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 2026	Academic year of realisation of subject	2026/2027
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 -> Faculties of Gdańsk University of Technology		
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Wioleta Szwoch	
	Teachers	dr inż. Wioleta Szwoch dr hab. inż. Zbigniew Łubniewski	

Lesson types

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

Konwledge about key concepts of hypertext and hypermedia.

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 [SU4] Assessment of ability to use methods and tools

Subject contents

Course content – lecture
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	1.Bates, Ch.: XML in Theory and Practice, John Wiley & Sons, 2003 2.www.w3.org 3. 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	
Example issues/ example questions/ tasks being completed	HTML, XML, XML Schema, XSLT,	
Practical activites within the subject	Not applicable	

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