

**NEW ZEALAND INSTITUTES OF TECHNOLOGY AND POLYTECHNIC
QUALIFICATIONS IN INFORMATION & COMMUNICATIONS TECHNOLOGY**

PRESCRIPTION: IN600 WEB SITE DEVELOPMENT

AIM OF MODULE:	To provide the student with the skills needed for design and development of World Wide Web and Intranet Sites.
CREDITS:	7
KNOWLEDGE ASSUMED FROM:	IN500 Internet
STUDENT LEARNING HOURS:	70
CONTENT REVISED:	2010
PRESCRIPTION EXPIRY DATE:	November 2013

Level and Assessment Schedule

TOPICS	Highest Skill Level				Suggested Assessment Percentage
	R	C	A	P	
1. Information storage on the WWW		*			5
2. Legal issues		*			5
3. Web page plan and design			*		35
4. Web page construction			*		35
5. Use of images, sound and video			*		10
6. Introduction to web programming			*		10
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					100

LEARNING OUTCOMES

The student will:

- C 1 Explain the requirements for storing information on the WWW.
- C 2 Explain the legal issues involved.
- A 3 Plan and design effective web pages.
- A 4 Construct XHTML and CSS based web pages.
- A 5 Apply the use of images, sound and video effectively on web pages.
- A 6 Apply web programming techniques to create dynamic web pages.

CONTENT

1 INFORMATION STORAGE ON THE WWW

- Client-Server distributed information systems. (e.g. WWW and its variants)
- Integrity of information on the web, comparisons with the print media and the editorial processes of refereeing and peer review.
- Secure transactions, transfer of sensitive details including:
 - logins
 - passwords
 - credit card numbers etc.
- Putting WWW storage in perspective.
- Dealing with current issues concerning the distribution of information via the Internet.

2 LEGAL ISSUES

- Legal issues such as:
 - copyright
 - privacy act
 - libel
 - fair use

3 WEB PAGE PLAN AND DESIGN

- Project proposal/plan, including design, content and layout.
- Web page design issues such as:
 - button bars
 - site maps
 - hierarchical organisation
- Document design and style including ergonomics vs economics & good design concepts/aesthetics, of a single page and a suite of pages.
- http: properties of; header fields; transfer methods; http-ng and emerging technologies.
- Audience identification and modifying design to meet audience needs and perceptions.

4 WEB PAGE CONSTRUCTION USING HTML

- Current markup languages in general. (e.g. HTML, XML, XHTML).
- HTML: frames, tables, forms, layers, scripting and multimedia inclusion.
- HTML authoring forums.
- HTML authoring tools.
- XHTML authoring tools.

5 USE OF IMAGES

- Use of images, common image formats (e.g. gif, jpg, png), image alignment and scaling.
- Use of sound and video.
- Special types of gifs including:
 - transparent
 - interlaced
 - animated gifs
- Image compression issues.
- Image maps.
- Tools for image manipulation.

6 WEB PROGRAMMING

- Scripting.
- Inclusions.
- Other current programming environments such as asp, php, ssi, cgi, java, perl, net.