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Course and curriculum development for Creative Technology

Title: NM1: web technology	Author: A. Eliëns
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Course name	NM1: Web Technology
Study load	*3*
Semester	*1*
Contents	*The course presents elementary web technology, primarily focussed on the use of HTML, XML, CSS, and Javascript, needed for authoring dynamic web pages..* *Recommended literature:* JavaScript: The Definitive Guide by David Flanagan *Online reference(s): http://www.w3schools.com/* *.*
Prerequisites	*CS1 -- computer & network architecture(s)*
Goals and attainment targets	*The course aims at providing* - *awareness of web 2.0 business model(s)* - *familiarity the complex computational infrastructure provided by the web platform* - *fluency with (X)HTML, CSS styling, javascript and forms* - *full literacy with authoring dynamic web pages* *Students are expected to have a sufficient degree of curiosity, and will be stimulated to develop their skills in the actual production of playful dynamic web pages.*

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Course and curriculum development for Creative Technology (continued)

Course name	NM1: Web Technology
Place in curriculum	*NM1 is an introductory course for all students. It is relevant to NM2 (*interactive visualization*), for publishing the results of CA-projects*, as well as for the creation of *individual portfolio(s).. In relation to DE-courses, the focus of NM-courses Is primarily on technical issues and programmatic authoring.*
Application area, motivating examples	*Dynamic web technology is used in a variety of ways, for example in simple online games, advertisement, and online shopping sites. Another interesting domain is web art, from which students may get inspiration for more advanced applications..*
Teaching methods	*The course will be organised around lectures, which will introduce basic examples and which will provide an in-depth explanation of the technologies. The assignments will consist of a series of basic exercises and a final exercise In which the students are required to develop a moderately complex dynamic web application.* *Regular feedback will be given in classroom sessions where students present their work as well as via online comments or email. Grading will be based on basic assignments, the final assignment project with documentation, as well as an essay in which a topic of choice, either technical or in relation to the business model of the web or its societal impact, is discussed in more depth.*
Nr of participants	
Special facilities	computer lab & presentation facilities