

Implementation plan Finished

Study unit	Implementing ICT Systems (A0109), 5.0
Implementation	NIA1111: 1/2011-2012 (29.08.2011 - 19.12.2011)
Type	DEVELOPMENT OF CORE COMPETENCES IN THE FIELD (A030)
Groups	Primary: NIA10SN Others :
Involved in the project	
Lecturers	Paresh Rathod
Number of participants	Minimum: Maximum:
Enrolment period	23.05.2011 08:00 - 05.06.2011
Main timing for implementation	
Applicability	For exchange students: Yes For elective studies: No Open UAS student: No Suitable for virtual UAS: No
Teachers	Rathod Paresh (Teacher in charge), De Arruda Camara Antonius (Other teacher)
Campus	Laurea Leppävaara
Main location for implementation	
Implementation method	Optima realization/student group, Other method of implementation, Project/venture/R&D, Web/virtual Language: English Virtuality: 0 cr Integration of R&D: 3 cr
Implementation class	
Focus areas	
Evaluation at the latest	19.01.2012 Storing of graded material ends.: 19.12.2012
Exam days	
Having completed the study unit the student is able to	• describe the structure of the World Wide Web as interconnected hypertext documents • create and validate HTML/XHTML documents • show how to display such documents in Web applications • demonstrate an understanding of dynamic web application development with markup languages. • describe the issues involved in developing a web interface • discuss and contrast data entry and validation techniques in client-side vs. server-side programming
Previous studies	Developing ICT Systems
Previous studies, more information	Developing ICT Systems (or) equivalent knowledge [For more information: Contact teacher in charge]
Learning objectives	The study unit introduces students to the developing and implementing process of ICT systems. Students are further deepens the knowledge of innovative rich internet applications(RIAs) development methodologies from the technical, business and social perspective. The goal of the study unit is to design, develop, and publish an innovative rich internet application using recommended design practices.
Contents	• web 2.0 rich internet application development methodologies • web-markup and display languages • web interfaces, Visual Elements and Graphics • web design, layouts and validation • web development, implementation and integration
Study material	Self-learning reference books: 1) Web Development and Design Foundations with XHTML(5th Edition) Author - Terry Felke - Morris 2) Principle of Web Design (4th Edition) Author - Joel Sklar
Evaluation criteria and methods	20% - Workshop & Competence of the subject area 30% - Team Project Work
Work strain	150 hours for each sectionWorkshops40 hours

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	Individual Lab Work 30 hours LbD-project work 50 hours Self study, Guidance and Other 30 hours Total 150 hours
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