GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Hypertext and Hypermedia, PG_00047378
Field of study	Biomedical Engineering

Date of commencement of studies	October 2024	Academic year of realisation of subject	2024/2025
Education level	first-cycle studies	Subject group	Obligatory subject group in the field of study
Mode of study	Full-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	Polish
Semester of study	1	ECTS credits	3.0
Learning profile	general academic profile	Assessment form	assessment

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

Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	6.0	20.0	0.0	41
	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	41	6.0	28.0	75

Subject objectives	Konwledge about key concepts of hipertext and hipermedia

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[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
	[K6_W04] knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices	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_U07] can apply methods of process and function support, 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

Subject contents	1. Introduction to hypertext and hypermedia 2. Document structure description with markups. 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
Prerequisites and co-requisites	

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Laboratory	50.0%	30.0%
	Project	50.0%	40.0%
	Midterm colloquium	50.0%	30.0%

Recommended reading	Basic literature	Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003 Mangano, S.: XSLT. Receptury. Helion 2007 Kurs języka HTML - poradnik webmastera: http://webmaster.helion.pl/kurshtml/ 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