

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Computer Engineering		
Field of Knowledge:	Engineering and Architecture		
Faculty/School:	Senior Polytechnic School		
Course:	WEB DEVELOPMENT		
Type:	Compulsory	ECTS credits:	6
Year:	2	Code:	3648
Teaching period:	Fourth semester		
Area:	Software Engineering		
Module:	Specific Technology		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

The Web Development course provides knowledge on specific methodologies of web analysis and development such as languages, presentation technologies and access to information.

## SKILLS

### Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying

knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

## General Skills

An ability to design, develop, assess and guarantee the accessibility, ergonomics, usability and security of computer applications, services and systems, and the information managed therein.

An ability to define, assess and choose hardware and software platforms for the development and execution of computer applications, services and systems.

An ability to conceive and develop computer systems or architectures that are centralised or distributed, integrating hardware, software and networks.

## Specific skills

An ability to develop, maintain and assess software services and systems that meet all user requirements, are reliable and efficient, are affordable to develop and maintain and meet quality standards, applying software engineering theories, principles, methods and practices.

An ability to identify and analyse problems and design, develop, implement, verify and document software solutions based on suitable knowledge of current theories, models and techniques.

## DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
68 hours	82 hours