

Northwest Arkansas Community College
(Communication and Arts Division)

Discipline Code

ART

Course Number

2903

Course Title

Web Application Design

Catalog Description

An introduction to the design and implementation of rich, interactive applications for use online or mobile devices.

Prerequisites

ART 2363 Graphic Design I or consent of instructor.

Credit Hours

3 credit hours

Contact Hours

30 lecture contact hours; 60 lab contact hours

Load Hours

4.67 load hours

Semester Offered

Fall, Spring, On Demand

ACTS Equivalent

N/A

Grade Mode

A-F

Learning Outcomes

Students completing this course will be able to:

- Demonstrate a thorough knowledge of current web and application software.
- Execute functioning sites and applications.
- Demonstrate a working knowledge of scripting, file formats, and user experience.

- Demonstrate knowledge of professional research practice and written and/or oral analysis.
- Apply knowledge of design principles to communicate within the medium, the creation of works, and in critique.
- Execute self-directed projects by developing a concept and translating the concept into video.

General Education Outcomes Supported

- Students develop higher order thinking skills.
- Students develop effective oral communication skills.

Standard Practices

Topics List

Subjects include but are not limited to the following:

- Web Design
- UX/UI
- Applications for Mobile Devices
- Presentation
- Criticism

Learning Activities

Required Methods of Instruction

- Primarily lecture, visual aids, demonstrations, and studio work.
- Areas covered must include instruction on the use of appropriate current software packages, presentations, and critiques.
- Methods must include visual demonstrations, classroom discussions, studio work, presentation, and critiques. Instructors should closely monitor the progress of students and their use of the software to ensure that the students are gaining a thorough knowledge of the application.

Assessments

Assessment is based on a chosen project assigned across all sections of the course. The rubric and assignment must be very similar, and the project should demonstrate the learning progression of the students.

Grading guidelines

- Grades in this course should be based on design aesthetics, creativity & originality, following instruction, execution with the prescribed software, and presentation of the work.

- Percentages of each of the criteria may vary with each project, but Design and Execution should both be given nearly equal weight in grading of each of the major projects.

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