# syllabus

### 1. Information regarding the programme

1.1 Higher education institution	Babeş-Bolyai University
1.2 Faculty	<b>Faculty of Mathematics and Computer Science</b>
1.3 Department	<b>Department of Computer Science</b>
1.4 Field of study	Computer Science
1.5 Study cycle	Master
1.6 Study programme /	Sisteme informatice avansate - limba germană și engleză
Qualification	Sisteme mioi matice avansate - mioa germana și engleza

# 2. Information regarding the discipline

3.9 Number of ECTS credits

2.1 Name of the discipline (en) (ro)	Adaptive Web Design Web design adaptiv						
2.2 Course coordinator	Assoc. Prof. PhD. Sanda-Maria Avram						
2.3 Seminar coordinator	As	Assoc. Prof. PhD. Sanda-Maria Avram					
2.4. Year of study	1	2.5 Semester	2	2.6. Type of evaluation	E	2.7 Type of discipline	DS
2.8 Code of the discipline	•	MME8120					

### **3. Total estimated time** (hours/semester of didactic activities)

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3.1 Hours per week	3	Of which: 3.2 course	2	3.3 seminar/ laboratory	1
3.4 Total hours in the curriculum	36	Of which: 3.5 course	24	3.6 seminar/ laboratory	12
Time allotment:					hours
Learning using manual, course	suppo	ort, bibliography, course no	otes		39
Additional documentation (in libraries, on electronic platforms, field documentation)					30
Preparation for seminars/labs, homework, papers, portfolios and essays					50
Tutorship					8
Evaluations					12
Other activities:					
3.7 Total individual study hours	S		139		
3.8 Total hours per semester			175		

### **4. Prerequisites** (if necessary)

4.1. curriculum	
4.2. competencies	• Basic programming skills in web client-side technologies (HTML, CSS, JavaScript)

### **5. Conditions** (if necessary)

5.1. for the course	A lecture class with video projector
5.2. for the seminar /lab activities	• Laboratory with computers connected to the Internet; web servers for hosting websites.

### 6. Specific competencies acquired

	Knowledge, understanding and use of basic concepts of theoretical Computer Science
Professional competencies	Ability to work independently and/or in a team in order to solve problems in defined professional contexts.
	Abilities to develop and maintain software systems
Transversal	<ul> <li>Knowledge, understanding of web standards (HTML and CSS)</li> <li>Ability to design optimal websites.</li> </ul>
competencies	• Developing website evaluation and validation skills so that the
	developed sites to comply with the standards, be responsive and perform better for search engines and accessibility

# 7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul> <li>Learning, understanding and applying the web standards (HTML and CSS).</li> <li>Developing website creation, evaluation and validation skills so that the developed sites to comply with the standards, be responsive (i.e., adapt to any device: telephone, tablet, netbook, laptop, desktop or TV) and perform better for search engines and accessibility.</li> </ul>
	perform better for search engines and accessibility.

	Using HTML for structure and CSS for presentation		
	Acquire knowledge about the web site development process		
	Evaluating and Optimizing a website		
	• Developing skills to use the most advanced web design skills such as:		
7.2 Specific	<ul> <li>Using preprocessors like SASS or LESS</li> </ul>		
7.2 Specific objective of the	<ul> <li>Using object oriented CSS (OOCSS)</li> </ul>		
discipline	<ul> <li>Using the block-element-model (BEM)</li> </ul>		
	<ul> <li>Using web fonts and knowing the typography elements</li> </ul>		
	<ul> <li>Using the golden ratio and the color theory in web design</li> </ul>		
	<ul> <li>Create responsive web sites that can adapt to any device</li> </ul>		
	<ul> <li>Use the progressive enhancement process</li> </ul>		
	<ul> <li>Accessibility (create sites for everyone)</li> </ul>		

# 8. Content

8.1 Course	Teaching methods	Remarks
1-3 Understanding the standards • HTML from HMTL 2.0 to HTML 5 • CSS from CSS 1.0 to CSS 3 • HTML Markup for structure • CSS for presentation	Interactive exposure • Explanation • Conversation • Didactical demonstration	This lecture is held during the second semester of the final year of bachelor study and therefore there are only 12 weeks/lectures
4-9 The site development process; · Planning and site definition · Interface design · Site design · Page design · Typography · Graphics · Multimedia · Tracking, evaluation and maintenance	Interactive exposure • Explanation • Conversation • Didactical demonstration	Here, students will learn about responsive design and progressive enhancement, accessibility and the most innovative web development techniques like OOCSS, SAMCS, BEM, pre-processors, minification and mixins. They also find out about useful existing instruments like resets, grids and frameworks.
10-14 Web site optimization · Speed optimization · Search engine optimization · Web analytics	Interactive exposure • Explanation • Conversation • Didactical demonstration	Here students will find out about code quality, best practices, validation and evaluation instruments used for optimization.

### Bibliography

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- 2. **Gardner, L.D.,** Jason Grigsby, Head First Mobile Web, O'Reilly Media, 2011
- 3. **Gustafson, A.,** Adaptive Web Design. Crafting Rich Experiences with Progressive Enhancement, Easy Readers, ISBN: 978-0-9835895-2-5, 2011, <a href="http://kammerkunst.de/data/AdaptiveWeb-Design.pdf">http://kammerkunst.de/data/AdaptiveWeb-Design.pdf</a>
- 4. **Krug, S.,** Don't Make Me Think. A Common Sense Approach to Web Usability, New Riders, 2nd Edition, ISBN: 0-321-34475-8, 2006, <a href="http://web-profile.com.ua/wp-content/uploads/stevekrug-dont-make-me-think-second-edition.pdf">http://web-profile.com.ua/wp-content/uploads/stevekrug-dont-make-me-think-second-edition.pdf</a>
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- Lynch, P.J., Horton, S., Web Style Guide: Basic Design Principles for Creating Web Sites, Yale University Press, 3rd edition, ISBN-13: 978-0300137378, 2009, <a href="http://www.webstyleguide.com">http://www.webstyleguide.com</a>
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- 8. **Purewal, S.,** Learning Web App Development, O'Reilly Media, USA, 2014.
- 9. **Robbins J.N.,** Learning Web Design: A Beginner's Guide to HTML, CSS JavaScript, and Web Graphics, 4th Edition, O'Reilly Media, USA, 2012.
- 10. **Sebesta, R.W.,** Programming the World Wide Web, 7<sup>th</sup> Edition, Pearson Education Limited, USA, 2014.
- 11. **Warren, T.,** ASP.NET For Beginners: The Simple Guide to Learning ASP.NET Web Programming FAST!, 2015.
- 12. **Watrall, E., Siarto, J.,** Head First Web Design, O'Reilly Media, ISBN: 978-0-596-52030-4, 2008, <a href="http://it-ebooks.info/book/378/">http://it-ebooks.info/book/378/</a>

13. https://www.w3.org/standards/webdesign/

8.2 Seminar / laboratory	Teaching methods	Remarks
1. Analyzing a website	Explanation, dialogue, case studies	The seminar is structured as 2 hours classes every second week.
1. Develop a simple site	Dialogue, debate, case studies, examples, proofs	
1. Complying with the standards; HTML and CSS validation	Dialogue, debate, case studies, examples, proofs	
1. Building the optimal structure for a specified type of site; building the optimal layout	Dialogue, debate, case studies, examples, proofs	
1. Typography, graphics and multimedia	Dialogue, debate, case studies, examples, proofs	
1. Evaluating the site; structure, elements, speed and accessibility; improve site as result of the evaluation	Dialogue, debate, case studies, examples, proofs	

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- 1. **Gustafson, A.,** Adaptive Web Design. Crafting Rich Experiences with Progressive Enhancement, Easy Readers, ISBN: 978-0-9835895-2-5, 2011, <a href="http://kammerkunst.de/data/AdaptiveWeb-Design.pdf">http://kammerkunst.de/data/AdaptiveWeb-Design.pdf</a>
- 2. **Krug, S.,** Don't Make Me Think. A Common Sense Approach to Web Usability, New Riders, 2nd Edition, ISBN: 0-321-34475-8, 2006, <a href="http://web-profile.com.ua/wp-content/uploads/stevekrug-dont-make-me-think-second-edition.pdf">http://web-profile.com.ua/wp-content/uploads/stevekrug-dont-make-me-think-second-edition.pdf</a>
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- 5. https://www.w3.org/standards/webdesign/

# 9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course addresses a relatively new domain that is rising in recent years (from 2008) and enjoys increasing interest from the scientific community and industry.
- The course is reflected in the curricula of other universities, with similar syllabus. At the same time the content presented in the course is discussed in the literature.
- The content of the course is considered by the software companies as important for average programming skills

#### 10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	- know the basic principle of the domain; - apply the course concepts - problem solving	Project presentation	60 %
10.5 Seminar/lab activities	- be able to implement with the standards; a small project that proves HTML and CSS correct usage.	Practical examination - documentation -portfolio - continuous observations	20 %

Developing a personal project: creating a website or a web page structure on a certain theme that complies with the HTML and CSS standards and applies the concepts presented during the course.	Early stages of the final project	20 %
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# 10.6 Minimum performance standards

• In order to successfully pass this class, the project presentation and the final mark must be at least 5.

Date	Signature of course coordinator	Signature of seminar coordinator	
06.05.2019	Assoc.Prof.PhD. Sanda-Maria Avran	Assoc.Prof.PhD. Sanda-Maria	Avram
Date of approval		Signature of the head of department	
		Univ Prof PhD Anca And	reica