Universitat de Lleida

DEGREE CURRICULUM
WEB DESIGN

Coordination: PASCUAL ALMENARA, AFRA MARÍA

Academic year 2020-21

Subject's general information

Subject name	WEB DESIGN
Code	102184
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION

Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Design and Creative Tecnologies	2	COMPULSORY	Attendance-based

Course number of credits (ECTS)	6

Type of activity, credits, and groups	Activity type	PRALAB	TEORIA
	Number of credits	3	3
	Number of groups	2	1

Coordination	PASCUAL ALMENARA, AFRA MARÍA
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING
Teaching load distribution between lectures and independent student work	1 credit is equivalent to 25 hours of student work 6 credits are 150 hours
Important information on data processing	Consult this link for more information.
Language	Catalan and spanish
Distribution of credits	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. The student will do the autonomous work in non-attendance hours.

WEB DESIGN 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

- Be able to organize content and plan user interaction taking into account the diversity existing on the final platforms.
- Develop web content keeping usability and accessibility in mind.
- Correctly materialize web design on a production platform.
- Know how to evaluate and analyze the use and impact of the developed web platform.

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. User Experience (UX) principles of web desing

1.1. Usability concepts

1.2. Accessibility concepts

T2. Evaluation of UX

2.1. Usability evaluation

2.2. Accessibility evaluation

2.3. Result reports

T3. Interface design of UX

3.1. Design of usable interface elements

3.2. Design of accessible interface elements

T4. Interaction design of UX

4.1. Design of usable interactions

4.2. Design of accessible interactions

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 3 hours classes with the whole group and 3 hours with split group.

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

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 personalised monitoring for practical groups.

Development plan

Week	Description	Activity GG Theory	Activity GM Practice
1	T1. Principles u+a 15-21/02/2021	Usability and UX concepts (1.1)	Observation of usability and UX
2	22-28/02/2021		
3	T1. Principles u+a 01-07/03/2021	Accessibility concepts (1.2)	Observation of accessibility
4	08-14/03/2021		
5	T2. Evaluation of u+a designs 15-21/03/2021	Usability evaluation (2.1) Guest conference	
6	T2. Evaluation of u+a designs 22-28/03/2021	Accessibility evaluation (2.2)	Usability evaluation Accessibility evaluation
	Holy week		
7	05-11/04/2021		
8	T2. Evaluation of u+a designs 12-18/04/2021	Result reports u+a (2.3)	Result reports u+a

9	Partial Exam 19-25/04/2021	Delivery Pr1	
10	T3. Interface design of u+a 26/04/2021 – 02/05/2021	Design of usable interface elements (3.1) Design of accessible interface elements (3.2)	Usable interface elements
11	03-09/05/2021		
12	T3. Interface design of u+a 10-16/05/2021		Accessible interface elements
13	T4. Interaction design of u+a 17-23/05/2021	Design of usable interactions (4.1)	Interaction usable elements
14	T4. Interaction design of u+a 24-30/05/2021	Design of accessibility interactions (4.2)	Interaction accessibility elements
15	31/05/2021-6/06/2021		
16	Partial Exam 07-13/06/2021	Exam	Delivery Pr 2
17	Partial Exam 14-20/06/2021		
18	Tutorships 21-25/06/2021		
19	Resisting exam 28/06/2021 – 02/06/2021	Resisting exam	

Evaluation

Acronym	Type	Activities of Evaluation	Grade %	Minimum note	In grup	Compulsory	Recoverable
S1	IN	Guest session	10%	No	No	Si	No
A1	IN	Activity1	10%	4	No	Si	No
A2	IN	Activity2	10%	4	No	Si	No
P1	GR	Practice 1	20%	No	4	Si	Si
P2	GR	Practice 2	40%	No	4	Si	Si
E1	IN	exam	10%	4	No	Si	Si

IN: Individual - GR: Group

ALL activities, guest session, practice and exam are MANDATORY.

Minimum grade to pass the course FINAL NOTE = 5

It will be necessary to recover each practice whose grade is lower than 4

The activities that are recovered do not get the same grade (they are penalized by 20%)

FINAL_NOTE = 0,10*S1+ 0,10*A1+ 0,10*A2 + 0,20 * P1 + 0,40 *P2 + 0,10 * E1

Bibliography

Webgrafia:

- W3C: https://www.w3c.es