

。 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Hypertext and Hypermedia, PG_00058848							
Field of study	Informatics							
Date of commencement of studies	October 2022		Academic year of realisation of subject		2022/2023			
Education level	first-cycle studies		Subject group		Optional subject group			
Mode of study	Part-time studies		Mode of delivery		at the university			
Year of study	1		Language of instruction		Polish			
Semester of study	2		ECTS credits		5.0			
Learning profile	general academic profile		Assessment form		exam			
Conducting unit	Department of Intelligent Interactive Systems -> Faculty of Electronics, Telecommunications and Informatics							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Wioleta Szwoch					
	Teachers		dr inż. Wioleta Szwoch					
			dr hab. inż. Zbigniew Łubniewski					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study		SUM
	Number of study hours	30		5.0		90.0		125
Subject objectives	Konwledge about key concepts of hypertext and hypermedia.							

Learning outcomes	Course outcome	Subject outcome	Method of verification			
	[K6_W42] Knows and understands, to an advanced extent, architecture, design principles and methods of hardware and software support for local and distributed information systems, including computing systems, databases, computer networks and information applications, as well as the principles of human cooperation with computers and computer- aided teamwork	The student describes the basic issues of presentation, transformation and synchronization of information in a distributed system, describes modern technologies for the implementation of hypermedia and related services, and presents its own system for acquiring and presenting information using selected technologies.	[SW1] Assessment of factual knowledge			
	[K6_U41] can produce, test or evaluate software using modern programming platforms, tools, languages and paradigms of different levels, as well as use software packages supporting scientific and research processes as well as business decision- making processes and teamwork	The student is able to plan the course of work needed to produce the software. Can appropriately select development nvironment. He can produce software and test it	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools			
	[K6_U03] can design, according to required specifications, and make a simple device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment	The student presents his own system of acquiring and presenting information using selected technologies. The student presents his own system of acquiring and presenting information using selected technologies.	[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information [SU4] Assessment of ability to use methods and tools			
	[K6_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study	The student presents his own system of acquiring and presenting information using selected technologies.	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools			
	[K6_U08] while identifying and formulating specifications of engineering tasks related to the field of study and solving these tasks, can:n- apply analytical, simulation and experimental methods,n- notice their systemic and non-technical aspects,n- make a preliminary economic assessment of suggested solutions and engineering work n	The student is able to plan the course of work needed to produce the software. Can appropriately select development nvironment. He can produce software and test it	[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information			
Subject contents	1. Introduction to hypertext and hypermedia 2. World Wide Web as an example of a hypermedia system, history, examples of websites, web design, UX, 3. HTML syntax 4. Web page design: text, lists, multimedia. interactive forms creation: actions and data, tables 5. Cascading Style Sheets 6. XML: document structure vs presentation 7. DTD, XML Schema document definitions 8. XSL transformation 9. Transclusion: XPath, XLink, XPointer 10. Animation: SVG 11 XQuery, DOM, SAX					
Prerequisites and co-requisites						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade			
and criteria	Project	50.0%	50.0%			
	Written exam	50.0%	50.0%			

Recommended reading	Basic literature	 Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003 www.w3.org https://www.w3schools.com/ 		
		4. Jon Duckett: HTML i CSS. Zaprojektuj i zbuduj witrynę WWW. Podręcznik Front-End Developera, Helion 2018		
	Supplementary literature	No requirements		
	eResources addresses	Adresy na platformie eNauczanie:		
Example issues/ example questions/ tasks being completed	HTML, XML, XML Schema, XSLT,			
Work placement	Not applicable			

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