UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Computer and Graphics For The Web

2021-3-E2004P028

Learning area

STUDY OF THE MEANS BY WHICH COMMUNICATION TAKES PLACE

Learning objectives

Knowledge and understanding

Students will be guided with a critical eye in the design process of web interfaces. On the one hand, theoretical aspects for understanding the main aspects of the communication through the web will be offered, on the other hand technical tools will be presented for developing websites following the main principles of the User Centered Design, which considers the users (and not the website itself) central for the whole design process.

Applying knowledge and understanding

- Adopting a critical judgment when evaluating web interfaces
- Knowing how to design web pages and web interfaces
- Development of basic HTML / CSS code
- Basic knowledge of Adobe Dreamweaver and Adobe Photoshop software

Contents

The course Computer and graphics for the web aims at describing the design process of a web interface (i.e., web sites). Students will be provided with both theoretical knowledge (usability, interaction design and user experience elements) and practical skills, such as the use of specific development tools (Adobe Photoshop, Adobe Dreamweaver) for designing usable web interfaces.

Detailed program

- Elements of web usability, user interaction and user experience (UX / UI)
- Basic HTML 5 / CSS 2 and CSS 3 programming
- Wireframing design
- Adobe Dreamweaver
- Adobe Photoshop (for web design)

Prerequisites

Basic knowledge of operating systems functioning (creation of files, folders, file extensions).

Teaching methods

Teaching methods include lectures, classroom discussions and practical exercises.

Step by step illustration of HTML 5 and CSS 2 and CSS 3 coding adopting Adobe Dreamweaver.

Practical exercises with Adobe Photoshop.

All course material (e.g., slides, HTML and CSS code) is made available on the e-learning website of the course, so that also non-attending students can use it.

Taking classes is highly reccomended.

Due to the ongoing Covid-19 emergency classes will be held in mixed mode: asynchronous/synchronous video-recorded lessons with possible events in synchronous video-conferencing.

Assessment methods

Two ongoing project reviews are planned during the course (mid-course and at the end of the course) aimed at supporting the students during the design process of their project. The reviews are mandatory for attending students and optional for non-attending students.

The final exam includes a written test (45 minutes) and the development of a project. Both the project and the written test are mandatory for all students.

The written exam is aimed at ascertaining the effective acquisition of theoretical and practical aspects discussed during class. It is composed of 12 multiple choices and 2 open questions.

The multiple-choice questions intend to verify the acquisition of knowledge related to the design processes, the use of Photoshop for developing web interfaces and aspects related to web programming tecniques. The open questions will instead focus on UX / UI and web usability notions.

Finally, the group project (HTML / CSS basic website developed by max 2-3 students) aims at assessing the achieved level for HTML and CSS programming languages ??and graphic design with Photoshop.

Optionally, students can also discuss the presented project orally.

During the COVID emergency, the examinations will be carried out in telematic form, except for further communications.

Textbooks and Reading Materials

Suggested bibliography

Haffly C., Rizzon A. *Photoshop per il web design*. Apogeo.

Beaird J., Persuati C. *Web design per creativi, grafici, sviluppatori*. Apogeo.

Any HTML & CSS refernce guide