Website Design

CSCI-115

Spring 2021

Contact Information

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Office Hours:

MWF: 01:00pm - 02:30pm
Thursday: 09:30 - 12:30pm
Appointments at other times are welcome.

Inside this Syllabus

> *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 30th 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 insufficient 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.

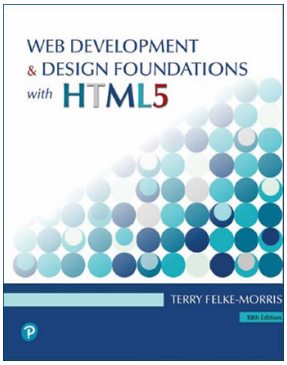
Good design is central to websites, and we will spend a little time on graphic design principles and techniques. Although our coverage of true graphic design is limited, we will work hard to ensure that our websites coalesce around effective coding and aesthetically pleasing designs.

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-13: 9780136681540

By the way, I don't see where this book is available on Amazon. Of course, it is available as an e-book or hard-copy rental from the bookstore. Also, the publisher gave me a link to their site in case anyone wants to purchase it directly:
www.pearson.com/store/p/web-development-and-design-foundations-with-html5/P100002727784

Laptop:
In conformity with the 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.

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.

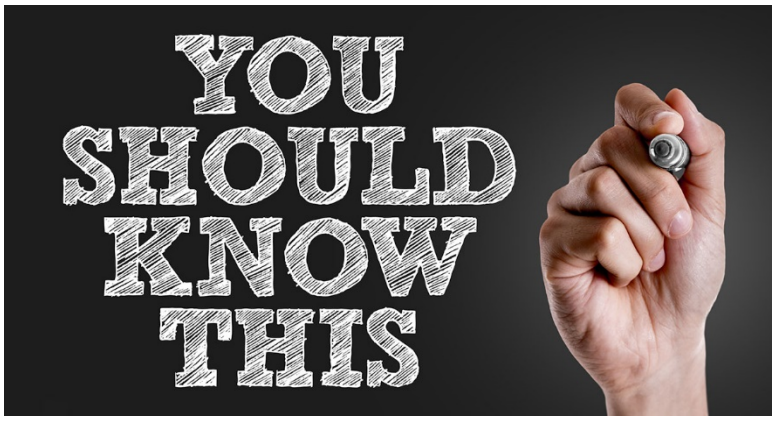
Office Hours Zoom: The ID for office hours is different from the class time office hours. It is: ID: 939 4749 3121

Software Platforms and Applications

For the creation of websites, a variety of free software will be used. A text editor such as Brackets, Notepad++, or Atom will be used for writing HTML source code. The free website builder 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 the semester, I will notify you at the right time so that you can download these applications. There is nothing to buy, and these applications do not take up a lot of hard drive space.

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.

Course Structure and Meeting Plans



Due to the need for social distancing, this class will include a variety of online and technology-enhanced components to reinforce continuity of learning for all enrolled students. With the pandemic not showing enough signs of abating, we will follow a **hybrid meeting plan** similar to last semester.

- ★ The **first two weeks of class** will be online via Zoom for everyone, and will be conducted online in a synchronous format. The meeting ID is located on the main page of OAKS for this course.
- ★ Then starting January 25, we will begin the hybrid arrangement of meeting one day per week in person and two days virtually. **Wednesdays will be the date for in-person** meetings for students who wish to meet in person.
- ★ Remember that **the course is synchronous** for the entire semester. We will meet each MWF at the scheduled time. Each student is expected to be in attendance daily. The attendance section of this syllabus covers the policy on allowable absences.
- ★ Please **make a solid decision** about meeting in person or virtually. In order to establish a more structured environment, everyone needs to try to make a firm decision about their method of meeting. By the drop/add deadline, I will take a poll to see who is interested in meeting in person.
- ★ **Headphones**. If you attend in-person class, headphones will be needed in order to prevent feedback from the speakers.

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, make sure that you are familiar with other tools that facilitate communication. These communication tools include OAKS, Zoom, VoiceThread, etc., which most have become our "best friends" since the pandemic started last spring.

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 i**n 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.

Disability Accommodation

Any student who has a documented disability and has been approved to receive accommodations through the 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

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.

Attendance

Regular and punctual attendance is crucial to your success in this class. No more than five (5) unexcused absences are permitted in this class. Excess absences will result in points being deducted from your Participation Grade. *During normal semesters, the absence threshold number would be 3, but greater allowance is being given due to the uncertain times that we are in.* To the extent possible, I will make reasonable accommodations for COVID19-related and other absences that are beyond your control.

Above all, please remember that you are responsible for course content and assignments whether or not you are in attendance.

Grading Scheme and Scale

Evaluation Scheme

Assignments	45%
Project (Website & Milestones)	30%
Assessments	15%
Attendance & Participation	10%
Total	100%

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. Thirty (30) points will be deducted late from late assignments. Even if your problem is due to your not uploading assignments correctly, 30-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 for absence, such as sickness or death.

Topics Covered

- ▶ Introduction to the Course
- ▶ Introduction to the Internet
- ▶ HTML Basics
- ▶ Networks
- ▶ Publishing Websites
- ▶ Styling Webpages with CSS
- ▶ Visual Elements and Graphics
- ▶ Graphic Design Exercises
- ▶ Principles of Web Design
- ▶ Group Work and Presentations
- ▶ Page Layout Basic
- ▶ Responsive Layout Techniques
- ▶ Creating Tables
- ▶ Overview of WordPress
- ▶ The Web Development Process
- ▶ Designing HTML Forms
- ▶ Multimedia
- ▶ Other Selected Topics
- ▶ Final Website Project Milestones
- ▶ Final Website Project