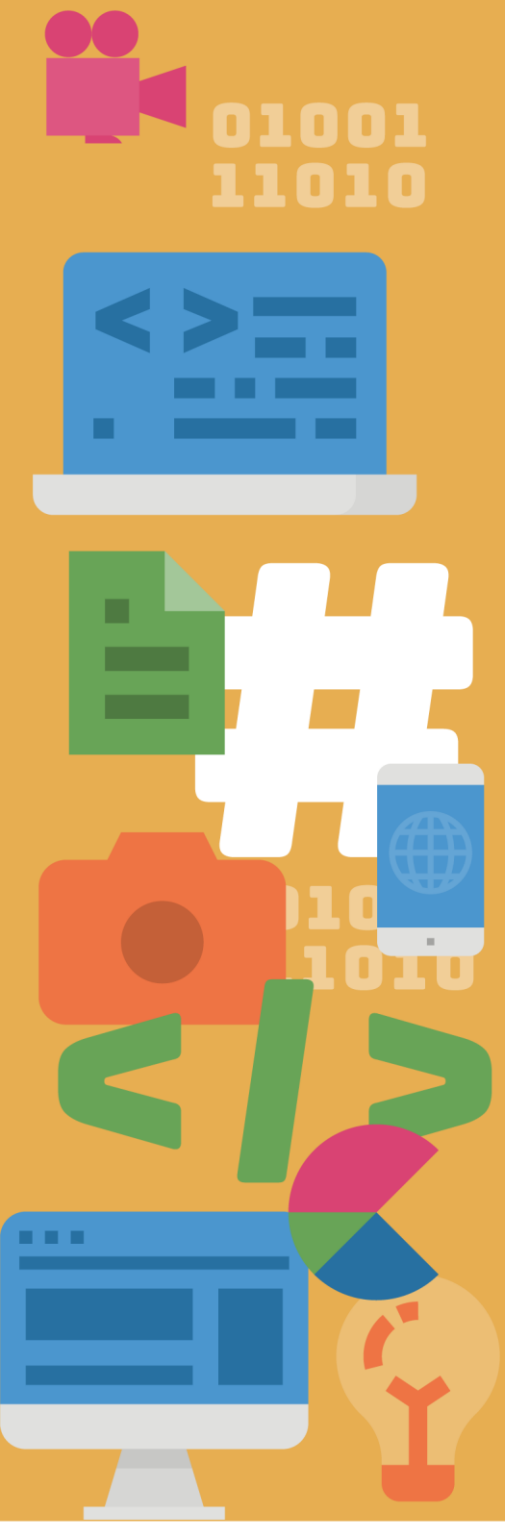
SOCIAL HACKADEMY
#HACKAD



Web design

Course Outline

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Agreement number:

Erasmus+ KA3 Social Inclusion

www.socialhackademy.eu

Partners:

ALL DIGITAL aisbl (Belgium), European Grants International Academy (Italy), Hellenic Open University (Greece), CTC Rijeka (Croatia), SIMPLON.co (France), Public libraries 2030 (Belgium)

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Abstract	This document provides organizations and trainers with the plan on how the Web design course is structured, what are the key competences and learning outcomes which can be acquired during this course, general guidelines, requirements and notes for the course.
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LEARNING OBJECTIVES

The course is focused on teaching participants the basics of how the web works, how to create websites using content management systems, and understand all the different segments of creating a website. The participants will gain basic digital knowledge and skills about:

- the ways web is structured and delivered to users,
- the languages that make the web and the libraries that make website creation easier,
- working with servers,
- using content management systems,
- publishing the website online.

Besides digital skills, in this course the users are encouraged to think critically, be creative, work in teams and use the assets at their disposal to create solutions, thus they will have the chance to improve their entrepreneurial skills and skills for 21st century.

