

Module Title:	VISUAL DESIGN
Academic year:	2009 – 2010
Credit Value:	5
Pre- requisites:	None
Assessment:	100% CA
Aims	<ul style="list-style-type: none"> • To communicate a knowledge and understanding of the basic concepts of HCI and GUI design • To present basic visual programming concepts • To demonstrate a visual programming environment (Visual Basic) • To identify design guidelines and demonstrate the development of applications with standard Window GUI components such as Forms, Buttons, Checkboxes and Menus. • To demonstrate the development of applications with multiple forms, incorporating loops and logic, with database connectivity.
Module Content	<ul style="list-style-type: none"> • Gui Design • Elementary Visual Programming • Event Driven Programming
Intended Learning Outcomes:	<p>Having successfully completed this module, the student will be able to:</p> <ul style="list-style-type: none"> • Explain the basic principles of good user interface design • Describe and apply the fundamental concepts of visual programming • Demonstrate proficiency in the design and development of Business Information Systems with a visual interface • Apply GUI style guidelines

