



# Web Site Design and Development Applied Certificate

## PLAR Candidate Guide

Prior Learning Assessment and Recognition (PLAR)

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### Prior learning credit options at Saskatchewan Polytechnic

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See [Get Credit for What you Know](#) for important information about all options to get credit for prior learning at Sask Polytech, including PLAR, transfer credit, Canadian Armed Forces credit, and equivalency credit.

### How to navigate this document

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This document contains links to other document sections or webpages. To return to where you were from another section in this document, press the *ALT* key and *left arrow* key at the same time. To return to this webpage from another webpage, close the other webpage or click back on the browser tab for this document.

### Contents of this guide

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This guide contains the following specific PLAR information and tools for this program

- A. [PLAR fees](#)
- B. [PLAR eligibility and options](#)
- C. [Dates when PLAR assessment is available](#)
- D. [Special directions for this program](#)
- E. [PLAR contact person](#)
- F. [Self-rating course outlines](#)

## A. PLAR fees

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Fees for PLAR challenges are set to cover our costs for consultation, assessment, and related administrative tasks. PLAR fees are non-refundable and non-transferrable.

The PLAR fees policy is subject to change for each new academic year. Please see the **Cost** section on the [PLAR webpage](#) for current fee information.

## B. PLAR eligibility and options

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To be eligible for PLAR for courses in this program, you must first apply for admission and be accepted into the program. You must also consult with the [PLAR contact person](#) and be approved for PLAR assessment.

### Course pre-requisites and co-requisites

Some courses have one or more other courses that must be completed first (prerequisite) or at the same time (corequisite). See [course outlines](#) in this guide to identify any pre- or co-requisites for each course. Discuss with your [PLAR contact person](#) how to deal with courses with co-requisites.

### Block assessment

Some programs may assess a cluster of courses together in one block, which may save you time and effort. Ask the [PLAR contact person](#) whether there are any block assessment options in this program.

## C. Dates when PLAR assessment is available

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PLAR assessment for this program is available from Sept 1 to June 15 in each academic year.

**All PLAR assessment must be completed by June 15 of each academic year.**

## D. Special directions for this program

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1. **Review** the [PLAR process and FAQs](#) and the information in this guide.
2. **Self-rate** your learning for each course using the [Course Outlines](#) in this guide.
3. **Consult** with the [PLAR contact person](#) for PLAR approval. Be prepared to provide your resume, course self-ratings (see [section F](#)), and a partially completed [PLAR application](#). If you are approved for PLAR, the contact person will sign your PLAR application and explain next steps.
4. **Apply** for admission to the program. See [directions](#) for applying.
5. **Register** for PLAR at [Registration/Enrolment Services](#) once you have signed approval on your [PLAR Application Form](#). The PLAR fee will be added to your student account.
6. **Finalize** an assessment plan with your assigned assessor.
7. **Complete** assessment before your PLAR registration expires.

## E. PLAR contact person

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Contact the person below to arrange a consultation **after** you have read this guide and [general PLAR information](#) and rated yourself for each course (see next session). Consultation may be by phone, online, or in person. Be prepared to provide your resume, course self-ratings, and a partially completed [PLAR application](#). If agreement is reached to go ahead with PLAR, the contact person will sign approval on your PLAR application and explain the next steps. Admission to the program is required before you can register for PLAR.

**Kelvin Mahlberg**, *Program Head*  
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Saskatchewan Polytechnic, Saskatoon Campus  
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## F. Self-rating course outlines

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Clicking on a course code below opens a page where you can rate yourself on the knowledge and skills assessed for PLAR credit. For Arts & Sciences courses, clicking on the course code opens another PLAR guide. The [PLAR contact person](#) for this program will refer you to another person to discuss PLAR for courses delivered by Arts & Sciences or another program/department.

COURSE CODE	COURSE NAME	Delivered by another department/program
<a href="#">DSGN 103</a>	Web Site Design Principles	
<a href="#">DSGN 202</a>	User Experience Design 2	
<a href="#">DSGN 1AA</a>	Design Fundamentals	
<a href="#">GRPH 1AA</a>	Image Editing	
<a href="#">MULT 114</a>	Web Development 3	
<a href="#">MULT 120</a>	Web Development 1	
<a href="#">MULT 124</a>	Web Development 2	
<a href="#">MULT 128</a>	Web Development 4	
<a href="#">MULT 213</a>	Web Development 5	
<a href="#">MULT 205</a>	Content Management Systems	
<a href="#">MULT 2CC</a>	Creative Computing	
<a href="#">INDG 100</a>	Introduction to Indigenous Studies	<a href="#">Arts &amp; Sciences</a>

