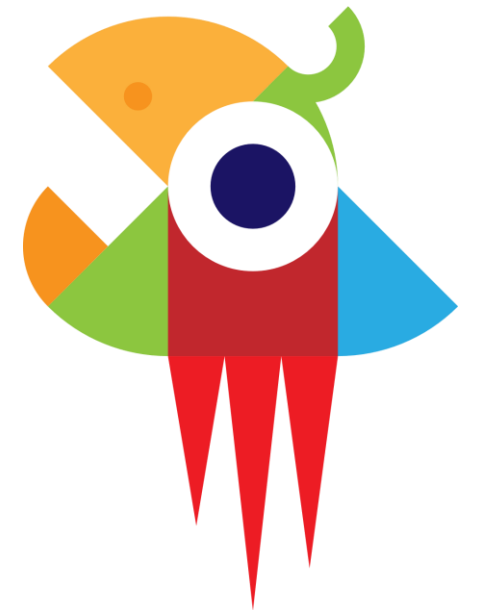


# A Scenario-Based-Learning- Approach for „Development of Web applications“



# Context of the Lecture

Programm: Bachelor of Science - Digital Media

Title of course: Development of Web application

No. of Students: 27

Lecture + processing period of 2 weeks per assignment package

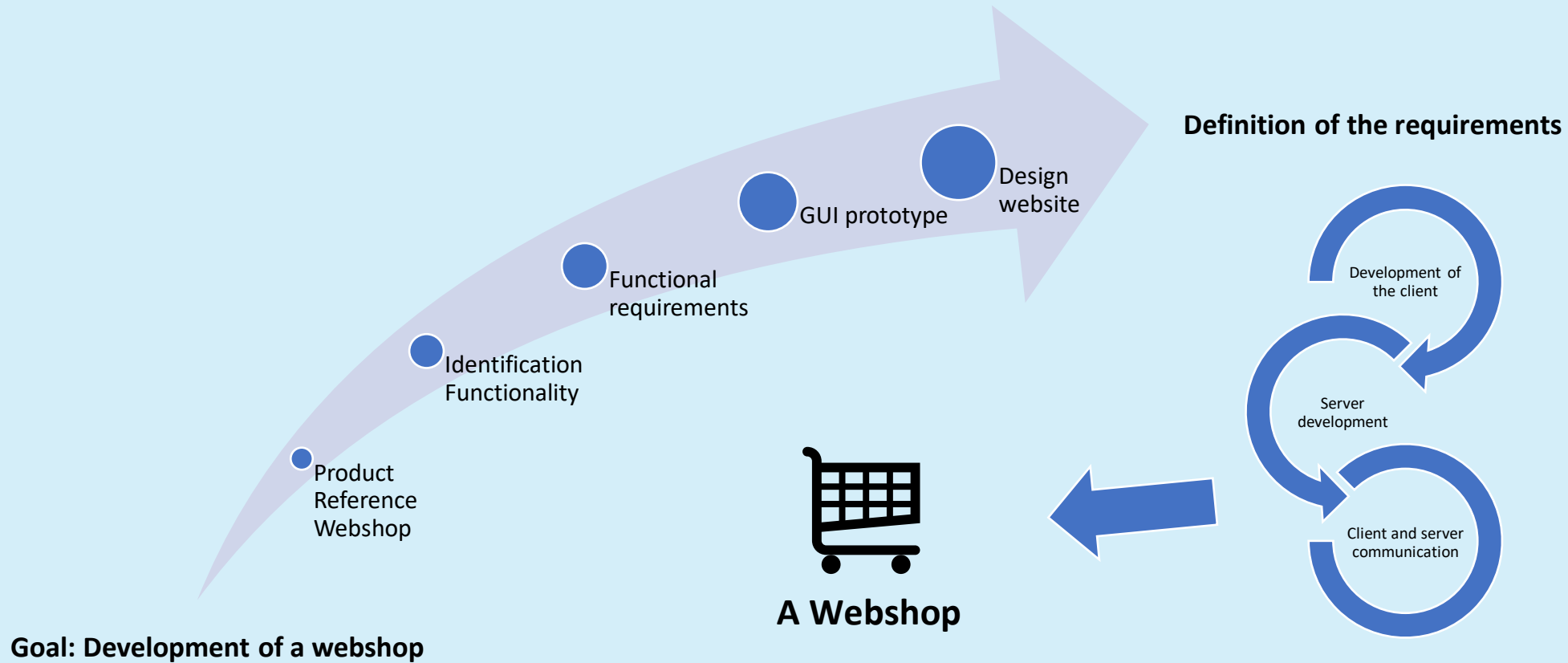


# ILOs

Students can **plan, program** and **evaluate** a web application using the example of a web shop.



# Storyline for SBL-Approach



# Storyline for SBL-Approach

## Requirements analysis: SBL accompanied by 5 task sheets

I: Selection of a webshop as reference  
(data type or structure)

II: Identification of functionality  
(application case also use case)

III: Definition of functional requirements  
(functional requirement)

IV: Prototypical graphical user interface  
(GUI, GUI prototype, paper prototype, storyboard, - -)

V: Design of web pages using HTML  
(Design of web pages, HTML, - -)



# Material provided to students

- Revised slides in the sense of scenario-based learning
- Five task packages as nodes of the scenario (see two example on next slides)



# Material provided to students

## **Questionnaire I: Development of a simple web store**

### *Selection of a web store as a reference*

Imagine you want to offer a certain product over the Internet and develop an online store for it. This event offers you the opportunity to develop a web store for your product. This and other questionnaires are used to define the requirements for the web store.

1. Which product would you like to offer in your webshop?
2. Selects a web store on the Internet that offers the product or similar. Specifies the link.

3. What information is used in the reference web store to define the product and customers.

### **Important notes**

1. The deadline for all five questionnaires is **15.05.2022**.
2. A zip file should be created for the five questionnaires with answers and uploaded to StudIP.
3. All questionnaires should be completed and handed in in groups of 2
4. All questionnaires are mandatory submission, but they are not graded.



# Material provided to students

## Questionnaire II: Development of a simple web store *Function identification*

A practical web store offers a variety of functions, e.g.,

- *Register customers*
- *Customers log in*
- *add new items*
- *Delete an article*
- *Rate article*
- *Add item to shopping cart*
- .....

1. What functions does the reference webshop provide? List at least 10 functions.

2. Which functions would you like to offer in your webshop? Name at least 10 functions.





# Thank You!



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