

# **BSc (Hons) Web & Multimedia Development - LC302**

## **1. CONTEXT AND OBJECTIVES**

This programme offers web and multimedia development skills, which are focused on internet technologies such as the design and implementation of web-based client/server systems. It is designed to ensure that students become equipped with a broad range of computing knowledge and skills, and it includes core modules in general software design and development, as well as in scripting technologies specific for web development.

The programme is aimed at those who wish to pursue a broader career related to the design, development and implementation of Internet-based Information Systems. It covers a range of techniques that will be invaluable to those intending to follow a technical, managerial or organisational role within the field of Information Systems.

## **2. LEARNING OUTCOMES**

*Upon completion of this programme, graduates should be able to:*

- express themselves satisfactorily in oral and written forms through presentations and report-writing;
- apply information systems development lifecycles and methodologies in the design and development of ICT-driven solutions;
- develop computer programs and mobile applications using programming and scripting languages such as C++, Java and .NET or any other relevant development environment;
- apply visual design principles in graphic design and web development;
- apply techniques of photography for image capture, editing and use in digital or print formats;
- develop an in-depth understanding of Pre-Production, Production and Post Production related to images and videos;
- demonstrate the ability to use tools and techniques to develop 2D/3D animations and visual effects
- apply User-Centred Design (UCD) Principles in the development of interactive multimedia systems;
- install and configure Web Servers, Computer Networks and cloud-based systems;
- propose innovative ICT-driven business strategies and solutions to address organisational issues;
- develop ICT-Driven prototype applications and/or proof-of-concepts.

### *Competencies*

After successful completion of this programme, graduates should be equipped with the following competencies:

- effective oral and written communication skills
- effective leadership and teamwork
- ethics and work cultures
- problem-solving and decision making
- creative and critical thinking
- ICT-related technical skills

### 3. TEACHING AND LEARNING METHODS

This programme is going to be offered through a flexible and blended mode in the form of webinars, online activities, practicals, workshops and other learning activities such as group work, projects and presentations, including self-learning activities and classroom discussions (virtual and/or face-to-face).

A typical semester module will carry 6 LCCS Credits which represent 180 notional learning hours broken down as follows: 30 hours of teaching, 60 hours of self-study and 90 hours of other learning activities.

A typical yearly module will carry 12 LCCS credits which represent 360 notional hours broken down as follows: 60 hours of teaching, 120 hours of self-study and 180 hours of other learning activities.

### 4. ENTRY REQUIREMENTS

#### *General Entry Requirements*

As per General Entry Requirements for admission to the University for Undergraduate programmes or any other qualifications acceptable to the university.

#### *Programme (Specific) Requirements*

At least 2 GCE 'A' Level Passes and a Pass in Mathematics at Ordinary level.

### 5. PROGRAMME DURATION

Degree (Full-Time):	Normal	Maximum
	3 Years	5 Years
	(6 Semesters)	(10 Semesters)

### 6. MINIMUM LCCS CREDITS REQUIRED

#### **- For Degree Award**

A student will be awarded a BSc (Hons) Web and Multimedia Development provided she/he achieves 186 LCCS credits

#### **- For each Academic Year**

Maximum 72 LCCS credits, Minimum 36 LCCS credits, excluding retake modules and subject to point number 5 above.

Semester modules to be registered for on a semester basis. Yearly modules to be registered for only once at the start of the module, normally at the beginning of academic year.

## 7. ASSESSMENT AND DEADLINES

Each module will be assessed over 100 marks (i.e. expressed as %) with details as follows (unless otherwise specified): Assessment will be based mainly on continuous assessment. Passmark for each module is 50%. Assessment of each module (except for the project) will be as follows:

- Attendance to face-to-face/online sessions: 15%
- Mid-term Assignment or Online Test: 25%
- Continuous Learning Activities (a minimum of 3): 20%
- End of Module Project (individual or group) or written/practical/online examinations: 40%

In year 1 and year 2, the students will undergo placement training or opt for the Build your Business venture during the period June – August and satisfactory completion will account for 6 LCCS credits in each year. This will not count in the CPA.

### Deadlines:

- Continuous Assessment will be carried out throughout the semester(s) as per set deadlines in Module Catalogue.
- The final year project will normally be on the last working day of March.

## 8. LIST OF MODULES

Code	Core Modules	CONTACT HOURS (Mode-DEOL*)	LCCS CREDITS
LLC 1000	Communications and Language Skills	30	6
LLC 1010Y	Programming Fundamentals	60	12
LLC 1020Y	Information Systems and Databases	60	12
LLC 1090Y	Basics of Web Scripting	60	12
LLC 1040Y	Techniques of Photography & Video Editing	60	12
PLC 1000	Placement Training/Build your Business 1	N/A	6
LLC 1050Y	Visual Communication	60	12
LLC 2020Y	Web Applications & Technologies	60	12
LLC 2050Y	2D Animation Tools and Techniques	60	12
LLC 2300Y	Visual Programming Techniques	60	12
LLC 2070	Mobile Applications	30	6
PLC 2000	Placement Training/Build your Business 2	N/A	6
LLC 3100Y	Object-Oriented Software Development	60	12
LLC 3200	Web Servers	30	6
LLC3620Y	3D modelling Tools and Techniques	60	12
LLC 3800	Cloud Computing and Internet of Things	30	6
LLC 3700	Strategic Business Information Technology	30	6
LLC 3810	Networking Concepts	30	6
LLC 3400	Project	N/A	18

\*DEOL: Distance Education and Online Learning

9. PROGRAMME PLAN

**YEAR 1**

<b>Code (Core)</b>	<b>Module Name</b>	<b>Online/ face to face Teaching -DEOL (Contact Hours)</b>	<b>LCCS Credits</b>
LLC1000	Communications and Language Skills <small>(Semester 1)</small>	30	6
LLC 1010Y	Programming Fundamentals	60	12
LLC 1050Y	Visual Communication	60	12
LLC 1020Y	Information Systems and Databases	60	12
LLC1090Y	Basics of Web Scripting	60	12
LLC1040Y	Techniques of Photography & Video Editing	60	12
PLC 1000	Placement Training 1 / Build your Business 1	N/A	6
<b>Sub Total</b>			<b>72</b>

**YEAR 2**

<b>Code (Core)</b>	<b>Module Name</b>	<b>Online/ face to face Teaching -DEOL (Contact Hours)</b>	<b>LCCS Credits</b>
LLC 2020Y	Web Applications and Technologies	60	12
LLC 2050Y	2D Animation Tools and Techniques	60	12
LLC 2300Y	Visual Programming Techniques	60	12
LLC 2070	Mobile Applications <small>Semester 1</small>	30	6
LLC2800	Cloud Computing and Internet of Things <small>Semester 1</small>	30	6
PLC 2000	Placement Training 2 / Build your Business 2	N/A	6
<b>Sub Total</b>			<b>54</b>

<b><u>YEAR 3</u></b>			
<b>Code (Core)</b>	<b>Module Name</b>	<b>Online/ face to face Teaching -DEOL (Contact Hours)</b>	<b>LCCS Credits</b>
LLC 3200	Web Servers <sup>Semester 1</sup>	30	6
LLC 3100Y	Object-Oriented Software Development	60	12
LLC3620Y	3D modelling Tools and Techniques	60	12
LLC 3700	Strategic Business Information Technology <sup>Semester 1</sup>	30	6
LLC 3810	Networking Concepts <sup>Semester 2</sup>	30	6
LLC 3400	Project		18
<b>Sub Total</b>			<b>60</b>
<b>GRAND TOTAL</b>			<b>186 LCCS Credits</b>