

# **BSc (Hons) Web & Multimedia Development - LC302 (Under Review)**

## **1. CONTEXT AND OBJECTIVES**

This programme offers web and multimedia development skills, which are focused on internet technologies such as the design and implementation of web-based client/server systems. It is designed to ensure that students become equipped with 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 organisational role within the field of Information Systems.

## **2. LEARNING OUTCOMES**

*Upon completion of this programme, graduates should be able to:*

- express themselves satisfactorily in oral and written forms through presentations and report-writing;
- develop transdisciplinary skills and competencies through experiential learning;
- apply information systems development lifecycles and methodologies in the design and development of ICT-driven solutions;
- develop computer programs and mobile applications using programming and scripting languages such as C++, Java and .NET or any other relevant development environment;
- apply visual design principles in graphic design and web development;
- apply techniques of photography for image capture, editing and use in digital or print formats;
- develop an in-depth understanding of Pre-Production, Production and Post Production related to images and videos;
- demonstrate the ability to use tools and techniques to develop 2D/3D animations and visual effects;
- apply User-Centred Design (UCD) Principles in the development of interactive multimedia systems;
- install and configure Web Servers, Computer Networks and cloud-based systems;
- propose innovative ICT-driven business strategies and solutions to address organisational issues;
- develop ICT-Driven prototype applications and/or proof-of-concepts.

### *Competencies*

After successful completion of this programme, graduates should be equipped with the following competencies:

- effective oral and written communication skills
- effective leadership and teamwork
- ethics and work cultures
- problem-solving and decision making
- creative and critical thinking
- ICT-related technical skills

### 3. TEACHING AND LEARNING METHODS

This programme is going to be offered through a flexible and blended mode in the form of webinars, online activities, practicals, workshops and other learning activities such as group work, projects and presentations, including self-learning activities and classroom discussions (virtual and/or face-to-face).

A typical semester module will carry 6 LCCS Credits which represent 180 notional learning hours broken down as follows: 30 hours of teaching, 60 hours of self-study and 90 hours of other learning activities.

A typical yearly module will carry 12 LCCS credits which represent 360 notional hours broken down as follows: 60 hours of teaching, 120 hours of self-study and 180 hours of other learning activities.

### 4. ENTRY REQUIREMENTS

#### *General Requirements*

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

#### *Programme (Specific) Requirements*

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

### 5. PROGRAMME DURATION

	<b>Minimum</b>	<b>Maximum</b>
<b>Degree (Full-Time):</b>	3 Years	5 Years
	(6 Semesters)	(10 Semesters)

### 6. MINIMUM LCCS CREDITS REQUIRED FOR DEGREE AWARD:

#### **For Degree Award**

A student will be awarded a BSc (Hons) Web and Multimedia Development provided she/he achieves 186 LCCS credits

#### **For each Academic Year**

Maximum **72 LCCS credits**, Minimum **36 LCCS credits**, excluding retake modules and subject to section 5 above.

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 AND DEADLINES

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 (except for the project) will be as follows:

- Attendance to face-to-face/online 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, students will register for the module LLC 1080(1)- Transdisciplinary Skills and Competencies which will account for 6 LCCS credits. This will not count in the CPA. A Grade S will be assigned upon successful completion of the module which will be assessed through a reflective portfolio.

In year 2, the students will undergo PLC2000 -placement training or opt for the Build your Business venture during the period June – August and satisfactory completion will account for 6 LCCS credits. This will not count in the CPA. A Grade S will be assigned upon successful completion of the module PLC2000 which will be assessed through a reflective portfolio.

### **Deadlines**

- Continuous Assessment will be carried out throughout the semester(s) as per set deadlines in Module Catalogue.
- The final year project will normally be on the last working day of March, unless specified otherwise in the Calendar of Activities.

