



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Web Editor							
Course Code		BPR152		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	2	Practice	2	Laboratory	0
Objectives of the Course		this course is designed to teach designing web pages by usşng web editor programme.							
Course Content		Basic tools of web editor, text processes, table processes, hypermedia processes, links, frame processes, templates, library processes, form processes, interactive elements, layer processes, accessibility and web page management							
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	Basic tools of web editor
2	Theoretical	text processes
3	Theoretical	table processes
4	Theoretical	hypermedia processes
5	Theoretical	hypermedia processes
6	Theoretical	links
7	Theoretical	frame properties
8	Theoretical	templates
9	Intermediate Exam	midterm exam
10	Theoretical	templates
11	Theoretical	library pocesses
12	Theoretical	form processes
13	Theoretical	interactive elements
14	Theoretical	layer properties
15	Theoretical	accessibility nd web page management
16	Final Exam	fnal exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Lecture - Practice	14	0	2	28
Assignment	7	0	1	7
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3

*25 hour workload is accepted as 1 ECTS



Learning Outcomes

1	performing basic web editor processes
2	designing templates for web projects
3	designing interactive user applications in web pages
4	Know types of editors to prepare web pages
5	Knows how to create moving pictures on the web page.

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
P1	5	5	5	5	5
P2	1	1	2	3	4
P3	2	2	4	2	2
P4	1	1	1	2	2
P5	4	5	5	3	3
P6	5	5	5	2	4
P7	3	5	5	3	3
P8	3	4	5	3	3
P9	4	4	4	4	4
P10	5	5	5	5	5
P11	5	5	5	5	5

