ANEXA 1

SYLLABUS
University year 2025-2026
Year of study I / Semester II

1. Information on academic programme

1.1. University	**"1 Decembrie 1918" University of Alba Iulia**
1.2. Faculty	**Faculty of Informatics and Engineering**
1.3. Department	**Informatics, Mathematics and Electronics**
1.4. Field of study	**Computer Science**
1.5. Cycle of study	**Undergraduate**
1.6. Academic programme / Qualification	**Computer Science /ESCO: 2512/ Software developers Analyst 251201 Computer System Programmer 251204 Computer System Engineer 251203**

2. Information of Course Matter

2.1. Course	**Graphical Interface Design**				2.2. Code	**CSE115**	
2.3. Course Leader			Dr. SIGHENCEA Bogdan - Ilie				
2.4. Seminar Tutor			Dr. SIGHENCEA Bogdan - Ilie				
2.5. Academic Year	**I**	2.6. Semester	**II**	2.7. Type of Evaluation (E – final exam/ CE - colloquy examination / CA -continuous assessment)	**CE**	2.8. Type of course (C– Compulsory, Op – optional, F - Facultative)	**C**

3. Course Structure

3.1. Weekly number of hours	4	3.2. course	**2**	3.3. seminar, laboratory	**2**
3.4. Total number of hours in the curriculum	56	3.5. course	**28**	3.6. seminar, laboratory	**28**

Allocation of time:	hours
Individual study of readers	**10**
Documentation (library)	**10**
Home assignments, Essays, Portfolios	**20**
Tutorials	**-**
Assessment	**4**
Other activities …….	**-**

3.7 Total number of hours for individual study	44
3.8 Total number of hours in the curriculum	56
3.9 Total number of hours in the curriculum	100
3.10 Number of ECTS **	4

4. Prerequisites (where applicable)

4.1. curriculum-based	Object – oriented programming
4.2. competence-based	- high level language programming

5. Requisites (where applicable)

5.1. course-related	Room equipped with video projector / board / Microsoft Teams Platform
5.2. laboratory-based	Laboratory – computers / Microsoft Teams Platform

6. Specific competences to be aquired (chosen by the course leader from the programme general competences grid)

Professional competences	CP25 (1 ECTS), CP28 (1 ECTS)
Transversal competences	Not applicable

7. **Course objectives (as per the programme specific competences grid)**

7.1 General objectives of the course	At the end of the course, students should have a good understanding of the principes of graphical interface
7.2 Specific objectives of the course	At the end of the course, students will be able to: • Describe main concepts related to graphical interfaces • Explain fundamental HTML, CSS and JavaScript concepts • Implement (static) web pages using HTML, CSS and Javascript, according to current standards

8. **Course contents ***

8.1 Course	**Teaching methods**	**Obs.**
1. HTML & CSS	Lecture, discussions, presentation	4
2. Fundamental concepts and principles regarding graphical interfaces		2
3. Mockups for web pages		2
4. Advances concepts regarding graphical interfaces		2
5. Responsive design		2
6. Document Object Model		2
7. Fundamentals of JavaScript		2
8. Modern JavaScript		2
9. JQuery		8
10. Assesment		2
8.2. Laboratory	**Teaching methods**	**Observations**
1. Working environment, HTML introduction	Discussion, presentation, exercices	2
2. HTML, semantic elements, CSS		2
3. CSS		4
4. Layout with flex and grid		2
5. Personal page design		4
6. JavaScript		4
7. JQuery		2
8. Project		6
9. Assesment		2

References

1. Tracy Osborn - *Hello Web Design Design Fundamentals and Shortcuts for Non-Designers*, No Starch Press, 2021.
2. Jennifer Robbins – *Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics,* O'Reilly, 2018.
3. Milecia McGregor - Full-Stack JavaScript Strategies (previously titled JavaScript: The Hidden Parts) O'Reilly, 2025.
4. Erik A. Meyer, Estelle Weyl – *CSS: The Definitive Guide: Web Layout and Presentation*, O'Reilly, 2023.
5. Jennifer Robbins – *Learning Web Design: A Beginner's guide to Html, Css, Javascript and Web Graphics,* O'Reilly, 2025

9. **Corroboration of course contents with the expectations of the epistemic community's significant representatives, professional associations and employers in the field of the academic programme**

NA

10. **Assessment**

Activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course	Final evaluation	*Written assessment*	70%
10.5 Laboratory	Continuous evaluation	*Solving proposed assignments*	30%

10.6 Minimum performance standard

- Final laboratory project must comprise of at least a HTML 5 pages that has a responsive design, uses semantic structure elements, is formatted with CSS3 and has a minimal JavaScript component.
- Obtaining a minimum grade of 5 on both assessments (exam/lab).
- Final written assessment: minimum 4 correct subjects, out of 9 subjects.
- For participation in the first exam, attendance is mandatory, in proportion to 100% (laboratory).
- Activities can be recovered through additional activities, during the semester, within the limit of 50% of the total required.

Submission date
29.09.2025

Course leader signature
Dr. Bogdan Sighencea

Seminar tutor signature
Dr. Bogdan Sighencea

Date of approval by Department

Department director signature
Lect.dr.ing. Mihaela ALDEA

Data Date of approval by Faculty Council

Signature of the Dean
Conf.dr.ing. Corina ROTAR