total Workload (Hours)	100
			[Total Workload (Hours) / 25*] = **ECTS**	4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Executing basic processes with html codes for designing web pages
2	Designing advanced web pages with html codes
3	Performing CSS configuration
4	To be able to count web design principles
5	To be able to apply visual, color and typography which are needed for use in web design
6	To comprehend web design aesthetics and numerical color schemes in web design process and production
7	To be able to test user test and user feedback in web design process and production

Programme Outcomes *(Computer Programming)*

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3	L4	L5	L6	L7
P1	5	5	5	4	3	4	2
P2	2	4	1	5	3	5	3
P3	3	3	4	3	4	2	2
P4	1	1	1	4	3	3	2
P5	4	5	5	3	3	4	2
P6	5	5	5	4	4	4	3
P7	3	5	5	3	3	3	3
P8	2	4	2	4	3	5	3
P9	2	4	2	4	2	1	3
P10	5	5	5	3	3	1	4
P11	5	5	5	3	3	5	4