### DSGN 103 – Web Site Design Principles

You will learn the core concepts of User Experience (UX) design, the modern toolset, and the conventions of its use. You will develop concepts using wireframes and mockups. You will create prototypes using UX design tools.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** MULT 120

<b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b>  <b>Competent:</b> I can apply this outcome without direction or supervision. <b>Learning:</b> I am still learning skills and knowledge to apply this outcome. <b>None:</b> I have no knowledge or experience related to this outcome.	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Define User Experience (UX) design.			
2. Use UX design tools.			
3. Apply UX design principles.			
4. Examine inclusive design.			
5. Develop prototype workflow.			
6. Construct a prototype.			

## DSGN 202 - User Experience Design 2

You will explore User Experience (UX) testing methods, conventions, and test a full-scale prototype. You will consider the impact of ethics and accessibility while creating an industry ready prototype.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 103  
**Corequisites:** none  
**Equivalent course(s):** DSGN 103CE

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Define User Experience (UX) testing methods.			
2. Identify UX design conventions.			
3. Plan a prototype.			
4. Create a prototype.			
5. Perform user testing			
6. Revise a prototype.			

## DSGN 1AA - Design Fundamentals

You will explore the elements of design and principles of organization. You will learn about grids and how they enhance layout and composition. You will gain an understanding of colour theory and the use of the colour wheel. You will explore the application of typography in relation to effective graphic design. You will apply these skills to create effective design communication solutions.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** GRPH 1AA

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Describe the elements and principles of design.			
2. Analyze colour theory.			
3. Identify the form and function of type.			
4. Examine layout and composition			
5. Use grids to organize visual elements.			
6. Produce effective design solutions			

## GRPH 1AA - Image Editing

Your studies will include an introduction to the basic concepts of image editing, including file types and resolution. You will develop the skills required to use an image editing application, and perform image editing techniques, including image compositing. You will also prepare images for output.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b>  <b>Competent:</b> I can apply this outcome without direction or supervision. <b>Learning:</b> I am still learning skills and knowledge to apply this outcome. <b>None:</b> I have no knowledge or experience related to this outcome.	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe image editing			
2. Describe file types and resolution.			
3. Use an image editing application.			
4. Apply image editing techniques.			
5. Apply compositing techniques.			
6. Prepare images for output.			

### MULT 114 – Web Authoring 3-Javascript

You will be introduced to programming in JavaScript (JS). Your studies will include data types, variables, basic operations, decisions structures, looping structures, functions, and objects. You will also study the Document Object Model (DOM). You will use these elements to create interactive websites.

**Credit unit(s):** 4.0  
**Prerequisites:** MULT 124  
**Corequisites:** none  
**Equivalent course(s):** MULT 124

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe programming and JavaScript.			
2. Practice development tools, debugging, and error handling.			
3. Use data types, variables, and basic operations.			
4. Use decision structures.			
5. Use looping structures.			
6. Use functions.			
7. Use Object.			
8. Use the Document Object Model (DOM).			
9. Develop interactive websites.			



## Mult 120 – Web Authoring 1

You will learn the basics of web authoring and publishing. You will create webpages using basic Hypertext Markup Language and Cascading Stylesheets. You will use industry-standard software to create and manage webpages. You will publish webpages to your own web hosting service.

**Credit unit(s):** 4.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** GRPH 260, MULT 120CE

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Define internet fundamentals.			
2. Use internet fundamentals.			
3. Use web development tools.			
4. Explore HTML.			
5. Use HTML.			
6. Explore CSS.			
7. Use CSS.			
8. Build and publish webpages.			

## MULT 124 – Web Authoring 2-Intermediate HTML/CSS

You will use intermediate Hypertext Markup Language (HTML) and Cascading Style Sheets (CSS) to design and create websites with a variety of layouts. You will begin implementing strategies for building websites and you will learn how to build interactive, media rich, and responsive websites. You will create and publish a website. You will explore website builders and Content Management Systems (CMS).

**Credit unit(s):** 3.0  
**Prerequisites:** MULT 120  
**Corequisites:** none  
**Equivalent course(s):** MULT 124CE

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Examine HTML/CSS strategies.			
2. Explore layout techniques.			
3. Apply layout techniques.			
4. Explore responsive techniques.			
5. Apply responsive techniques.			
6. Create and publish a website.			
7. Explore content management systems (CMS).			

