



## Contact Information

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## Office Hours:

**MWF:** 02:30pm - 03:30pm  
**Thursday:** 09:30 - 12:30pm  
 Appointments at other times are welcome

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“Great web design without functionality is like a sports car with no engine.”  
 — Paul Cookson —

## Course Overview

The primary language for creating websites will see its 30<sup>th</sup> birthday in 2021. Although the web has evolved into a boundless communication and sharing tool, the underlying language for coding web pages remains HTML. With the huge demand for web developers in the workforce, it is worth investing some time in learning how websites work.

The field of web programming is large and diverse, and there are several approaches used in the process. However, this course provides you with fundamental knowledge of web design by coding pages from scratch with HTML. Additionally, you will also gain a firm foundation through the coverage of web standards and accessibility techniques.

Within the broad arena of the web, a single course is not enough to master large scale web development. However, you will certainly learn enough to give you a formidable start. We will begin with the creation of static webpages, and then move on to responsive websites which adapt to different devices that users may view your pages on. The course also covers some interactivity skills such as form creation and animation.

Good design is central to websites, and we will spend a little time on graphic design principles and techniques. Although our coverage of true graphic design is limited, we will work hard to ensure that our websites coalesce around effective coding and aesthetically pleasing designs.

In the final project, students will make a positive contribution to their online identity by creating an informational website. This website will encapsulate and showcase what you have learned during the semester.

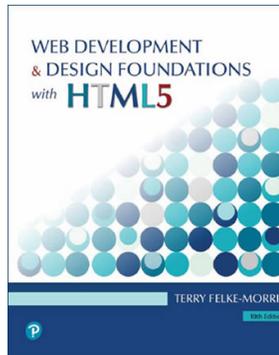
## Catalog Course Description

A course that introduces the theory and the best current practices of webpage design, markup and presentation. Topics include the use of HTML for information structure and CSS for presentation and style. The course will also cover HTML standards, forms, media types, layout and positioning, tables and lists and accessibility.

## Materials Required

### Textbook:

Web Development & Design Foundations with HTML5 (10th Edition), by Terry Felke-Morris, Published by Pearson in 2020, ISBN: 9780135919996



### Laptop:

In conformity with the [new college laptop policy](#), all students are required to have a laptop with a working camera and microphone. During our virtual meetings, be sure to turn your camera on. Chromebooks are not recommended because they cannot run all of the software you may need, and some models have issues connecting to our wireless network. The software that you will need to use for this class are free and do not require a lot of space or memory.

### Storage and backup solution:

Most of the websites that we create will be small sets of pages for practice and homework assignments. However, it is a still a good idea to back up your files on a storage device such as OneDrive, Google Drive, or a flash drive. In that way, if something goes awry with your laptop, your files will not be lost. Not only that, but these storage locations have large capacities that might allow you to back up files for your other classes as well.

## Software Platforms and Applications

For the creation of websites, a variety of free software will be used. A text editor such as Notepad++ or Brackets will be used for writing HTML source code. The free web editor WordPress will be introduced later in the semester. Several browsers will be available to assure that websites are developed for cross-browser compatibility. Additional FTP clients and graphic editors will be used to enable production of full websites. Since you will be using your own laptop for most of the semester, I will notify you at the right time so that you can download these applications. There is nothing to buy, and they do not take up a lot of hard drive space, so don't worry about them at this time.

For accessing the course in our online and hybrid environments, you will use the usual software and platforms that have become common for remote learning such as OAKs, Zoom, VoiceThread, YouTube, and so on. If any less than familiar software is introduced, it will be stated in the Content area of OAKs for that module.

## Other Resources

**Textbook companion:** [The website](#) is created by the author/publisher and has bounteous resources for learning about web design beyond the textbook and the classroom. Some of its material is even more recent than the textbook.

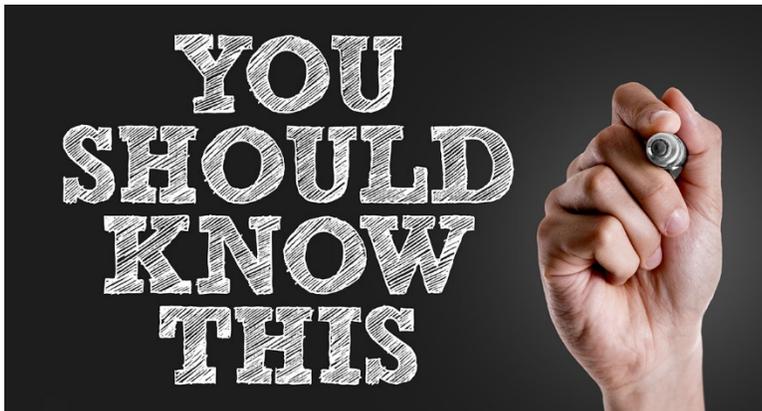


**Tutoring:** Computer Science now has a walk-in [tutoring lab](#) at CSL. The schedule for tutors will be set a few days after the semester starts.

