



Subject card

Subject name and code	Hypertext and Hypermedia, PG_00058848						
Field of study	Informatics						
Date of commencement of studies	October 2023	Academic year of realisation of subject			2023/2024		
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	Project	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	Knowledge about key concepts of hypertext and hypermedia.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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	[SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment
	[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.	[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment
	[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.	[SU4] Assessment of ability to use methods and tools [SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment
	[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	[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment
	[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
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 and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Written exam	50.0%	50.0%
	Project	50.0%	50.0%

Recommended reading	Basic literature	<p>1. Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003</p> <p>2. www.w3.org</p> <p>3. https://www.w3schools.com/</p> <p>4. Jon Duckett: HTML i CSS. Zaprojektuj i zbuduj witrynę WWW. Podręcznik Front-End Developera, Helion 2018</p>
	Supplementary literature	No requirements
	eResources addresses	Adresy na platformie eNauczenie:
Example issues/ example questions/ tasks being completed	HTML, XML, XML Schema, XSLT,	
Work placement	Not applicable	