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Web Design 1			one	2+0	2	2			
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Course Coordinator Instructors									
ourse Assistants									
The aim of this course is to give information about HTML5 and modern techniques and to create responsive web projects compatible with every pl (mobile phone, tablet, desktop). It is aimed to have a general knowledge aborsoftware development.									
	Computer web software and its types, basic concepts of web design, softw process models, web design and applications, Internet service providers.								
Students who successfully complete this course; 1. Will be able to explain the basic concepts about Web Design. 2. Will learn HTML and modern CSS techniques. 3. Bootstrap, which contains all the elements (form elements, tags, warning information texts, navigation bar, pagination module, drop-down menus, graphics, icons, buttons with different features, tables, etc.) will learn responsive design with a flexible structure using tools.									
	Topics								
Web design basics									
Web page-site architecture: Web design principles									
Web design crawlers, Web development utilities									
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Page structuring with CSS									
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Publishing the Web Page. File Transfer Protocol and update.									
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	Courses the Course rese dinator tants sson web design to of HTML and Page structure HTML tags Use of Text, CSS structure css programm Page structure Editor progra web page Cre Use of ready- Publishing the	Courses Turkish Licence Se Optional dinator tants sson The aim of the techniques and (mobile phone software devel process models) ent Computer well process models and Students with Horizon and information graphics, it responsive Web design basics Web page-site architecture: With Web design crawlers, Web design crawl	the Course Turkish Licence Se Optional dinator The aim of this course is to techniques and to create res (mobile phone, tablet, deskto software development. Ent Computer web software and process models, web design a process models, web design a selection of the contain of	tants tent Computer web software and its types, process models, web design and application and use of HTML and programming Page structuring with HTML HTML tags Use of Text, Table, Color, Form, Frame, Hyperlink, Ban CSS structure and programming Page structuring with CSS Editor programs introduction and use of Microsoft Express web age Creating a site with the maker program Use of ready-made Web templates. Publishing the Web Page. File Transfer Protocol and upper General Competencies	Courses None the Course Turkish Licence se Optional dinator tants sson The aim of this course is to give information about a techniques and to create responsive web projects con (mobile phone, tablet, desktop). It is aimed to have a g software development. Computer web software and its types, basic concept process models, web design and applications, Internet software leavelopment. Students who successfully complete this course; 1. Will be able to explain the basic concepts about 2. Will learn HTML and modern CSS techniques. 3. Bootstrap, which contains all the elements (form information texts, navigation bar, pagination modul graphics, icons, buttons with different features, tab responsive design with a flexible structure using to Topics Web design basics Web page-site architecture: Web development utilities of HTML and programming Page structuring with HTML HTML tags Use of Text, Table, Color, Form, Frame, Hyperlink, Banner CSS structure and programming css programming Page structuring with CSS Editor programs introduction and use of Microsoft Expression 4 web page Creating a site with the maker program Use of ready-made Web templates. Publishing the Web Page. File Transfer Protocol and update. General Competencies	Courses None the Course Turkish Licence Se Optional dinator tants Sson The aim of this course is to give information about HTML5 and techniques and to create responsive web projects compatible with (mobile phone, tablet, desktop). It is aimed to have a general know software development. Computer web software and its types, basic concepts of web oprocess models, web design and applications, Internet service provining Students who successfully complete this course; 1. Will be able to explain the basic concepts about Web Design. 2. Will learn HTML and modern CSS techniques. 3. Bootstrap, which contains all the elements (form elements, tainformation texts, navigation bar, pagination module, drop-dow graphics, icons, buttons with different features, tables, etc.) wire responsive design with a flexible structure using tools. Topics Web design basics Web page-site architecture: Web design principles Web design crawlers, Web development utilities of HTML and programming Page structuring with HTML HTML tags Use of Text, Table, Color, Form, Frame, Hyperlink, Banner CSS structure and programming Page structuring with CSS Editor programs introduction and use of Microsoft Expression 4 web page Creating a site with the maker program Use of ready-made Web templates. Publishing the Web Page. File Transfer Protocol and update. General Competencies			

semester T+U

Code

ECTS

credit

Course title

To understand the basic logic of web page design and to use the right programs correctly by using the latest tools of web technology.

resources

- FD, F., Uteuliev , UN, & Azbergenova , AQ (2023). Create e- books using HTML and CSS. Texas Journal of Multidisciplinary Studies , 21, 90-93.
- Frain , B. (2020). Responsive Web Design with HTML5 and CSS: Develop future proof responsive websites using the latest HTML5 and CSS techniques . Packt Publishing Ltd.
- Babenko , VO, Yatsenko , RM, Migunov , PD, & Salem, ABM (2020). MarkHub Cloud Online Editor as a modern web-based book creation tool .
- Setiawan, D. (2017). Buku Sakti pemrograman web: html, css, php, mysql & javascript. Anak Hebat.

Enterprise, J. (2016). CSS from pengenalan HTML. Elex Media Komputindo .

Fitman , Maximiliano . Programming the Mobile Web: Reaching Users on iPhone, Android, BlackBerry, Windows Phone, and more . "O'Reilly Media, Inc. ", 2013.

Robbins, J.N. (2012). Learning web design : A beginner's guide to HTML, CSS, JavaScript, and web graphics . "O'Reilly Media, Inc. ".

Evaluation System

The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

			COUR			M LEARN TCOMES		0 0 0 1 1 1 1	ΓABLE		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	5	5	5	5	4	4	4	5	5	4	4
LO2	5	4	4	4	3	3	3	3	5	4	5
LO3	5	5	5	4	5	3	3	3	3	3	3
	<u> </u>	I	LO	Learning	Outcomes	OP: Prog	ram Outc	omes	l	ı	
Contri bution Level	1 Very Low 2 Low			3 Medium		4 High		5 Vei	5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Introduction to Software Engineering	5	5	5	4	5	3	3	4	4	4	4