UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Computer and Graphics for The Web

2324-3-E2004P028

Learning area

1: 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 Figma software and other innovative or widely adopted graphic design tools for the web.

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, Generative AI tools) 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.
- Figma and other innovative or widely adopted graphic design tools for the web.

Prerequisites

Basic knowledge of computer and use (file creation, folders, file extensions, browser, email).

Teaching methods

Teaching methods include lectures, classroom discussions and practical exercises.
Step by step illustration of HTML 5 and CSS 3 coding adopting.
Practical exercises with FIGMA.

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.

The lessons are held in English.

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 Figma 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. International students (erasmus) can take the exam in English.

Textbooks and Reading Materials

- Beaird J., Persuati C. (2021). *Web design per creativi, grafici, sviluppatori*. Apogeo.
- Any HTML & CSS refernce guide.

Sustainable Development Goals

QUALITY EDUCATION | INDUSTRY, INNOVATION AND INFRASTRUCTURE