

## Higher National Unit Specification

### General information for centres

**Unit title:** Professional and Legal Issues for Web and Multimedia Developers

**Unit code:** DF6A 35

**Unit purpose:** This Unit is designed to provide candidates with an extensive understanding of the context within which they will work as a professional in the fields of Web Development and Multimedia Computing. The Unit should provide candidates with a broad knowledge of the legal aspects, standards and guidelines of professional development environments. This Unit is primarily intended for candidates who propose to follow a career, or are following a career, as Web developers or Multimedia professionals and who require an understanding of the professional responsibilities of such employment.

On completion of this Unit the candidate should be able to:

- 1 Describe the legislation that applies to Web and Multimedia development.
- 2 Demonstrate an awareness of current and evolving standards and guidelines in Web Development and Multimedia Computing.
- 3 Explain the meaning and importance of intellectual property for developers.

**Credit value:** 1 HN Credit at SCQF level 8: (8 SCQF credit points at SCQF level 8\*)

*\*SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

**Recommended prior knowledge and skills:** Access to this Unit will be at the discretion of the Centre. However, it is recommended that candidates should have previous experience of studying computing at Higher National level. Although differing programmes of study will be sufficient to prepare candidates for this Unit it is recommended that they should have completed the HN Unit Interface Design and Authoring. Candidates should have an understanding of interactive program design gained either through prior study or through work experience. This may be evidenced by the possession of relevant National Units, HN units or experience.

**Core skills:** There may be opportunities to gather evidence towards core skills in this Unit, although there is no automatic certification of core skills or core skills components.

**Context for delivery:** If this Unit is delivered as part of a group award, it is recommended that it should be taught and assessed within the subject area of the group award to which it contributes. Candidates should be encouraged to carry out their own research of current and evolving standards and guidelines.

## **General information for centres (cont)**

**Assessment:** This Unit is assessed by one extended report of around 1,200 words covering the knowledge and/or skills for all Outcomes. It is recommended that an extended case study or appropriate workplace situation should be used as the basis for generating evidence for the report. If a case study is used it is recommended that candidates be provided with it very early on in the delivery of the Unit in order to familiarise themselves with the information. If a workplace situation is used the assessor should ensure that there are sufficient opportunities available for the candidate to complete all the evidence requirements for the report and that they are confident in the authenticity of the candidates submission.

An Assessment Exemplar has been produced to indicate the national standard of achievement required at SCQF level 8.

## **Higher National Unit specification: statement of standards**

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The sections of the Unit stating the Outcomes, knowledge and/or skills, and evidence requirements are mandatory.

Please refer to *Evidence requirements for the Unit* after the Outcomes.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

### **Outcome 1**

Describe the legislation that applies to Web and Multimedia development.

#### **Knowledge and/or skills**

- Data protection
- Computer misuse
- Copyright, design and patents applicable to coding and content
- Consumer protection and those provisions relating to liability
- Health and safety at work

### **Outcome 2**

Demonstrate an awareness of current and evolving standards and guidelines in Web Development and Multimedia Computing.

#### **Knowledge and/or skills**

- Differences between standards and legislation
- The advantages of adhering to standards
- Usability issues
- Strengths and weaknesses of employing guidelines

### **Outcome 3**

Explain the meaning and importance of intellectual property for developers.

#### **Knowledge and/or skills**

- The concept of intellectual property
- Software, documentation and designs as intellectual property
- The mechanisms available to protect intellectual property

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Professional and Legal Issues for Web and Multimedia Developers

- The main legislation and directives governing intellectual property

### **Evidence requirements**

Candidates will need evidence to demonstrate their knowledge and/or skills by showing that they can in a report of at least 1,200 words:

- Provide an accurate and clear explanation of at least three pieces of legislation that apply to Web Development and Multimedia Computing
- Explain the importance of intellectual property in the industry by:
  - Providing a brief explanation of what is meant by intellectual property
  - Providing at least three reasons why software, documentation and designs can be regarded as intellectual property
  - Describing at least two mechanisms available to protect intellectual property
  - Describing at least two main acts and two directives governing intellectual property
- Demonstrate an awareness of standards and guidelines in the industry by:
  - Distinguishing between standards, legislation and guidelines
  - Describing at least two standards that apply to the industry
  - Explaining clearly how standards are applied to usability
  - Identifying at least two Strengths and two weaknesses of utilising guidelines

Candidates will need to gain a minimum of 60% of the available marks in order to obtain a pass in this unit.

### **Assessment guidelines**

It is recommended that the candidates' knowledge and/or skills could be demonstrated by analysis of an appropriate extended case study or workplace situation that provides the opportunity to cover all three items in the evidence requirements shown above.

### **Case Study**

If an extended case study is used it should be given to candidates as soon as possible after the start of the Unit to allow time for the assimilation of information by candidates. Lecturers should feel free to answer questions or clarify any misunderstandings relating to the case study that candidates may have. Lecturers should encourage discussion of the case study in relation to the main areas of study, ie legislation, standards and intellectual property, throughout the Unit.

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Professional and Legal Issues for Web and Multimedia Developers

### **Workplace**

Where candidates have the opportunity to generate the evidence with reference to their own workplace rather than a case study they may do so. They will need to check with their assessor that their workplace will provide sufficient opportunity to discuss the main areas of study.

Candidates should be provided with every opportunity to work with others throughout the course of this Unit.

