

BSc (Hons) Web & Multimedia Development (Full-Time) - LC302

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

	Minimum	Maximum
Degree (Full-Time):	3 Years	5 Years
	(6 Semesters)	(10 Semesters)

6. MINIMUM LCCS CREDITS REQUIRED FOR DEGREE AWARD:

For each Academic Year

Maximum **72 LCCS credits**, Minimum **60 LCCS credits**, excluding retake modules and subject to section 5 above.

For Degree Award

A student will be awarded a BSc (Hons) Web and Multimedia Development provided she/he achieves 198 LCCS credits.

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.

	Core Modules	Dissertation	Electives	Total LCCS Credits
Degree	180	18	--	198
Diploma	108	12	--	120
Certificate	60	--	--	60

Exit Points: (optional)

The student can exit the programme with a Diploma or Certificate, as follows:

- Students may exit with a Diploma in Web and Multimedia Development after having earned 120 LCCS credits. A student may also opt to complete a Diploma project, worth 12 LCCS credits, to attain the 120 LCCS credits. The assessment of the Diploma project will be based on project report, presentation and software/system demo. Written requests to exit with Diploma should be made to the Dean of Faculty.
- Students may exit with a Certificate in Web and Multimedia Development after having earned 60 LCCS credits.

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 2, the students will undergo 6 weeks placement training or opt for the Build your Business (PLC2000) venture. This module will be assessed as either “Satisfactory” or “Unsatisfactory” upon submission of a reflective portfolio/presentation.

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 submitted as per the University Academic Calendar.

8. LIST OF MODULES

Module Code	Module Name	L/T/P# 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 2040Y(3)	Human-Computer Interaction	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 weeks	-	-	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

Note:

- Contact Hours= L=Lectures, T=Tutorials, P#= Practicals
- 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 (Semester 1)	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
Sub Total					72

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 2040Y(3)	Human-Computer Interaction	60	120	180	12
LLC 2050Y(3)	2D Animation Tools and Techniques	60	120	180	12
LLC 2070(3)	Mobile Applications ^{Semester 1}	30	60	90	6
LLC 2300Y(3)	Visual Programming Techniques	60	120	180	12
LLC 2800(3)	Cloud Computing and Internet of Things ^{Semester 2}	30	60	90	6
PLC 2000(3)	Placement Training/ Build your Business	6 weeks	N/A	N/A	6
Sub Total					66

YEAR 3

Code (Core)	Module Name	Online/ face to face Teaching - DEOL (Contact Hours)	Self- Study (Hrs)	Other Learning Activities (Hrs)	LCCS Credits
LLC 3100Y(5)	Object-Oriented Software Development	60	120	180	12
LLC 3200(5)	Web Servers ^{Semester 1}	30	60	90	6
LLC 3620Y(5)	3D modelling Tools and Techniques	60	120	180	12
LLC 3700(5)	Strategic Business Information Technology ^{Semester 1}	30	60	90	6
LLC 3810(5)	Networking Concepts ^{Semester 2}	30	60	90	6
LLC 3400(5)	Project	-	-	-	18
Sub Total					60
GRAND TOTAL					198 LCCS Credits