

AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Web Design								
Course Code		BPR184 (Couse Level		Short Cycle (Associate's Degree)				
ECTS Credit	2	Workload	50 (Hours)	Theory		2	Practice	0	Laboratory	0
Objectives of the Course		This course is designed to teach basics of web design								
Course Content		Definitions of Internet and web, HTML operations, table, form, frame and chapter operations, hypermedia tools, CSS styles, Menu operations								
Work Placement		N/A								
Planned Learning Activities and Teaching			Methods	Explana	ation (Presentat	tion), Demons	tration, Disc	ussion, Individual	Study
Name of Lecturer(s)		Lec. Berkay Ç	AKIR							

Assessment Methods and Criteria					
Method	Quantity	Percentage (%)			
Midterm Examination	1	40			
Final Examination	1	70			

Recommended or Required Reading

- 1 Web design with applications Fahrettin Erdinç Abaküs Yayınları
- 2 Fundamentals of web design Musa Çiçek Kodlab

Week	Weekly Detailed Cour	rse Contents				
1	Theoretical	Definitions of Internet and web				
2	Theoretical	HTML tags				
3	Theoretical	HTML tags				
4	Theoretical	Text and View tags				
5	Theoretical	Text and View tags				
6	Theoretical	Links				
7	Theoretical	links				
8	Theoretical	Table operations				
9	Intermediate Exam	Midterm exam				
10	Theoretical	Hypermedia tools				
11	Theoretical	Basics of CSS				
12	Theoretical	Properties of CSS				
13	Theoretical	Properties of CSS				
14	Theoretical	CSS Menu operations				
15	Theoretical	Web browser problems and their solutions				
16	Final Exam	Final exam				

Workload Calculation					
Activity	Quantity	Preparation		Duration	Total Workload
Lecture - Theory	14	14 0		2	28
Assignment	1		5	0	5
Term Project	1		5	0	5
Midterm Examination	1	1	5	1	6
Final Examination	1		5	1	6
Total Workload (Hours) 50					
[Total Workload (Hours) / 25*] = ECTS 2					
*25 hour workload is accepted as 1 ECTS					

Learning Outcomes

1 Students can perform basic operations for web pages with HTML codes.



2	Create advanced features for WEB pages with html codes.	
3	They learn the style template (CSS) configuration.	
4	Publishes the page or the site.	
5	Can use Domain Name and domain services.	

Progra	amme Outcomes (Automotive Technology)
1	To be able to interpret and evaluate data, identify problems, analyze them, and develop evidence-based solutions by using basic knowledge and skills in the field.
2	Must be able to choose and effectively use the modern techniques, tools and information technologies necessary for field related applications.
3	Must be able to gain practical skills by examining relevant processes in industry and service sector on site.
4	They must be able to produce solutions, take responsibility for teams or do individual work when they encounter situations unforeseen in the field related applications.
5	Awareness of the need for lifelong learning; it must be able to follow the developments in science and technology and to constantly renew itself.
6	Must be able to use computer software and hardware at the basic level required by the field
7	Must have job security, worker health, environmental protection knowledge and quality awareness.
8	He must possess a level of foreign language knowledge that is capable of following the innovations in his area of expertise and communication techniques.
9	Must be able to acquire basic theoretical and practical knowledge about the field in mathematics, science and basic engineering.
10	It should have the ability to plan the processes / processes of the Automotive Program to meet the expectations of the sector.
11	To be able to design the systems and components related to the field by using technical drawing, computer aided drawing, designing using simulation programs and using various softwares, to be able to make basic sizing calculations, to be able to master professional plans and projects.

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

	L1
P5	2