## 8. LIST OF MODULES

Code	Core Modules	Contact Hours (Mode-DEOL*)	Self-Study (Hrs)	Other Learning Activities (Hrs)	LCCS Credits
LLC 1000(1)	Communications and Language Skills	30	60	90	6
LLC 1010Y(1)	Programming Fundamentals	60	120	180	12
LLC 1020Y(1)	Information Systems and Databases	60	120	180	12
LLC 1040Y(1)	Techniques of Photography & Video Editing	60	120	180	12
LLC 1050Y(1)	Visual Communication	60	120	180	12
LLC 1080(1)	Transdisciplinary Skills and Competencies	30	60	90	6
LLC 1090Y(1)	Basics of Web Scripting	60	120	180	12
LLC 2020Y(3)	Web Applications & Technologies	60	120	180	12
LLC 2050Y(3)	2D Animation Tools and Techniques	60	120	180	12
LLC 2070(3)	Mobile Applications	30	60	90	6
LLC 2300Y(3)	Visual Programming Techniques	60	120	180	12
LLC 2800(3)	Cloud Computing and Internet of Things	30	60	90	6
PLC 2000(3)	Placement Training/Build your Business	-	-	-	6
LLC 3100Y(5)	Object-Oriented Software Development	60	120	180	12
LLC 3200(5)	Web Servers	30	60	90	6
LLC 3620Y(5)	3D modelling Tools and Techniques	60	120	180	12
LLC 3700(5)	Strategic Business Information Technology	30	60	90	6
LLC 3810(5)	Networking Concepts	30	60	90	6
LLC 3400(5)	Project	-	-	-	18

\*DEOL: Distance Education and Online Learning

## 9. PROGRAMME PLAN

### YEAR 1

Code (Core)	Module Name	Online/ face to face Teaching - DEOL (Contact Hours)	Self-Study (Hrs)	Other Learning Activities (Hrs)	LCCS Credits
LLC 1000(1)	Communications and Language Skills <small>(Semester 1)</small>	30	60	90	6
LLC 1010Y(1)	Programming Fundamentals	60	120	180	12
LLC 1020Y(1)	Information Systems and Databases	60	120	180	12
LLC 1040Y(1)	Techniques of Photography & Video Editing	60	120	180	12
LLC 1050Y(1)	Visual Communication	60	120	180	12
LLC 1080(1)	Transdisciplinary Skills and Competencies <small>(Semester 2)</small>	30	60	90	6
LLC 1090Y(1)	Basics of Web Scripting	60	120	180	12
<b>Sub Total</b>					<b>72</b>

### YEAR 2

Code (Core)	Module Name	Online/ face to face Teaching - DEOL (Contact Hours)	Self-Study (Hrs)	Other Learning Activities (Hrs)	LCCS Credits
LLC 2020Y(3)	Web Applications and Technologies	60	120	180	12
LLC 2050Y(3)	2D Animation Tools and Techniques	60	120	180	12
LLC 2070(3)	Mobile Applications <small>Semester 1</small>	30	60	90	6
LLC 2300Y(3)	Visual Programming Techniques	60	120	180	12
LLC 2800(3)	Cloud Computing and Internet of Things <small>Semester 1</small>	30	60	90	6
PLC 2000(3)	Placement Training/ Build your Business	6 weeks	N/A	N/A	6
<b>Sub Total</b>					<b>54</b>

**YEAR 3**

<b>Code (Core)</b>	<b>Module Name</b>	<b>Online/ face to face Teaching - DEOL (Contact Hours)</b>	<b>Self- Study (Hrs)</b>	<b>Other Learning Activities (Hrs)</b>	<b>LCCS Credits</b>
LLC 3100Y(5)	Object-Oriented Software Development	60	120	180	12
LLC 3200(5)	Web Servers <sup>Semester 1</sup>	30	60	90	6
LLC 3620Y(5)	3D modelling Tools and Techniques	60	120	180	12
LLC 3700(5)	Strategic Business Information Technology <sup>Semester 1</sup>	30	60	90	6
LLC 3810(5)	Networking Concepts <sup>Semester 2</sup>	30	60	90	6
LLC 3400(5)	Project	-	-	-	18
<b>Sub Total</b>					<b>60</b>
<b>GRAND TOTAL</b>					<b>186 LCCS Credits</b>