



## COURSE SYLLABUS

# Web Design Project, 7.5 credits

*Projekt inom webbdesign, 7,5 högskolepoäng*

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<b>Course Code:</b> TWDK15	<b>Education Cycle:</b> First-cycle level
<b>Confirmed by:</b> Dean Mar 1, 2024	<b>Disciplinary domain:</b> Technology
<b>Valid From:</b> Jan 1, 2025	<b>Subject group:</b> DT1
<b>Version:</b> 1	<b>Specialised in:</b> GIF
	<b>Main field of study:</b> Informatics

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### Intended Learning Outcomes (ILO)

After a successful course, the student shall

Knowledge and understanding

- demonstrate comprehension of how traditional design principles can be used within the context of digital interactive media

Skills and abilities

- demonstrate the ability to create graphics and visual elements for web design and user interfaces with regard taken to accepted conventions of modern web design
- demonstrate the ability to plan and create wireframes, prototypes, and sketches for web design and user interfaces based on user-research
- demonstrate skills to plan and organize a team project using standard project management methods in software development
- demonstrate skills of developing modern front-end web applications using standard software tools and languages like HTML, CSS, and JavaScript

Judgement and approach

- demonstrate the ability to evaluate a finished product from a user experience, technological, and graphic design perspective
- demonstrate the ability to suggest a user interface that is accessible and useable, and to motivate why.

### Contents

In this course you will learn how to manage a project and build a web application from start to finish, and how to effectively collaborate in teams. You will start by conducting user research, conceptualize, and design the web application, before you implement it using HTML, CSS, and JavaScript.

The course includes the following elements:

- Plan and carry out a web application project using standard project management methods

- Learn how to manage your time individually and as a group
- Learn about team management and how to solve challenges during the teamwork
- Conduct user research, and define target groups and user needs
- Research and analyze competitors
- Create a concept and visualize it using wireframes and prototypes following modern conventions in web design
- Create and use a design system
- Document the process and decisions made
- Create a web application using modern software tools like Git and languages like HTML, CSS, and JavaScript

### **Type of instruction**

Lectures, seminars, and project work

The teaching is conducted in English.

### **Prerequisites**

General entry requirements and taken course Fundamentals of Graphic Design 7.5 credits, User Experience Design 7.5 credits, Foundations of Programming 7.5 credits, and Front-End Fundamentals 7.5 credits (or the equivalent).

### **Examination and grades**

The course is graded 5,4,3 or Fail.

Registration of examination:

Name of the Test	Value	Grading
Project	7.5 credits	5/4/3/U

### **Course literature**

Literature

Literature determined 8 weeks before the course starts.