**Technology Assistance:** If you are having trouble logging into MyCharleston, OAKs or your College email account contact the College of Charleston [HelpDesk](#) at (843) 953-3375.

In addition, technology information and tutorials on many topics are available at the [Student Computing Support](#) page.

## Course Structure and Continuity



Due to social distancing requirements, this class will include a variety of online and technology enhanced components to reinforce continuity of learning for all enrolled students. Before the drop/add deadline, students should decide whether the course plan on the syllabus matches their own circumstances.

- ★ **Starting Wednesday, August 26**, the first three weeks and the final two weeks of the course will be conducted online in a synchronous format. Therefore, we are all expected to be present on Mondays, Wednesdays, and Fridays at our scheduled class time during the online portions of the course.
- ★ Then, **starting Monday, September 14**, the course will be handled as a hybrid. For the in-person class sessions, I will meet with half of the class on Mondays and half on Wednesdays. On Fridays, we will all meet online. All of our meetings will be synchronous. During our in-person sessions, there will be activities such as short lectures, reviewing, discussions, testing, hands-on work, and collaborative coding. Much of the course content such as lectures will be delivered online so that when we're in class we can spend time with the activities mentioned above.
- ★ Before September 14, I will be able to determine which students will meet on Mondays and which will meet on Wednesdays.

## Course Expectations

No matter what the structure is at any given time, you can expect the same academic rigor as a traditional face-to-face course. Here is a quick reference to some expectations for engagement in the course. To help assure that we will all be successful in meeting expectations, some of these guidelines will also be detailed in the other portions of this syllabus.

**How much time should you spend studying?** The general rule of thumb is that for a 3-hour course like this one, a student should spend at least 6 hours of study time outside the classroom per week.

**Actively engage and participate:** Participate actively in class, including, but not limited to, attendance, discussion boards, comments, sharing information and resources that the class might be interested in, and reactions to classmates' work.

**Become familiar with the tools:** Beyond the software required to learn the contents of the course, you will need to become familiar with other tools that facilitate communication. Of course, the communication tools include OAKS, Zoom, VoiceThread and others. Whenever a new software is introduced in a module, I will provide information about it in the module.

**Prepare:** The course involves much more than the mechanics of coding webpages. A considerable amount of reading is required in order to understand the conceptual aspects of web design. Expect regular assigned reading material. As well, you should exercise enough curiosity to find additional resources to learn about the subject.

**Timely Submissions:** Deadlines for assignments and other activities will be announced forthrightly and strictly enforced.

## Using Proper Netiquette

The fundamental rules of online behavior are essential for building a community of learners within an online course. It is quite likely that you are familiar with these rules and already adhere to them. In fact, the general rule is simply to **adhere to the same standards of behavior online that you follow in real life**. Listed below are some additional rules to adhere to in this course.



- Use proper **grammar and spellings** that are appropriate for a college level course.
- Do not submit **flaming or negative** posts. If you are about to respond while angry, wait until you have cooled off and reconsider the message.
- Always be **polite and respectful** of the opinion of others. We may disagree on a subject matter, but remember the right of each person to his own opinion.
- You are encouraged to express your opinions, but always be sure that you can back up your opinions with **facts and reliable sources**. This will heighten your credibility.
- **Be careful**. Although we are mostly operating in a protected environment within OAKS, remember that nothing placed on the internet is truly private and that your writings can have **eternal lives**.
- Make posts that are **on topic** and within the scope of the course material.
- Respect the time of everyone involved in the course. When posting or communicating on any subject matter, try to be **concise, relevant**, and to the point. Also, try to communicate within the time frame of the discussion or assignment.
- Use clear and descriptive **subject line** in your email messages.
- Email messages generally should include only **one subject**.
- Include a **signature line** in your emails that includes your name and any other information that would help others to communicate with you.

## Academic Integrity

Dishonesty of any kind is unacceptable in this course. Academic dishonesty includes and is not limited to: "...cheating, plagiarizing, fabricating of information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work of other students." Cases of academic dishonesty in this course may result in academic sanctions which may lead to failure of the course.