## **Administrative Information**

<b>Unit code:</b>	DF6A 35
<b>Unit title:</b>	Professional and Legal Issues for Web and Multimedia Developers
<b>Superclass category:</b>	EC
<b>Date of publication:</b>	November 2003
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## **Higher National Unit specification: support notes**

**Unit title:** Professional and Legal Issues for Web and Multimedia Developers

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

### **Guidance on the content and context for this Unit**

This Unit is primarily intended to provide candidates with the knowledge they will require in order to function effectively in professional web development and multimedia computing. In the modern professional environment it is necessary that professionals in this area can understand and interpret the business world in which they operate. Hence, the Unit concentrates on legal obligations, standards and intellectual property.

Although the Unit is expressed in generic terms, wherever possible it should be related to organisations, institutions, companies and situations which are familiar to candidates.

There are three main areas of study:

- The legislation that has been established to apply to the computing profession (Data Protection Acts 1984 and 1998, Computer Misuse Act 1990, Copyright, Design and Patents Act, Consumer Protection Act 1987 (those provisions relating to liability), Health and Safety at Work Act 1974)
- The standards and guidelines that are currently in use and those that are evolving particularly where they apply to usability. Candidates should be aware of the differences between guidelines, standards and legislation. The content and progress of ISO 9241 and other international standards; EEC regulations; conformance with standards; product specific guidelines and those recommended by software vendors.
- Intellectual property, computer software, documentation and designs as intellectual property, the mechanisms and legislation that have been established to protect intellectual property

### **Guidance on the delivery and assessment for this Unit**

This Unit is likely to form part of a group award, which is primarily designed to provide candidates with technical or professional knowledge and skills related to the occupational area of Web Development and Multimedia Computing. However, study of this Unit is also appropriate for other candidates who have prior knowledge of developing interactive applications and who wish to develop their understanding of professional issues. For instance, someone in a professional role who wishes to gain more knowledge of usability standards that might affect their work.

## **Higher National Unit specification: support notes (cont)**

**Unit title:** Professional and Legal Issues for Web and Multimedia Developers

This Unit is likely to form part of a group award, which is primarily designed to prepare candidates for employment in a Web Development or Multimedia Computing role. This Unit requires the candidate to be able to analyse professional issues and hence it is expected that it will be delivered in the second year of full-time HND Multimedia Computing and Web Development programmes. Where possible during the delivery, links should be drawn with other relevant areas of the course, eg Design, authoring and web implementation.

The use of candidate-centred, resource-based methodologies should be as extensive as possible to promote independent study. Visits to local industry or visits by guest speakers could be used to encourage the candidate to see the role of the professional and appreciate the application of the theory learnt in this course to industry.

This Unit is assessed by one report of at least 1,200 words that covers the knowledge and skills of all three Outcomes. It is recommended that the assessment be based on an appropriate extended case study or suitable workplace situation.

The Unit should be delivered in a way that enables candidates to appreciate its relevance to the occupational area of Web/Multimedia computing/IT.

These are books that would prove useful for both the teaching and learning of this Unit:

- Bainbridge, D Introduction to Computer Law, (4th ed) Pitman, 2000, ISBN 0-582-42334-1
- The Human-Computer Interface, Stephen Hill ISBN 1-85805-119-3

### **Open learning**

If this Unit is delivered by open or distance learning methods, additional planning and resources may be required for candidate support, assessment and quality assurance. A combination of new and traditional authentication tools may have to be devised for assessment and re-assessment purposes.

For further information and advice, please see *Assessment and Quality Assurance of Open and Distance Learning* (SQA, February 2001 – publication code A1030).

### **Special needs**

This Unit specification is intended to ensure that there are no artificial barriers to learning or assessment. Special needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering special alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Special Assessment Arrangements* (SQA, 2001).



## **General information for candidates**

### **Unit title:** Professional and Legal Issues for Web and Multimedia Developers

This Unit is designed to enable you to recognise the main issues affecting professionals working as Web or Multimedia Developers. In order to function effectively the professional needs to be able to understand the working environment as well as having the technical knowledge to perform the tasks of their own profession.

This Unit will enable you to gain an appreciation of a number of areas of concern to organisations that will affect you in the performance of your own job as a Web Development or Multimedia professional. You will be expected to apply much of the theory of professional issues to workplace or case study situations. You should be provided with the opportunity to gain knowledge of a number of different working environments.

There are three Outcomes in this Unit and upon completion you should be able to:

1. Describe the legislation that applies to Web and Multimedia development.
2. Demonstrate an awareness of current and evolving standards and guidelines in Web Development and Multimedia Computing.
3. Explain the meaning and importance of intellectual property for developers.

In Outcome 1 you will learn about the legislation appropriate to the Web or Multimedia developer. The particular pieces of legislation that you will study are the Data Protection Acts 1984 and 1998, the Computer Misuse Act 1990, the Copyright, Design and Patents Act, the Consumer Protection Act 1987 (those provisions relating to liability) and the Health and Safety at Work Act 1974.

In Outcome 2 you will learn about current and evolving standards and guidelines eg ISO 9241. You will also learn about vendor specific guidelines and about usability issues.

In Outcome 3 you will learn about the meaning and importance of intellectual property. You will need to recognise why software, documentation and designs can be considered to be intellectual property. You will also need to be conversant with the mechanisms available to protect intellectual property and about the main acts and appropriate European directives.

Your work for all three Outcomes will be assessed by the completion of one report of at least 1200 words. You will need to gain a minimum of 60% of the available marks in order to obtain a pass in this unit.