## MULT 128 – Web Development 4

You will learn about the intricacies of front-end development by exploring several web design approaches. You will use Cascading Style Sheets (CSS) preprocessor, front-end frameworks, and JavaScript libraries to create advanced websites.

**Credit unit(s):** 4.0  
**Prerequisites:** MULT 114  
**Corequisites:** none  
**Equivalent course(s):** MULT 114

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Define front-end development.			
2. Practice web design approaches.			
3. Use Cascading Style Sheets (CSS) preprocessors.			
4. Practice front-end frameworks.			
5. Practice JavaScript libraries.			
6. Use JavaScript libraries.			
7. Build advanced websites.			

## MULT 213 - Web Development 5

You will learn the principles of asynchronous JavaScript. You will create dynamic webpages that use asynchronous JavaScript to request and change content.

**Credit unit(s):** 4.0  
**Prerequisites:** MULT 128  
**Corequisites:** none  
**Equivalent course(s):** MULT 128

<b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b>  <b>Competent:</b> I can apply this outcome without direction or supervision. <b>Learning:</b> I am still learning skills and knowledge to apply this outcome. <b>None:</b> I have no knowledge or experience related to this outcome.	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe asynchronous JavaScript.			
2. Demonstrate advanced development tools, debugging, error handling.			
3. Demonstrate modern JavaScript techniques.			
4. Practice markup languages and data formats.			
5. Demonstrate Application Programming Interfaces (API).			
6. Use callbacks, promises, async/await.			
7. Evaluate different JavaScript frameworks and libraries.			
8. Create a webpage using asynchronous JavaScript.			

## MULT 205 - Content Management Systems

You will learn about Content Management Systems (CMS) for managing large, interactive web sites. You will select an appropriate CMS and modify the content and interface to build custom projects.

**Credit unit(s):** 3.0  
**Prerequisites:** DSGN 103, MULT 128  
**Corequisites:** none  
**Equivalent course(s):** DSGN 103, MULT 128

<p><b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b></p> <p><b>Competent:</b> I can apply this outcome without direction or supervision.  <b>Learning:</b> I am still learning skills and knowledge to apply this outcome.  <b>None:</b> I have no knowledge or experience related to this outcome.</p>	Competent	Learning	None
1. Create custom visual themes.			
2. Design visual themes.			
3. Build visual themes.			
4. Select appropriate Content Management Systems (CMS).			
5. Use CMS to build specific projects.			

## MULT 2CC - Creative Computing

In this course, you will learn how to use JavaScript libraries to create interactive graphics, animations, and projects. You will learn how to evaluate the creative potential of different programming techniques and tools, and understand the implications of creative computing on society, culture, and industry. By the end of the course, you will be able to analyze, apply, and evaluate programming concepts, as well as create interactive projects using user input and data.

**Credit unit(s):** 3.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** MULT 114

Use a checkmark (P) to rate yourself as follows for each learning outcome		Competent	Learning	None
<b>Competent:</b>	I can apply this outcome without direction or supervision.			
<b>Learning:</b>	I am still learning skills and knowledge to apply this outcome.			
<b>None:</b>	I have no knowledge or experience related to this outcome.			
1.	Evaluate creative techniques and tools.			
2.	Apply creative programming concepts.			
3.	Create interactive graphics.			
4.	Synthesize interactive projects.			
5.	Assess the implications of creative computing on society, culture, and industry.			
6.	Evaluate computational thinking approaches for creative projects.			

## INDG 100 - Introduction to Indigenous Studies

You will receive an introduction to the Indigenous cultural groups within Saskatchewan. You will learn about the colonization of Indigenous peoples by the Canadian state. Your studies will help you discuss current issues and explore possible solutions.

**Credit unit(s):** 1.0  
**Prerequisites:** none  
**Corequisites:** none  
**Equivalent course(s):** none

<b>Use a checkmark (P) to rate yourself as follows for each learning outcome</b>  <b>Competent:</b> I can apply this outcome without direction or supervision. <b>Learning:</b> I am still learning skills and knowledge to apply this outcome. <b>None:</b> I have no knowledge or experience related to this outcome.	<b>Competent</b>	<b>Learning</b>	<b>None</b>
1. Describe Indigenous nations of Saskatchewan.			
2. Explain how colonization has impacted Indigenous peoples.			
3. Discuss current issues and possible solutions.			