Course Description

Title: Bohemian WEBsody
Fields of activity: Computer Engineering, Computer Science/Automatic Control/Informatics
Examination type: Written exam and/or case study
Number of ECTS credits issued: 1
Learning Goals and Objective: This course is aimed to provide students with knowledge related to everything about the web. From the basics of designing, to coding and compiling complex websites, the students will be able to learn everything they need to know about the fascinating world of the web.

Also, at one point, the students will be asked to present what they have learned by putting to use the knowledge they obtained in the duration of the course.

Name of activity	HTML Basics
Number of working hours	1.5 hours
Type of activity	Lecture
Lecturer	Ivan Chorbev
Short summary of content	Basics of Web Design: Introduction to HTML
Bibliography	N/A
Expected effect	The students will learn about the basics of HTML and will be able to recognize HTML tags that are used for text markup in the web pages. In addition, they will understand the web page structure, divisions, spans, and HTML5 structural elements.

Name of activity	CSS Basics
Number of working hours	1.5 hours
Type of activity	Lecture
Lecturer	Ivan Chorbev
Short summary of content	Basics of Web Design: Introduction to CSS
Bibliography	N/A
Expected effect	The students will learn about the basics of CSS along with how and where it is used. Also the students will get familiar with the use of CSS selectors as well as the common types and the less common types of CSS.

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Name of activity	CSS Features
Number of working hours	2 hours
Type of activity	Lecture
Lecturer	Aleksandra Hristov
Short summary of content	Building responsive layout solutions using the latest CSS features: CSS Flexbox and CSS Grid.
Bibliography	N/A
Expected effect	The students will get a chance to exercise their creativity by the new and powerful tools - CSS Grid, CSS custom properties, CSS shapes, CSS Flexbox and CSS writing mode.

Name of activity	How VR and RA will change the web
Number of working hours	2 hours
Type of activity	Lecture
Lecturer	Filip Nedevski
Short summary of content	History of VR and AR. How the beginning was web integrated in VR and AR. How VR and AR is developing now and how they can evolve within the web.
Bibliography	N/A
Expected effect	The students will get guidelines how they can make VR and RA compatible web applications and services. Get to know the whole process of integrating VR and RA into websites.

Name of activity	JavaScript
Number of working hours	3 hours

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Type of activity	Lecture
Lecturer	Ivan Kitanovski
Short summary of content	Introduction to JavaScript. Basic functionality such as creating functions, creating variables, and calling these lines of code from standard HTML pages.
Bibliography	N/A
Expected effect	The students will learn about the basics of JavaScript and how the interactive side of the websites functions.

Name of activity	How VR and AR sets work
Number of working hours	2 hours
Type of activity	Practical work
Lecturer	Prime 3D
Short summary of content	Going through the working process of how a VR and AR addition in the websites can help to get a better experience when visiting the website. Showing how the sets work and going through the whole experience.
Bibliography	N/A
Expected effect	The students will get a chance to experience how a VR and AR set works by playing games on the set, and go through websites who have integrated VR and RA into their sites.

Name of activity	CSS Features
Number of working hours	2 hours

Type of activity	Lecture
Lecturer	Igor Trajkovski
Short summary of content	Building responsive layout solutions using the latest CSS features: CSS Flexbox and CSS Grid.
Bibliography	N/A
Expected effect	The students will get a chance to exercise their creativity by the new and powerful tools - CSS Grid, CSS custom properties, CSS shapes, CSS Flexbox and CSS writing mode.

Name of activity	HASELT - Company walkthrough
Number of working hours	3 hours
Type of activity	Company visit
Lecturers	Martina Danevska, Jane Dimeski, Mihajlo Veljanovski
A short summary of content	General company introduction + testimonials from team members + project case study
Bibliography	N/A
Expected effect	The participants will get an overview of HASELT's & HyperArrows's process of collaboration and contribution during the whole lifecycle of a project's development.

Name of activity	Designing an application that people will actually use
Number of working hours	4 hours
Type of activity	Case Study
Lecturer	Ivan Zografski

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Short summary of content	Designing an app based on your future users needs and feedback has become paramount to making something useful. We will be presenting/testing a Mobile App that the Solveo team has designed. In this workshop we will go through the iterative process from concept to UI/UX prototype, get real feedback and propose redesign based on it.
Bibliography	N/A
Expected effect	The students will learn how a newly developed application works, the process of designing and where and how the application is going to be used.

Name of activity	Angular Material
Number of working hours	3 hours
Type of activity	Lecture
Lecturers	Boris Donev
A short summary of content	Angular Material is a UI component library for Angular JS developers. Angular Material components help in constructiong attractive, consistent and functional web pages and web applications while adhering to modern web design principles like browser portability, device independence, and graceful degradation. It helps in creating faster, beautiful, and responsive websites.
Bibliography	N/A
Expected effect	The participants will get a chance to learn how to use Angular Materials, how they are used and where, and how they are important in the making of the websites.

Name of activity	Why is CSS so important?
Number of working hours	4 hours
Type of activity	Lecture
Lecturers	Boban Joksimoski
A short summary of content	Learning how to style images using CSS, use and implement

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	links and fonts.
Bibliography	N/A
Expected effect	The participants will get a chance to get to know all of CSS's cool features, how to style images using it, links, fonts and multimedia while they express their creativity.

Name of activity	Making of a CV website
Number of working hours	3 hours
Type of activity	Case Study
Lecturers	Aleksandar Stojmenski
A short summary of content	The participants will design their own website which will be their actual CV which they will be able to use afterwards.
Bibliography	N/A
Expected effect	The participants will get a chance to get to create a website, precisely a website that will be their CV.