

Name	Web Coding Basics for Designers
Codes	M-SZ-E-301-FS-262701-16 / ER-MOME-MA-262701-16
Host	MA School
Location	Classroom/Studio or workshop/ External venue/ Online

Course info			Subject info			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
Elective	36			Elective	26/27/1 Fall	5

Recommendation
Anyone, who wants to get a better understanding of information technologies and get more familiar with coding. Prior experience isn't needed.

Short description
This course offers students an introduction to creative coding, focusing on building confidence with interactive and responsive web design. Students will explore foundational web technologies like HTML, CSS, and JavaScript, learn how the internet works, and use tools like GitHub to organize and share their work. The course encourages a hands-on, supportive approach to solving coding challenges and applying creative thinking. By the end of the course, participants will have developed a simple website, which can be their own portfolio, to showcase their growing skills in a way that reflects their work and learning journey.

Teachers				
Name	Contact information	Teaching hours	Short BIO	Open hours
Törő Nina	anna.nina.toro@gmail.com	33	Web and application developer	

Course scheduling			
Course format		Weekly class appointments	
E.g. group and individual consultations according to a pre-announced schedule		Wednesday 16:40-18:50	
Details of each session’s type and schedule, showing the teacher’s role			
Week	Date	Weekly educational content	Studio/workshop
1	2026.09.09	No Class	
2	2026.09.16	How the Internet Works & Introduction to Coding	

3	2026.09.23	GitHub, Version Control & Publishing	
4	2026.09.30	Building for the Web: Content & Structure	
5	2026.10.07	Designing with Code: Visual Identity	
6	2026.10.14	<i>Course Week</i>	
7	2026.10. 21	Designing with Code: Layout & Composition	
8	2026.10.28	Designing with Motion	
9	2026.11.04	From Ideas to Code: Finding & Adapting Solutions	
10	2026.11.11	Creative Coding: Interaction & Experimentation	
11	2026.11.18	Creative Coding: Interaction & Experimentation	
12	2026.11.25	Polishing and Deploying the Portfolio	
13	2026.12.02	Final demonstrations and evaluation	
14			
15			

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Homework		Homework assignments will involve creating simple components of the portfolio website. Additionally, students will engage with educational coding games and watch recommended tutorials.		50
Project deliverables		Students will be required to create a portfolio website.		40
Individual contribution		Effectively replicate the tasks in class.		10
General requirements				
e.g. eligibility criteria for the exam, free-form description				

Course materials and literature
Mandatory literature
Course notes and presentations
Recommended literature

Learning outcomes	
Knowledge	
Skills	Students will acquire the skills to build interactive and responsive web components by applying fundamental web technologies like HTML, CSS, and JavaScript, while also gaining a deeper understanding of information technologies and how the internet works.

Attitude	The course fosters technical proficiency while providing opportunities for creative exploration, especially within the context of homework assignments and the final project.
Autonomy and Responsibility	Students will take responsibility for completing assignments, participating in classwork, and effectively presenting the final web project

Exemption
Exemption from attending and completing the course cannot be granted

Curricular connections		
Subject	Parallel courses	Course proportion in subject
Elective		
Subject prerequisites	Special subject prerequisites	Is it available as an elective?
		Yes/No

Guidelines and rules for the use of artificial intelligence in the course
The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Policy of the Moholy-Nagy University of Arts.

Materials needed for the course	Who provides the materials?
Material requirement 1	Tech Park / Programme / Student / Other
Material requirement 2	Tech Park / Programme / Student / Other

Other information, comments