



QF05/0408-4.0 E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Management Information Systems Department
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Study plan No.	Business	University Specialization	Management Information Systems
Course No.	0506332	Course name	Website development
Credit Hours	3	Prerequisite/ Co-requisite	0506373
Course type	<input type="checkbox"/> MANDATORY UNIVERSITY REQUIREMENT <input type="checkbox"/> UNIVERSITY ELECTIVE REQUIREMENTS	<input type="checkbox"/> FACULTY MANDATORY REQUIREMENT <input type="checkbox"/> Support course family requirements	<input checked="" type="checkbox"/> Mandatory requirements <input type="checkbox"/> Elective requirements
Teaching style	Full online learning	✓ Blended learning	Traditional learning
Teaching model	1 Synchronous: 1 asynchronous	✓ 2 face to face : 1 asynchronous	2 Traditional

Faculty member and study divisions' information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail	
Division number	Time	Place	Number of students	Teaching style	Approved model
1				Blended	2:1

Brief description

This course aims at reflecting the introductory course of electronic business and teaching students how to initiate web projects through the designing of websites and development of web applications using basic programming interactive web design languages such as HTML.

Learning resources

Course book information (Title, author, date of issue, publisher ... etc.)	Turban. (2018). Electronic Commerce: A Management Perspective , Prentice Hall.			
Supportive learning resources (Books, databases, periodicals, software, applications, others)	HTML handbooks			
Supporting websites				
The physical environment for teaching	Class room	✓ labs	✓ Virtual educational platform	Others
Necessary equipment and software	HTML, WIX,			
Supporting people with special needs				
For technical support				



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Course learning outcomes (S= Skills, C= Competences K= Knowledge,)

No.	Course learning outcomes	The associated program learning output code
Knowledge		
K1	Introducing the history of ELECTRONIC COMMERCE	MK1
K2	Explaining HTML using HTML editor	MK3
K3	Presenting the Themes, concepts issues and skills of HTML	MK2
K4	understanding the internet, intranet and extranet and www	MK1
Skills		
S1	Having the ability to create personal and/or business websites	MS1
S2	Understanding all the HTML tags	MS1
S3	Learning coding standards	MS2
S4	Using (links, lists, tables, images, forms and frames)	MS2
Competences		
C1	Being able to design and implement an E-commerce application	MC2
C2	Having the ability to integrate the waterfall model in development of e-commerce application.	MC1
C3	Understand e-management, e-business, E-learning and e-government.	MC1

Mechanisms for direct evaluation of learning outcomes

Type of assessment / learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
Midterm exam		30%		
Participation / practical applications		0		
Asynchronous interactive activities		30%		
Final exam		40%		

Note 1: Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Note 2: According to the Regulations of granting Master's degree at Al-Zaytoonah University of Jordan, 40% of final evaluation goes for the final exam, and 60% for the semester work (examinations, reports, research or any scientific activity assigned to the student).



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Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	Overview of Electronic Commerce: - Electronic Commerce Definitions and Concepts.	Lecture	
2	- The EC Framework - Classifications and content - E-commerce Business plans Cases and Models - Benefits and limitations of EC	Lecture	
3	Launching a Successful Online Business and EC Project Web site design	Lecture	
4	Introduction to the internet, intranet and extranet and www	Lecture	
5	Types of Browsers	Lecture	
6	HTML Basics - Begin with the Basics - All about links.	Lecture	
7	HTML Basics - Text Formatting - Using Images, Color, and Background	Lecture	
8	Tables in HTML	Lecture	
9	Lists in HTML	Lecture	
10	Videos in HTML	Lecture	
11	Frames in HTML	Lecture	
12	Forms in HTML	Lecture	
13	Style Sheets in HTML	Lecture	
14	Consumer Behavior, Market Research, and Advertisement - Web design - Advertising Methods	Lecture	
15	- Web page creation to include advertising	Lecture	
16	Final Exam		

* Learning styles: Lecture, flipped learning, learning through projects, learning through problem solving, participatory learning ... etc.

** Reference: Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.



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Schedule of asynchronous interactive activities (in the case of e-learning and blended learning)

Week	Task / activity	Reference	Expected results
1	Writing the campers among e-management, e-business, E-learning and e-government- R Modeling Examples.		
2	Improving to apply all the HTML tags in Examples		
3	Explaining HTML using HTML editor		
4	Design page using (formatting HTML tags, as Examples.		
5	Creating Background by using HTML tags		
6	Creating Background color by using HTML tags		
7	Creating Background image by using HTML tags		
8	Creating Color by using HTML tags		
9	Creating lists by using HTML tags		
10	Creating tables by using HTML tags		
11	Creating images by using HTML tags		
12	Creating forms by using HTML tags		
13	Creating frames by using HTML tags		
14	Design or create personal and/or business websites. Examples		
15	Revision Class		