DEGREE CURRICULUM

WEB AND INTERACTION

Coordination: PASCUAL ALMENARA, AFRA MARÍA

Academic year 2020-21

WEB AND INTERACTION 2020-21

Subject's general information

<table>
<tr><td>Subject name</td><td>WEB AND INTERACTION</td></tr>
<tr><td>Code</td><td>102183</td></tr>
<tr><td>Semester</td><td>1st Q(SEMESTER) CONTINUED EVALUATION</td></tr>
<tr><td>Typology</td><td>
<table>
<tr><th>Degree</th><th>Course</th><th>Character</th><th>Modality</th></tr>
<tr><td>Bachelor's Degree in Design and Creative Tecnologies</td><td>2</td><td>COMPULSORY</td><td>Attendance-based</td></tr>
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</td></tr>
<tr><td>Course number of credits (ECTS)</td><td>6</td></tr>
<tr><td>Type of activity, credits, and groups</td><td>
<table>
<tr><th>Activity type</th><td>PRALAB</td><td>TEORIA</td></tr>
<tr><th>Number of credits</th><td>3</td><td>3</td></tr>
<tr><th>Number of groups</th><td>2</td><td>1</td></tr>
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</td></tr>
<tr><td>Coordination</td><td>PASCUAL ALMENARA, AFRA MARÍA</td></tr>
<tr><td>Department</td><td>COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING</td></tr>
<tr><td>Teaching load distribution between lectures and independent student work</td><td>During the course master classes will be combined with the practical classes. In the first, the students will acquire the theoretical competences that will be applied later to practical classes.
It will have an exercise on the forum, two practices and two exams.
The student will do the autonomous work in non-attendance hours.</td></tr>
<tr><td>Important information on data processing</td><td>Consult this link for more information.</td></tr>
<tr><td>Language</td><td>Spanish and catalan</td></tr>
<tr><td>Distribution of credits</td><td>1 credit is equivalent to 25 hours of student work
6 credits are 150 hours</td></tr>
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WEB AND INTERACTION 2020-21

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
PASCUAL ALMENARA, AFRA MARÍA	afra.pascual@udl.cat	9	Send an email

Learning objectives

The objectives of the course are:

- Knowledge of web standards and web content.
- Ensure the correct application of rules and standards.
- Know the markup languages and the existing technologies to manipulate them.
- Design and application of products, services and multi-platform information systems.
- Design and application of user interaction mechanisms.
- Know how to use web analytics tools.

Competences

Basic and transversal competences:

- CB3. That students have the ability to collect and interpret relevant data (usually within their area of study) to make judgments that include a reflection on relevant issues of a social, scientific or ethical nature
- CT3. Acquire a significant proficiency in the use of the new technologies and in the Information and Communication Technologies. (ICT)

General competences:

- CG1. Skill to create and develop answers to problems of communication for the different digital contents.
- CG4. Apply the concepts and own methods of the digital technologies.
- CG5. Ability to design and evaluate systems that guarantee accessibility and usability.
- CG7. Capacity for analysis and development of digital technologies for the visualization of information.

Specific competences:

- CE8. Capacity for the creation and exploitation of virtual worlds, and for the creation, management and distribution of multimedia content.
- CE9. Know the methodologies, programs, techniques, standards and standards, and be able to use the knowledge base acquired with specific elements of web development.

Subject contents

T1. DYNAMIC WEB

1.1. Introduction dynamic web

1.2. Structure of dynamic web

1.3. Rules and standards

1.4. Technologies and frameworks of dynamic web

T2. DESIGN IN DYNAMIC WEB

2.1. Design Responsive. Introduction

2.2. Elements of template HTML

2.3. Elements Responsive design

2.4. Frameworks

T3. INTERACIONS IN DYNAMIC WEB

3.1. General concepts

3.2. JavaScript concepts

3.3. Frameworks concepts

3.4. Frameworks concepts

T4. DATA IN DYNAMIC WEB

4.1. Data access

4.2. Use of data in dynamic web

4.3. Analyze web data

Methodology

Students are expected to attend classes regularly, to do the exercises and to contribute with their answers, doubts, opinions, etc. to the development of the classes.

All students are expected to attend to 2 hours classes with the whole group and 2 hours with split group.

The sessions with split group will be carried out in the laboratory.

Whole group: Theory and Problems Classes (3 credits)

- Theoretical part: supported classes with digital information and/or with notes.
- Practical application part: work of application of concepts more practical.

Split groups: Laboratory Classes (3 credits)

- Conducted Classes and personalized monitoring for practical groups.

Development plan

Week	Description	Activity GG Theory	Activity GM Practice
1	T1. Dynamic web	Dynamic web. Introduction (1.1 i 1.2)	Work tools configuration
2	T1. Dynamic web		Web page structure (I)
3	T1. Dynamic web	Dynamic web. Rules and standards (1.3 i 1.4)	Web page structure (II)

4	T2. Design in dynamic web		Responsive elements (I)
5	T2. Design in dynamic web	Design dynamic web (2.1 i 2.2)	Responsive elements (II)
6	T2. Design in dynamic web	Design dynamic web (2.3)	Responsive elements (III)
7	T2. Design in dynamic web	Design dynamic web (2.4)	Frameworks (I)
8	T2. Design in dynamic web	Design dynamic web (2.4)	Frameworks (II)
9	Partial Exam	Partial Exam	Delivery Pr 1
10	T3. Interactions in dynamic web	General concepts and JavaScript concepts (3.1 i 3.2)	Interactive components (I)
11	T3. Interactions in dynamic web	Framework JS concepts (3.3)	Interactive components (II)
12	T3. Interactions in dynamic web		Interactive components (III)
13	T3. Interactions in dynamic web	Framework JS concepts (3.4)	Interactive components (IV)
14	T4. Data in dynamic web	Data access and use of data in dynamic web (4.1 i 4.2)	
14bis	T4. Data in dynamic web		Usage and examples of data
15	T4. Data in dynamic web	Analyze web data (4.3)	Analyze web data
16	Partial Exam		
17	Partial Exam	Partial Exam	Delivery Pr 2
18	Tutorships		
19	Resitting exam	Resitting exam	

Evaluation

Acronym	Activities of Evaluation	Grade %	Minimum note	In grup	Compulsory	Recoverable
F1	Guest session	10%	No	No	Si	No
Ex1	1st exam	25%	4	No	Si	Yes
Pr1	Practice 1	20%	No	4	Si	No
Ex2	2nd exam	25%	4	No	Si	Yes
Pr2	Practice 2	20%	No	4	Si	No

Participation in the forum will be awarded according to the quality and quantity of entries up to 1 point on the final grade.

FINAL_NOTE = 0,10*F1 + 0,25*Ex1 + 0,20*Pr1 + 0,25*Ex2 + 0,20*Pr2

To pass the subject the FINAL_NOTE must be equal or greater than 5.

If the student don`t pass the course, they can do a recovery exam.

Bibliography

- https://developer.mozilla.org/en-US/docs/Learn/Getting_started_with_the_web
- https://www.w3.org/
- https://www.w3schools.com/