Students can find the complete Honor Code and all related processes in the Student Handbook at: [deanofstudents.cofc.edu/honor-system/studenthandbook](http://deanofstudents.cofc.edu/honor-system/studenthandbook).

## Disability Accommodation

Any student who has a documented disability and has been approved to receive accommodations through the [Center for Disability Services/SNAP](http://Center for Disability Services/SNAP) (Students Needing Access Parity), is encouraged to come and discuss this with me during my office hours.

In that way, we can talk about accommodations appropriate to your needs.

## Inclement Weather, Pandemic or Substantial Interruption of Instruction

If in-person classes are suspended beyond what is already planned, I will set up and inform students of a change in modality to ensure the continuity of learning. The plans and nature of work will be commensurate with the type and length of interruption, and where we are in the course at that time.

## About Group Work



Typically, in my courses, I did not have the habit of assigning a lot of group work. Students sitting next to each other would naturally do some forms of collaboration. Maybe they would help to find errors in each other's code, or maybe simply show off some interesting work that they did.

However, with the online and hybrid class formats, the sense of community might not occur as organically. Therefore, you can expect more pairing and grouping to occur as the semester goes on. For the great majority of it, meeting in person will be not be required. Also, the group assignments will not account for any large percentage of your final grade.

## Participation and Attendance

Success in the course requires reading and reviewing course material BEFORE class. As well, you should work through the textbook exercises and practice questions for greater comprehension. In our new environment of hybrid learning, it is even more important for you to engage with the course material and each other. There will be a variety of ways to participate, as mentioned in other parts of this syllabus. We will also have various unannounced in-class exercises throughout the semester, some of which will be submitted in a variety of ways, such as OAKS, embedded in your website, or verbally discussed.



Regular and punctual attendance is critical to your success in this class. The attendance policy during this season of public health concerns will be based on mutual respect and trust. I will trust you to inform me if you are missing class for a reason you feel I should know about. To the extent possible, I will make reasonable accommodations for COVID19-related and other absences that are beyond your control. However, please remember that you are responsible for course content and assignments whether or not you are in attendance.

Tests will only be made up for compelling reasons for absence, such as sickness or death.

## Grading Scheme and Scale

### Evaluation Scheme

Assignments .....	45%
Project (Website & Milestones) .....	30%
Assessments .....	15%
Attendance & Participation .....	10%
<b>Total</b>	<b>100%</b>



### Grading Scale

A	93 - 100
A-	90 - 92
B+	88 - 89
B	83 - 87
B-	80 - 82
C+	78 - 79
C	73 - 77
C-	70 - 72
D	60 - 69%
F	Less than 60%

## Learning Outcomes

- ✓ To provide students with the ability to design and publish fully functional websites
- ✓ To learn the basic concepts, issues and techniques related to website development
- ✓ To code valid, scalable, well-formed, and semantically correct HTML5 and CSS3
- ✓ To understand concepts and strategies of communicating via the Internet
- ✓ To be able to conduct and pass webpage validations
- ✓ To use File Transfer Protocol (FTP) client upload/download webpages to a web server
- ✓ To utilize and practice techniques for making websites accessible to all users and devices, in accordance with Section 508 guidelines Other Policies and Information



## Other Course Policies

### Late Assignments:

Assignments are due at the beginning of the class period on their due date. Twenty-five (25) points will be deducted late from late assignments. Even if your problem is due to your not uploading assignments correctly, 25-point penalty will still be applied. Don't worry, you can control this by making sure that your uploads work correctly. Late assignments must be submitted no later than the next class period. Due dates for assignments will be strictly enforced.

### Tests & Exams:

Make-up tests will not be given unless approved for compelling reasons.

### Computer, Cell Phone, & Headphones Policy:

When we are in the classroom, everyone has a computer in front of them, and a large part of our time will be spent working on them. However, while we are having class discussions or presentations, I do not expect you to use your computers for wasteful activities. In this class, you are forbidden from wearing headphones, texting, using social media, or using electronic devices in any way that is disruptive to learning.

## Topics Covered

- ▶ Introduction to course
- ▶ Introduction to the Internet
- ▶ HTML Basics
- ▶ Networks
- ▶ Publishing websites
- ▶ Styling webpages with CSS
- ▶ Visual Elements and Graphics
- ▶ Graphic Design Exercises
- ▶ Group work and presentations
- ▶ Page Layout basic
- ▶ Responsive web Design
- ▶ Responsive Layout Techniques
- ▶ Creating Tables
- ▶ The Web Development process
- ▶ Designing HTML Forms
- ▶ Multimedia
- ▶ Other Selected topics:
- ▶ Final website project milestones
- ▶ Final website project