ORIGINAL COURSE IMPLEMENTATION DATE: September 2004
REVISED COURSE IMPLEMENTATION DATE: January 2025
COURSE TO BE REVIEWED (six years after UEC approval)**:** September 2030
Course outline form version: 26/01/2024

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: GD 204	**Number of Credits:** 3 Course credit policy (105)
Course Full Title: Interactive Design II: Web Development for Designers **Course Short Title:** Web Development for Designers	
Faculty: Faculty of Humanities	**Department (or program if no department):** Graphic and Digital Design

Calendar Description:

Students use basic web coding to create responsive web pages that adhere to contemporary industry standards. Students also explore the designer's role in the evolving landscape of online content and best practices of interactive development for inclusivity.

Note: This course uses tools and technology that vary according to current industry practice.
Note: The differential tuition fee includes an Adobe CC subscription for the class duration at no additional cost.

Prerequisites (or NONE):	GD 157.
Corequisites (if applicable, or NONE):	
Pre/corequisites (if applicable, or NONE):	

Antirequisite Courses *(Cannot be taken for additional credit.)*

Former course code/number:

Cross-listed with:

Equivalent course(s):

(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)

Typical Structure of Instructional Hours

Lecture/seminar	30
Tutorials/workshops	10
Supervised laboratory hours (design lab)	20
Total hours	**60**

Scheduled Laboratory Hours

Labs to be scheduled independent of lecture hours: ☒ No ☐ Yes

Course Details

Special Topics course: **No**
(If yes, the course will be offered under different letter designations representing different topics.)

Directed Study course: **No**
(See policy 207 for more information.)

Grading System: **Letter grades**

Delivery Mode: **May be offered in multiple delivery modes**

Expected frequency: Choose an item. **Twice per year**

Maximum enrolment (for information only)**: 24**

Prior Learning Assessment and Recognition (PLAR)

PLAR is available for this course.

Transfer Credit *(See **bctransferguide.ca**.)*

Transfer credit already exists: **Yes**

Submit outline for (re)articulation: **Yes**
(If yes, fill in transfer credit form.)

Department approval	**Date of meeting:**	February 23, 2024
Faculty Council approval	**Date of meeting:**	March 8, 2024
Undergraduate Education Committee (UEC) approval	**Date of meeting:**	September 27, 2024

Learning Outcomes *(These should contribute to students' ability to meet program outcomes and thus Institutional Learning Outcomes.)*

Upon successful completion of this course, students will be able to:

1. Apply current coding practices that meet web development standards.
2. Develop basic responsive web pages using front-end editing tools.
3. Describe best practices for developing user interfaces (UI).
4. Use typography effectively for accessible and responsive interactive screens.
5. Implement user testing for web design.
6. Employ best practices for inclusive and accessible web design and development for diverse audiences that include Indigenous and other non-western perspectives.
7. Evaluate open-source content management systems (CMS).
8. Create and launch a web page.

Recommended Evaluation Methods and Weighting *(Evaluation should align to learning outcomes.)*

Assignments:	40%	Project:	60%		%
	%		%		%

Details:

Weekly exercises (40%)
Project 1: website 1.0, HTML (15%)
Project 2: website 1.1, HTML and CSS (15%)
Project 3: website 2, CMS site (30%)

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Laboratory instruction, lecture, tutorials, examination of source files, project and independent study, audiovisual materials.

Texts and Resource Materials *(Include online resources and Indigenous knowledge sources. Open Educational Resources (OER) should be included whenever possible. If more space is required, use the Supplemental Texts and Resource Materials form.)*

	Type	Author or description	Title and publication/access details	Year
1.	Textbook	Macaulay, Michael	Introduction to Web Interaction Design With HTML and CSS	2017
2.	Textbook	Frain, Ben	Responsive Web Design with HTML5 and CSS : Develop Future-proof Responsive Websites Using the Latest HTML5 and CSS Techniques	2020
3.	Textbook	Lynch, Patrick	Web Style Guide, 4th Edition : Foundations of User Experience Design	2016
4.	Textbook	Gilbert, Regine M.	Inclusive Design for a Digital World: Designing with Accessibility in Mind	
5.	Textbook	Duckett, John.	Html & CSS : Design and Build Websites	2011

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Studio spaces for this course provide access to Adobe CC, scanners and colour printing. Students enrolled in the GDD diploma program are required to have a MacBook Pro laptop. Students not enrolled in the GDD diploma program can access a Mac computer while on campus.

Course Content and Topics

- Design, composition, and construction of interactive page design.
- What is inclusive web design? How planning, designing, and developing websites for accessibility benefit all users.
- Considering non-western users and questioning colonized protocols and practices in web interface design and production.
- Introduction to code editing tools and current best practices. Using web inspectors to debug and develop.
- Composing simple pages, considering colour type and sound components.
- Creating and modifying web layouts. Testing/debugging using web developer tools and other online resources in an iterative design process.
- How generative tools are changing web design and development. Understanding the role of the designer and using tools ethically and responsibly as part of a development workflow.
- Reflecting on personal experience, cultural heritage, and community practices to find relevant topics for web project development.
- Examining open-source content management systems (CMS) and their function in web development. Compare and contrast existing services and options. Learn about the benefits of web design with modular components and databases.
- Typography on the web; using text tools and modular grids to design for various screen ports. What are variable fonts? How does typographic choice and hierarchy enhance accessibility and flexibility for the user?