Course Specification
— (Bachelor)

Course Title: Web Design	
Course Code: CIT 1251	
Program: Bachelor in Information Technology	
Department: Department of Information Technology	
College: Computers and Information Technology	
Institution: University of Tabuk	
Version: 1.0	
Last Revision Date: 27 July 2022	

Table of Contents

A. General information about the course:

1. Course Identification

1. Credit hours:
3 CHrs. (Three-Credit Hours)

2. Course type

A.	☐ University	☐ College	☒ Department	☐ Track	☐ Others
B.	☒ Required			☐ Elective	

3. Level/year at which this course is offered: (Level 4, Year 2)

4. Course general Description:

The course provides a practical introduction to the programming languages used to produce interactive, media-rich web pages. Course topics include an introduction to the web and its history. Then an explanation of the basics of programming web pages using HTML5 , CSS and Java Script. Through which the learner can design, develop, and publish a personal website. At the end of the course, the student is expected to be able to design interactive web pages that work on various types of devices.

5. Pre-requirements for this course (if any):

Introduction to Programming (CSC1103)

6. Co-requisites for this course (if any):

7. Course Main Objective(s):

1- Describe the evolution of the internet and world wide web
2- Applying UI/UX principles for web design.
3- Differentiate among different markup languages
4- Develop a Website using HTML
5- Applying Web formatting technique using CSS and JavaScript.
6- Create an Interactive Web Site using Web Scripting.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	60 H (30 lectures +30 Labs)	100%
2	E-learning		
3	Hybrid ● Traditional classroom ● E-learning		
4	Distance learning		

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	**Lectures**	30 H
2.	**Laboratory/Studio**	30 H
3.	**Field**	0
4.	**Tutorial**	0
5.	**Others (specify)**	0
Total		60 H

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	List the requirements of the web development	K3	- Lectures - Assignments - Lab activities - Discussion - Text Book & Reference	- Midterm - Final Exams. - Projects. - Labs Work.
1.2	Outline the components of website design	K2		
1.3	Write a readable HTML, CSS and JavaScript code	K3		
2.0	**Skills**			

Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
2.1	Write clear, correct, and concise HTML, CSS and JavaScript code	S2	-Lab activities -Individual Exercises -Discussions -Textbook and References	- Midterm - Final Exams. - Projects. - Labs Work.
2.2	Use the modern software development Tools of markup languages	S2		
2.3	Recognize the importance of proper UI/UX Principles, including the use of proper identifiers, comments, and use of whitespace for readability	S3		
2.4	Analyze the requirements of the web design	S3		
2.5	Evaluate and estimate the accuracy of markup elements, attributes and values using free discussions	S2,S3		
3.0	**Values, autonomy, and responsibility**			
3.1	Demonstrate the effectiveness of teamwork vs individual one	V2	- Lab activities - Group Exercises Discussions	- Projects. - Labs Work.
3.2	Evaluate different programming codes for a specific problem.	V2		

C. Course Content

No	List of Topics	Contact Hours
1.	Introduction to the Internet and the Web and Basic Internet Protocol Lab : explanation of web browsers features	4
2.	Introduction to HTML (Introduction - Editors - Basics - Elements – Attributes- Headings- Paragraphs) Lab : implementation for the above topics	4

No		
3.	HTML programming (part 1) (Styles- formatting -Comments- Colors- CSS- Links - images) Lab : implementation for the above topics	4
4.	HTML programming (part 2) (Tables -Lists - Block& inline - Classes – ID) Lab :	4
5.	HTML programming (part 3) (Iframe- FilePaths- Head – Layout- Forms) Lab : implementation for the above topics	4
6.	HTML programming (part 4) (Media(media-video-audio-plugins-youtube)) Lab : implementation for the above topics	4
7.	CSS (part 1) (Introduction- Syntax- Selectors- comments- colors-background) Lab : implementation for the above topics	4
8.	CSS (part 2) (Borders- Margins- Padding- Height/width- Box Model- Text-Fonts) Lab : implementation for the above topics	4
9.	CSS (part 3) (Links-lists- tables—Display-max width- position-Z-index- Overflow- float--- inline block—align) Lab : implementation for the above topics	4
10.	CSS (part 4) (Navigation Bar- Dropdowns-forms- !import) Lab : implementation for the above topics	4
11.	Introduction to UI/UX and Full Stack Web Development Lab : presenting and manipulation of UI/UX tools (ex. color scheme)	4
12.	Introduction to JavaScript (Introduction- output- statements-syntax-comments- Variables-Arithmetic- Assignment- Data Types) Lab : implementation for the above topics	4
13.	JavaScript: Control Statements Lab : implementation for the above topics	4
14.	JavaScript: Functions, Arrays, and Events Lab : implementation for the above topics	4
15.	JS HTML DOM Lab : implementation for the above topics	4
Total		**60**

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Labs work, 10 labs distributed during the semester	1,2,3,4,5,7,8,9 ,10,12	20%

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
2.	Midterm Exam.	6, 11	20%
3.	Team project	14	20%
4.	Final Exam	17	40%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	HTML and CSS QuickStart Guide: The Simplified Beginners Guide to Developing a Strong Coding Foundation, Building Responsive Websites, and Mastering ... Web Design (QuickStart Guides™ - Technology) ISBN-13 978-1636100005 HTML and CSS: Design and Build Websites ISBN-13 978-1118008188
Supportive References	HTML, CSS, and JavaScript All in One: Covering HTML5, CSS3, and ES6, Sams Teach Yourself 3rd Edition ISBN-13 978-0672338083
Electronic Materials	https://htmlandcssbook.com/ https://www.w3schools.com/ https://javascriptbook.com/
Other Learning Materials	Responsive Web Design with HTML5 and CSS: Build future-proof responsive websites using the latest HTML5 and CSS techniques, 4th Edition ISBN-13. 978-1803242712

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Lecture room of each section to accommodate 25 students
Technology equipment (projector, smart board, software)	Projectors, data show, white board, etc. Computer for each student in the Lab
Other equipment (depending on the nature of the specialty)	Lab equipped with a PC devices (25 PC) Software: Visual Studio code Or Note pad ++

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Teaching	Faculty, Program Leaders, and Advisory Board	Both Direct and Indirect

Assessment Areas/Issues	Assessor	Assessment Methods
	Students	Indirect
Effectiveness of Students Assessment	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Both Direct and Indirect
Quality of Learning Resources	Faculty, Students, and Advisory Board	Indirect
The Extent to which CLOs have been Achieved	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Direct (as in section B) and Indirect/Surveys
	Students	Indirect
Other	-	-

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	
REFERENCE NO.	
DATE	