



University/Academy: Arab Academy for Science, Technology & Maritime Transport
Faculty/Institute: College of Engineering & Technology
Program: B.Sc. Architectural Engineering and Environmental Design

Form no. (12): Course Specification

1- Course Data

Course Code: AR 427	Course Title: Introduction to Web Design	Academic Year/Level: 4 th year 7 th semester
Specialization: Architecture	No. of Instructional Units Credit 2 Lecture 1 Tutorial 3	Prerequisite AR326

2- Course Aim

Multimedia is expected to be the form of architectural presentation used in the future. This course provides hands on experience to students seeking the use of advanced multimedia techniques to produce a simple and enhancing website. Student will develop their skills and apply new skills in multimedia production. They will study how to design their website, story boarding, creating and making flash intros and flash site, special effects. Students will work with different multimedia packages and study how to put them altogether.

The course aims to:

- Enhance the student's knowledge of websites.
- Enhance the student's practical skills to design websites with simple animation or CD application.
- Assist the student to interact with Information Communication Technology (ICT) skills.

3- Intended Learning Outcomes

a- Knowledge and Understanding	Through knowledge and understanding, students will be able to: <ul style="list-style-type: none"> • Define website design. • Describe some computer programs that help in web design field.
b- Intellectual Skills	Through intellectual skills, students will be able to: <ul style="list-style-type: none"> • Apply how to design website and story boarding. • Create flash intros and flash site, special effects and final output to CD in form of a complete website or CD application • Integrate between different multimedia packages.
c- Professional Skills	Through professional and practical skills, students will be able to: <ul style="list-style-type: none"> • Produce simple and enhancing website. • Create new ideas and design solutions.
d- General Skills	Through general and transferable skills, students will be able to: <ul style="list-style-type: none"> • Independently seek knowledge, set aims, targets, objectives and plan to meet them with a deadline (time management). • Listen and critically respond to the views of others. • Transfer techniques and solutions from one field of architecture to another.

4- Course Content

- Week No.1** An introduction to website design, view examples and analyze criteria.
- Week No.2** Introduction to 2D animation techniques for website.
Introduction to macromedia flash software interface and project selection.
- Week No.3** Drawing tools in Macromedia Flash, creating graphic symbol.
- Week No.4** Create movie clip symbols and create button symbol.
- Week No.5** Learn simple actions.
- Week No.6** Learn some techniques and tricks in macromedia flash.
Learn tips and tricks in Adobe Photoshop and Image Ready CS for designing a webpage.
- Week No.7** Continuation of the previous lecture and evaluation.
- Week No.8** Introduction to Microsoft FrontPage 2003 software interface.
Using Website template.
Page options and editing hyperlinks.
- Week No.9** Insert flash animation in FrontPage.
Insert bookmark and marquee tool.
Insert photo gallery.
- Week No.10** Layout tables and cells.
Using adobe Image Ready for creating table and cells.
Using layer options.
- Week No.11** Using webpage templates.
Using Frame pages.
Using link to frames.
- Week No.12** Continuation of the previous lecture and evaluation.
- Week No.13** Using forms and form validation and form field property.
Using table of contents.
Using the search option.
- Week No.14** Revision and projects review.
- Week No.15** Presentation of projects.

5- Teaching and Learning Methods

The course comprises a combination of:
Lectures, class activities, discussion sessions, and practical training.

6-Teaching and Learning Methods for Students with Special Needs

- Consulting with lecturer during office hours.
- Consulting with teaching assistant during office hours.
- Private sessions for redelivering the lecture contents.
- For handicapped accessibility, please refer to program specification.

7- Student Assessment

Students must present three projects per semester. This consists of a first project to be submitted in the 7th week, the second project to be submitted in the 11th week and the last one to be submitted in the final exam week.

Asses No.	Procedures used		Start Week No.	Subm. Week No.	Weighting of Asses.
	Type	To assess			
1	Practical exam..	Knowledge and understanding Practical skills	3	3	5%
2	Project.	All skills	3	7	10%
3	Practical exam..	Knowledge and intellectual skills Practical skills	7	7	15%
4	One week project.	All skills.	9	10	5%
5	Project.	All skills	11	11	15%
6	Practical exam..	Knowledge and intellectual skills Practical skills	12	12	10%
7	Project.	All skills.	13	15	10%
8	Practical exam..	Knowledge and intellectual skills Practical skills	16	16	30%
Total					100%

8- List of References:

a- Course Notes	Notes are handed out to students at weekly intervals.
b- Required Books (Textbooks)	N/A
c- Recommended Books	<ul style="list-style-type: none"> • ABOUAF, Jeffre, <i>Inside 3D Studio Max 3</i>, Indianapolis, Indiana, 2000. • BAUMGARDT, Michael, <i>Adobe Photoshop 7, Web Design: With Golive 6</i>, Peachpit Press, Berkeley, 2003. • HUBBELL, Jeremy, <i>Inside 3D Studio Viz 3</i>, New Riders Publishing, Indianapolis, IN., 2000. • Macromedia Flash 8 @work: Projects and Techniques to Get the Job Done (@Work) (Paperback) Sams - February 3 - 2006.
d- Periodicals, Web Sites, etc.	Microsoft Office FrontPage 2003 Quicksteps (Quicksteps) - McGraw-Hill Osborne Media (September 12 - 2004)..