

## **BSc (Hons) Web & Multimedia Development - LC302/302M**

### **1. Objectives**

This course offers web and multimedia development skills, which are focused on internet technologies such as the design and implementation of web-based client/server systems. The course is designed to ensure that students possess 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 organizational role within the field of Information Systems.

### **2. General Entry Requirements**

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

### **3. Programme Requirement**

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

### **4. Minimum Requirements for Degree Award**

A student will be awarded a BSc (Hons) Web and Multimedia Development provided she/he achieves 102 credits.

### **5. Programme Duration**

The programme is going to be offered on a flexible, fully online module. For each module, there will be a minimum of three face-to-face sessions, each in the form of seminar/practicals/workshops.

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

### **6. Credits per Year**

Maximum 36 credits, Minimum 18 credits, excluding retake modules and subject to regulation 5

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

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 will be as follows:

- Attendance to face-to-face 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 3 credits in each year. This will not count in the CPA.

## 8. List of Modules – BSc (Hons) in Web & Multimedia Development

Core Modules		Hrs/week	Credits
LLC 1000	Communications and Language Skills	DEOL	3
LLC 1010Y	Programming Fundamentals	DEOL	6
LLC 1020Y	Information Systems and Databases	DEOL	6
LLC 1090Y	Basics of Web Scripting	DEOL	6
LLC 1040Y	Techniques of Photography & Video Editing	DEOL	6
PLC 1000	Placement Training/Build your Business 1	DEOL	3
LLC 1050Y	Visual Communication	DEOL	6
LLC 2020Y	Web Applications & Technologies	DEOL	6
LLC 2030Y	Interactive Systems and 3D Modeling	DEOL	6
LLC 2050Y	2D Animation Tools and Techniques	DEOL	6
LLC 2300Y	Visual Programming Techniques	DEOL	6
LLC 2070	Mobile Applications	DEOL	3
LLC 2060	Mini Project	-----	3
PLC 2000	Placement Training/Build your Business 2		3
LLC 3100Y	Object-Oriented Software Development	DEOL	6
LLC 3200	Web Servers	DEOL	3
LLC 3600Y	Cartoon-based Animation Tools	DEOL	6
LLC 3800	Cloud Computing and Internet of Things	DEOL	3
LLC 3700	Strategic Business Information Technology	DEOL	3
LLC 3810	Networking Concepts	DEOL	3
LLC 3400	Project	-----	9

## 9. Programme Plan

<b><u>YEAR 1/LEVEL 1</u></b>			
<b>Code</b>	<b>Module Name</b>	<b>Mode</b>	<b>Credits</b>
LLC1000	Communications and Language Skills (Semester 1)	DEOL	3
LLC 1010Y	Programming Fundamentals	DEOL	6
LLC 1050Y	Visual Communication	DEOL	6
LLC 1020Y	Information Systems and Databases	DEOL	6
LLC1090Y	Basics of Web Scripting	DEOL	6
LLC1040Y	Techniques of Photography & Video Editing	DEOL	6
PLC 1000	Placement Training 1 / Build your Business 1	--	3
<b><u>YEAR 2/LEVEL 2</u></b>			
<b>Code</b>	<b>Module Name</b>	<b>Mode</b>	<b>Credits</b>
LLC 2030Y	Interactive Systems and 3D Development	DEOL	6
LLC 2020Y	Web Applications and Technologies	DEOL	6
LLC 2050Y	2D Animation Tools and Techniques	DEOL	6
LLC 2300Y	Visual Programming Techniques	DEOL	6
LLC 2070	Mobile Applications (Semester 1)	DEOL	3
LLC 2060	Mini Project (Semester 2)	--	3
PLC 2000	Placement Training 2 / Build your Business 2	--	3
<b><u>YEAR 3/LEVEL 3</u></b>			
LLC 3200	Web Servers (Semester 1)	DEOL	3
LLC 3100Y	Object-Oriented Software Development	DEOL	6
LLC 3600Y	Cartoon-based Animation Tools	DEOL	6
LLC3800	Cloud Computing and Internet of Things (Semester 1)	DEOL	3
LLC 3700	Strategic Business Information Technology (Semester 1)	DEOL	3
LLC 3810	Networking Concepts (Semester 2)	DEOL	3
LLC 3400	Project		9
<b>TOTAL</b>			<b>102</b>