COMPETENCES

A student who attends most of the classes, does the assignments and actively participates in the course should, by the end of the course, gain following competences:

DigComp 2.1 -> Competence Area 3: Creation of Digital Content -> Competence 3.1 – Developing content -> Level 3 – Intermediate

EntreComp -> Competence Area 1: Ideas & Opportunities -> Competence 1.2 – Creativity

EntreComp -> Competence Area 3: Into action -> Competence 3.5 – Learn by doing

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COURSE REQUIREMENTS

The participants are required to have basic computer skills in accordance with DigComp 2.1 – Competence Area 1 – Information and Data Literacy – 1.3 Managing data, information and digital content – Level 4 or ECDL - Computer Essentials Module.

EQUIPMENT

Computer or laptop for each participant with stable internet connection and necessary software based on the trainer's preference, digital projector, pens, papers.

INSTRUCTIONAL METHODS

Classwork – theoretical or practical work done by students according to trainer's instructions during class

Self-study – theoretical or practical work done by students individually according to trainer's suggestions (tutorials, online reading materials, etc.) outside of class

Exercises – short tasks done by students themselves during the class moderated by trainer

Project assignments – comprehensive tasks that students do by themselves or in groups with the guidance and support by trainer

Homework – short tasks done by students at home

NOTES

The course is designed upon practical „learning by doing" methodology and consists mostly of tasks and exercises that participants will do by themselves with the guidance of the mentor.

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ASSESSMENT AND EVALUATION

The students' progress should be monitored by the trainer during the course, providing the necessary feedback on strengths and emphasis on the topics that need further improvement. The student's skills and knowledge should be evaluated during the Hackathon, assessing the student's involvement in the Hackathon assignment, the quality of produced results, creativity, problem-solving and teamwork.

COURSE DURATION

The course consists of 40 hours of face-to-face workshops. Preferably the course can be extended by 20 hours to give the participants more time for exercise.

SYLLABUS AND LEARNING OUTCOMES

1. INTRODUCTION TO WEB (2 hours)

1.1. HTTP and Client-server communication

At the end of the course the participants will be able to explain the HTTP, understand the client-server communication, and know what is the HTTP request and HTTP response.

1.2. Structure of a website

At the end of the course the participants will be able to differentiate various segments of the website (content, appearance, functionality) and know about the different languages of the web.

1.3. Web design workflow

At the end of the course the participants will be able to explain the web design workflow from the idea to publishing.

2. CREATING A WEBSITE MOCKUP (16 hours)

2.1. What is website mockup and why is it used

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At the end of the course the participants will know what is website mockup and what benefits come with creating one.

2.2. Exploring the tools for website mockup creation

At the end of the course the participants will know about the different tools used for website mockup creation and will be introduced to the workspace and the workflow of one tool.

2.3. Website layout elements

At the end of the course the participants will know about the different layout elements used to format content and achieve user interactivity, how to input the elements into the mockup and tweak their settings to achieve desired effect.

2.4. Creating a website mockup

At the end of the course the participants will be able to create website mockup with several pages of different layouts and purposes.

3. BASICS OF WORKING WITH SERVERS (4 h)

3.1. Local server

At the end of the course the participants will be able to install local server on a PC, understand the basics of how the server works, and use the server to serve websites locally.

4. CONTENT MANAGEMENT SYSTEM (16 h)

4.1. Installing the CMS

At the end of the course the participants will be able to prepare an empty database for the CMS and install the CMS on the local server.

4.2. Adjusting the appearance

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At the end of the course the participants will be able to change the CMS theme and make adjustments to it in order to create a desired structure and look, and add and change the menus and widgets.

4.3. Adding and editing content

At the end of the course the participants will be able to add different contents to pages and posts, edit their appearance and meta information, import and use various media to the website, and publish the contents to the website.

4.4. Adjusting the setting

At the end of the course the participants will be able to achieve desired functionality by adjusting the built-in settings.

4.5. Working with plugins

At the end of the course the participants will be able to search, download, install, adjust and use different types of popular plugins.

4.6. Exporting the website for publishing

At the end of the course the participants will be able to prepare and export all of the different segments of a website for publishing.

5. PUBLISHING A WEBSITE (2 h)

5.1. Obtaining a domain

At the end of the course the participants will understand the process of obtaining and renewing the domain for the website.

5.2. Working with web server interface

At the end of the course the participants will be introduced to the web servers' user interface, know how to upload and download files, create database, and open e-mail account.

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