MODULE DESCRIPTIONS

END-USER COMPUTING

Students entering Higher Education come from a variety of backgrounds, and some may have had limited opportunities to develop the computer literacy skills they will need to cope with tertiary studies. End User Computing includes an online training component which allows student to practice simulated MS Office tasks at their own pace, supported by integrated feedback which helps them to identify and remedy their mistakes; and an assessment component which will count towards their overall module result. Students will also complete several assignments in which they will be expected to apply the MS Office tools that they have practiced in the online environment.

INTERACTIVE CREATION

This module is designed to equip students with the creative, technical, and user-centred skills needed to design and develop interactive web animations and interfaces. Students will gain an understanding of the principles of web animation, user experience (UX), and accessibility, while applying industry-standard tools and workflows to produce functional, engaging, and inclusive digital content. By combining animation techniques with responsive design practices, learners will be able to prototype and implement interactive features that enhance usability across diverse devices and contexts. The module emphasises both the aesthetic and functional impact of design decisions, preparing students to create interactive products that are innovative, accessible, and adaptable within the dynamic web environment.

INTRODUCTION TO WEB PROGRAMMING

Students will be able to plan the structure and apply correct tools for designing a web design in software such as Dreamweaver. HTML is a language used to describe data and display content of the website. Students will also develop understanding of working with CSS, and the relationship between HTML and CSS.

PROJECT-BASED SIMULATION

The module “Project-Based Simulation” aims to immerse students in simulated workplace scenarios tailored specifically to align with their academic level. Through this, they can effectively apply, practice, and refine the foundational knowledge they’ve gathered throughout their studies. The controlled environment of the simulation ensures students have the freedom to explore, make mistakes, and learn in a safe setting. This not only provides a buffer from potential industry pressures but also ensures they benefit from the vigilant supervision of seasoned lecturers. The proximity of this interaction paves the way for instantaneous feedback and guidance, enabling rapid skill acquisition and the refining of core techniques. More than just skills, the Project-Based Simulation module is also about nurturing confidence. Engaging in these tailored scenarios within a structured yet supportive setting, students cultivate a burgeoning sense of self-assuredness.

WEB DESIGN

Knowledge will be acquired to create vector illustrations, logos and basic web layout, including a wide range of techniques to create professional designs.
The module also provides students with image editing experience and provides the students with knowledge of different software functions, as well as a range of imaging and editing tools. Knowledge of using a professional visual editor for creating and managing web sites will be developed. The student will be able to create and edit cross-platform, cross-browser pages.