



**Jordan University of Science and Technology**  
**Faculty of Architecture And Design**  
**Design And Visual Communication Department**

DV343 Web Design Development

First Semester 2024-2025

**Course Catalog**

3 Credit Hours. By the end of this course, you will be comfortable creating, coding and posting basic HTML and CSS files to the Internet. Equipped with a historical understanding of the web's evolution and key industry-standard design guidelines to ensure strong online presentation, you will have a foundational knowledge of website creation and apply it to the planning, design and development of your own web page over the course of the semester. Critical thinking will be encouraged through your class interactions projects, and online postings.

**Teaching Method:** On Campus

**Text Book**

<b>Title</b>	Web design that works: secrets for successful Web design
<b>Author(s)</b>	Baggerman, Lisa
<b>Edition</b>	1st Edition
<b>Short Name</b>	Ref 1
<b>Other Information</b>	Publication: Rockport, Gloucester, Mass: 2001

**Course References**

Short name	Book name	Author(s)	Edition	Other Information
Ref #2	Modular Design Frameworks a Projects-based Guide for UI/UX Designers	Cabrera, James	1st Edition	
Ref #3	HTML5 mobile development cookbook over 60 recipes for building fast, responsive HTML5 mobile websites for iPhone 5, Android, Windows Phone, and Blackberry	Shi, Chuan	1st Edition	Publication: Packt Pub., Birmingham, U.K.: 2012.

**Instructor**

Name	<b>Mr. SAMER SHATNAWI</b>
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Office Location	-
Office Hours	
Email	sashatnawi@just.edu.jo

<b>Class Schedule &amp; Room</b>
<p>Section 1: Lecture Time: Sun, Tue : 08:30 - 11:30 Room: DRNHALL(H1)</p> <p>Section 2: Lecture Time: Mon, Wed : 08:30 - 11:30 Room: DRNHALL(A)</p> <p>Section 3: Lecture Time: Sun, Tue : 11:30 - 14:30 Room: LAB</p> <p>Section 4: Lecture Time: Mon, Wed : 11:30 - 14:30 Room: LAB</p>

<b>Prerequisites</b>		
<b>Line Number</b>	<b>Course Name</b>	<b>Prerequisite Type</b>
2232410	DV241 Computer Graphics And Illustration	Prerequisite / Study

<b>Tentative List of Topics Covered</b>		
<b>Weeks</b>	<b>Topic</b>	<b>References</b>
Week 1	Working with concepts and ideas	
Week 2	Responsive Web Designing	
Week 3	User Experience Design Overview	
Week 4	Project definition	
Week 5	Concept developments	
Week 6	How the App/Website Works	
Week 7	Introduction to Web Graphics	
Week 8	Links and site structure	
Week 9	Layout design	
Week 10	Site developments	
Week 11	Information architecture	
Week 12	Testing Usability	

Week 13	Web Hosting Basics	
Week 14	- Defining Name Servers 1 - Design: Page Layouts, Review, and Approval Cycle	

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Create a fully functioning website and mobile app concept	20%	
Be familiar with different web design theories and understand web terminology	10%	
Design and develop a Web site and mobile apps using text, images, links, lists, and tables for navigation and layout	20%	
Learn how to use graphics in Web design.	30%	
Be able to read and understand basic HTML and CSS code.	20%	

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

Policy	
Attendance	Attendance is obligatory; the allowable absence is 20% of the contact time.
Cheating	Cheating is not tolerated and against the university rules. Cheating will result in failing the course and reporting the incident to the dean of the College of Architecture and Design
Submission	<p>All work must be submitted on time.</p> <p>Late submissions will not be accepted and will not be evaluated.</p> <p>All assignments should be individually developed. There will be no "team" assignments.</p> <p>Assignments are normally to be submitted before the next course assignment starts.</p> <p>Each assignment builds on the previous one, so in case of not submitting an assignment on time, it will be the student's responsibility to catch up and finish the upgraded assignment to continue for the new assignment.</p>

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