Electronic Publishing

Programme course

6 credits

Elektronisk publicering

TNMK30

Valid from: 2017 Spring semester

Determined by
Board of Studies for Computer Science and Media Technology

Date determined
2017-01-25

Offered for the last time
Autumn semester 2022

Replaced by
TNM115

Main field of study
Media Technology and Engineering

Course level
First cycle

Advancement level
G1X

Course offered for
- Media Technology and Engineering, M Sc in Engineering

Entry requirements
Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites
Introductory course in programming.

Intended learning outcomes
The student should after the course be able to:
- designing effective information
- using the different techniques and formats available for the presentation of text and images electronically
- distinguish between tools and technologies and determine which technology / standard that is most suitable for a given problem
- evaluate an existing publication with respect to technology, discussed in the course
- analyze the opportunities and risks associated with the use of digital media from a social and economic perspective
- use an agile development approach for performing a programming project in electronic publishing in a group of 4-5 persons

Course content

The course focuses on methods for content design in electronic publishing. Fundamental markup languages for content design. Introduction to the client-server model and script languages. Introduction to structured layout and design in electronic publishing, e.g. style sheets. Introduction to programming for electronic publishing and distributed services, e.g. dynamic information. Short introduction to databases and their application in storage and retrieval of dynamic information. Social and economic aspects of the use of digital media.

Teaching and working methods

Lectures, laboratory work and project.
Laboratory work also includes hand-in assignments.
The project is performed in groups of three or four students.

Examination

UPG1	Hand-in evaluation assignment	3 credits	U, 3, 4, 5
LAB2	Laboratory work including hand-in assignments	3 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Other information

Supplementary courses: Document structures. Agile usability development for handheld devices.

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Niklas Rönnberg

Course website and other links

http://www2.itn.liu.se/utbildning/kurs/index.html?coursecode=TNMK30

Education components

Preliminary scheduled hours: 84 h
Recommended self-study hours: 76 h

Course literature

Additional literature

Other

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.