Responsive Web Design
Specialized Course M 1.1, 31st July – 4th August 2017
Klaus Westermann

The way people browse the web is changing quickly. More users access the web with different devices - desktop computers, phones, tablets, wearables, TVs. Wouldn't it be nice to design one page that provides an optimal viewing experience across that wide range of platforms?

Responsive Webdesign is a modern approach to web design that allows websites to adjust their appearance to suit different devices. A site designed with responsive web design adapts the layout to the viewing environment by using fluid, proportion-based grids, flexible images, and CSS 3 media queries.

In this three-day long, intensive practical course you'll learn the fundamentals of responsive web design. You'll create your own good looking page that provides an optimal viewing experience – easy reading and navigation with a minimum of resizing, panning, and scrolling – across a wide range of platforms from desktop computers to mobile devices.

International Summer School
The Faculty of Computer Science at the Hochschule Worms, University of Applied Sciences in Germany will offer a Summer School in Information Technology for students from all over the world. This programme is a unique opportunity to learn about cutting-edge IT-Technology in only two to four weeks. The future-oriented courses have a well-balanced focus between theory and practical experience. Every student gains insights into the business world through weekly visits to international companies. Furthermore, the Summer School includes an intercultural introduction and an introduction to German business culture in order to become familiar with the local culture. Optional the students may attend a two-week German language course (beginner level, 24 lessons).

The Faculty provides state of the art equipment and an excellent infrastructure, from the laboratories through the computer pools. Students can choose between a two-week programme (1 module) and a four-week programme (2 modules) and will get up to 3 credit points (ECTS) per module.

The number of students per module is limited to 10 - 25 students.

Deadline for application is 2nd June 2017
Deadline for payment is 30th June 2017

Programme Period:
Module 1  31st July – 11th August 2017
Module 2  14th August – 25th August 2017

Tuition Fee:
Module 1  € 590,-
Module 2  € 590,-
German Language Course (2 weeks, 24 lessons)  € 180,-

For any question or any further information please do not hesitate to contact: Binder-Hobbach@hs-worms.de
Web-based 2D & 3D Data Visualization  
Specialized Course M 2.1, 14th – 18th August 2017  
Prof. Dr. Alexander Wiebel

Data visualization takes large sets of abstract or spatial data and transforms them into expressive graphics. Thus it supports the powerful human visual system in extracting information, patterns and important characteristics from the data in order to obtain a deeper insight.

Making data visualization available in websites allows to efficiently communicate information on virtually every device in a platform-independent way. Computer-generated graphics and thus data visualization in a web browser environment are possible using open standards and libraries like HTML5, WebGL, d3.js and three.js.

This course will give an introduction into data visualization, the relevant computer graphics basics and their implementation using the mentioned standards and libraries.

Module structure of the first week

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<tr>
<td>Welcome Session</td>
<td>German Language Course</td>
<td>German Language Course</td>
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<tr>
<td>Intercultural Introduction including lunch</td>
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<tr>
<td>Guided Tour through the City of Worms</td>
<td>Lunch</td>
<td>Excursion to an International Company including lunch</td>
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User Experience Design  
Specialized Course M 2.2, 21st – 25th August 2017  
Prof. Dr. Werner König

Since Apple launched the iPhone in 2007 a whole industry learned, in which way a great user experience can influence the success of a product. It was a turning point for many companies in the (electronics) market which mainly focussed on the functionality and price of a product until then. Today, User Experience Design is a key competence of designers, developers and project managers.

In the course User Experience Design, students learn how to systematically develop software and services with a focus on users, their particular needs, and the individual context of use in order to achieve high attractiveness and user satisfaction concerning the product, provided services, and the company itself.

The students learn how to create personas, context scenarios, and user stories and get knowledge about validating these artefacts by user interviews, focus groups, and questionnaires. Further topics of the course are fundamentals of human cognition as well as best practice approaches for user-centred design of websites, desktop applications and mobile apps.