



Universitat de Lleida

DEGREE CURRICULUM

WEB DESIGN

Coordination: PASCUAL ALMENARA, AFRA MARIA

Academic year 2023-24

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 Digital Design and Creative Tehcnologies	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 MARIA			
Department	COMPUTER ENGINEERING AND DIGITAL DESIGN			
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.			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
PASCUAL ALMENARA, AFRA MARIA	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.

Transversal Competences

- CT3. Acquire skills in the use of new technologies and information and communication technologies.
- TC6. Apply the gender perspective to the tasks inherent to the professional field.

Subject contents

T1. User Experience (UX) principles of web desing

- 1.1. Web design introduction
- 1.2. Usability concepts
- 1.3. 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
- 3.3. Designing usable and accessible interfaces

T4. Interaction design of UX

- 4.1. Design of usable interactions
- 4.2. Design of accessible interactions
- 4.3. Design of u+a 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 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 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 UX	Design web introduction (1.1)	Web Design Observation
2	T1. Principles UX	Accessibility concepts (1.2)	Observation of usability
3	T1. Principles UX	Usability concepts (1.3)	Observation of usability
4	T2. Evaluation of UX designs	Usability evaluation (2.1)	Usability evaluation
5	T2. Evaluation of UX designs	Accessibility evaluation (2.2)	Accessibility evaluation
6	T2. Evaluation of UX designs	Result reports u+a (2.3)	Result reports u+a
7	T2. Evaluation of UX designs	Result reports u+a (2.3)	Student Party

	Holly week	Holly week	Holly week
8	T2. Evaluation of UX designs	Holly week	Result reports u+a
9	Partial Exam		
10	T3. Interface design of UX	Design of usability interface elements (3.1)	Usable interface elements
11	T3. Interface design of UX	Design of accessible interface elements (3.2)	--
12	T4. Interaction design UX	Design of usable and accessible interfaces (3.3)	Interface accessible elements
13	T4. Interaction design UX	Design of usable interactions (4.1)	Interaction usable elements
14	T4. Interaction design UX	Design of accessible interactions (4.2)	Interaction accessibility elements
15	T4. Interaction design UX	Design of u+a interactions (4.3)	Interaction u+a
16	Partial Exam		
17	Partial Exam		
18	Tutorships		
19	Resisting exam		
20	Resisting exam		

Evaluation

CONTINUOUS ASSESSMENT:

Acronym	Type	Activities of Evaluation	Grade %	Minimum note	Compulsory	Recoverable
S1	IN	Guest session	10%	No	Yes	No
Pr1	GR	Practice 1	25%	4	Yes	Yes
Pr2	GR	Practice 2	30%	4	Yes	Yes
Ex1	IN	exam	30%	5	Yes	Yes
Ent	IN/GR	Deliverables	5%	No	No	No

IN: Individual - GR: Group

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

Minimum grade to pass the course FINAL NOTE ≥ 5

In order to pass the course, it is necessary to obtain a minimum mark of 4 in the practice that have a weight of 30%

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

Activities submitted after the deadline will be subject to a 30% penalty.

$FINAL_GRADE = 0,10 \cdot S1 + 0,25 \cdot Pr1 + 0,30 \cdot Pr2 + 0,30 \cdot Ex1 + 0,05 \cdot Ent$

In order to pass the course, the FINAL_GRADE must be greater than or equal to 5 and all the compulsory activities must be handed in.

ALTERNATIVE ASSESSMENT:

Where justified, an alternative assessment is possible.

Acronym	Type	Activities of Evaluation	Grade %	Minimum note	Compulsory	Recoverable
Pr1	GR	Practice1	25%	No	Yes	Yes
Pr2	GR	Practice2	30%	4	Yes	Yes
Ex	IN	Exam	45%	5	Yes	Yes

IN: Individual - GR: Group

Practicals and exams are MANDATORY.

Minimum mark to pass the course FINAL mark ≥ 5

Those who take the alternative assessment will take a complete assessment of the subject in a single exam in the period of part 2.

The compulsory practicals must be handed in before the final exam.

If the practicals and/or exam are not passed, it is possible to re-sit them, as well as to take a make-up exam, in the make-up week.

$$\text{FINAL_GRADE} = 0,25 \cdot \text{Pr1} + 0,30 \cdot \text{Pr2} + 0,45 \cdot \text{Ex}$$

In order to pass the course, the FINAL_GRADE must be greater than or equal to 5 and all the compulsory activities must be handed in and passed.

Bibliography

Webography:

- W3C: <https://www.w3c.es>
- Modelo de Proceso de la Ingeniería de la usabilidad y de la accesibilidad (MPIu+a). <https://mpiua.invid.udl.cat>

Bibliography

- A web for everyone. Sarah Horton. Rosenfield
- Designing With Web Standards. Jeffrey Zeldman
- Atomic design. Brad Frost