COURSE OUTLINE

(1) GENERAL

SCHOOL	School of Social Sciences		
ACADEMIC UNIT	Dpt of Cultural Technology & Communication		
LEVEL OF STUDIES	Undergraduate		
COURSE CODE	ΠΛΡ 103	SEMESTER	3rd
COURSE TITLE	Multimedia Applications Programming I		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	WEEKLY TEACHING HOURS	CREDITS
Lectures	2	3
Laboratory practise	2	2
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).	4	5

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	General background
PREREQUISITE COURSES:	Non
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	No
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131171/

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

At the conclusion of this course, the students are expected to be able to:

- Describe in ontological terms the HTML Document Object Model, and have a clear understanding of a web page, as a hierarchical structure.
- Design and develop interactive HTML pages, leveraging the potential offered by the CSS v.3 model.
- Design and develop interactive HTML pages, using JavaScript among with the prominent JavaScript Frameworks
- Conceive of a web page, as a fully dynamic structure
- Design smart and user-friendly front-ends for online applications
- Communicate efficiently their knowledge, which is acquired from the lectures, to colleagues in order to establish fruitful co-operations for creating cultural informatics applications.

General Competences

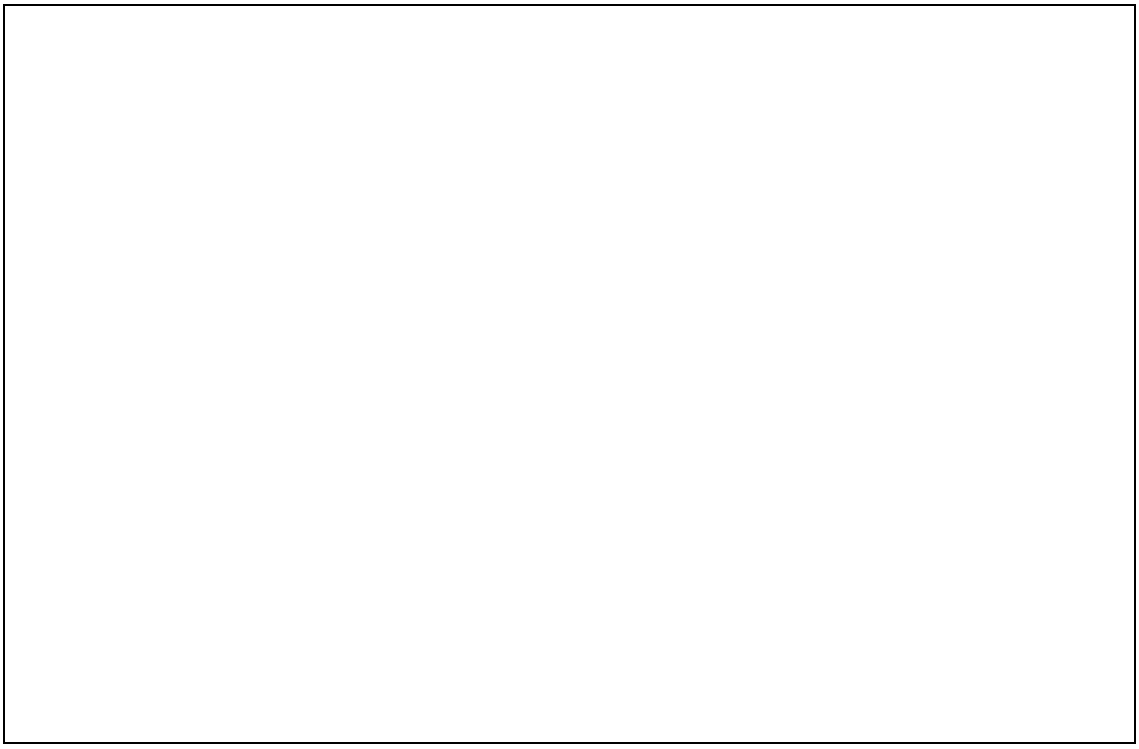
Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology	*Project planning and management*
Adapting to new situations	*Respect for difference and multiculturalism*
Decision-making	*Respect for the natural environment*
Working independently	*Showing social, professional and ethical responsibility and sensitivity to gender issues*
Team work	*Criticism and self-criticism*
Working in an international environment	*Production of free, creative and inductive thinking*
Working in an interdisciplinary environment	*……*
Production of new research ideas	*Others…*
	…….

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Production of new research ideas
- Production of free, creative and inductive thinking
- Working in an interdisciplinary environment
- Team work

(3) SYLLABUS

Introduction to the basic concepts of ontology to the students, presentation of HTML as an ontological model, introduction to the CSS3 and HTML5. Introduction JavaScript programming language, and the contemporary relevant programming techniques.



(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY *Face-to-face, Distance learning, etc.*	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY *Use of ICT in teaching, laboratory education, communication with students*	
TEACHING METHODS *The manner and methods of teaching are described in detail.* *Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.* *The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS*	
STUDENT PERFORMANCE EVALUATION *Description of the evaluation procedure* *Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other* *Specifically-defined evaluation criteria are given, and if and where they are accessible to students.*	

Activity	*Semester workload*
Course total	

(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Related academic journals: