

Website Design

CSCI-115

Spring 2022

Contact Information

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Office Hours

MWF: 12:00pm - 01:00pm

Thursday: 09:30 - 12:30pm

Appointments at other times are welcome.

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“What separates design from art is that design is meant to be... functional.”



— Cameron Moll —

Course Overview

Would you believe that the web is 30 years old already! 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 and CSS. 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 some 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.

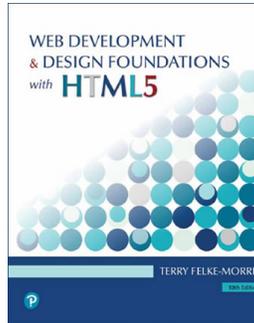
Catalog Course Description

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 College Bookstore. Also, in case anyone wants to purchase it directly, here is the publisher:

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. The purpose of the camera and microphone is in case we need to move to class to Zoom for any period of time. Chromebooks are not recommended because they cannot run all of the software you may need. The software that you will need to use for this class are free and do not require a lot of hard drive 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 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 Visual Studio Code, Notepad++, or Brackets 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, I will notify you early enough so that you can download these applications. There is nothing to buy, and these applications are typically lightweight.

OAKS will be used for this course throughout the semester to provide the syllabus and class materials and grades for each assignment, which will be regularly posted.

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: I am available to meet in my office at 316 Harbor Walk East. If we meet by Zoom, the ID is:
ID: 939 4749 3121

Course Learning Outcomes

- ✓ To be able to design and publish fully functional websites
- ✓ To learn the foundational concepts, issues and techniques related to website development
- ✓ To code valid, scalable, well-formed, and semantically correct HTML and CSS
- ✓ 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



General Education Student Learning Outcomes

This course counts toward the Math/Logic alternative requirement for General Education.

- ✓ To demonstrate the ability to undertake a procedural method for solving a problem/producing a product relevant to the specific discipline of the course.
- ✓ Students will demonstrate an understanding of the underlying theoretical principles or abstract structure of the primary topic of the course.

These outcomes will be assessed on:

- *Final Project (Final Project category)*

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.

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.

Inclement Weather, Pandemic or Substantial Interruption of Instruction

If in-person classes are suspended, 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.

All students must have access to a computer equipped with a web camera, microphone, and Internet access. Resources are available to provide students with these essential tools.

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](#), 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.

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. Writing and understanding code requires constant practice, and the more you engage with the course material and each other, the stronger you will be. There will be a variety of ways to participate. They will include discussions, group work, unannounced in-class exercises, sharing code snippets, etc. Some will be submitted, and others not submitted. I'll always let you know in advance whether you will be submitting work.



Attendance

Regular and punctual attendance is crucial to your success in this class. Excess absences will result in points being deducted from your participation grade. Also, absences may result in you missing in-class assignments that cannot be made up. To the extent possible, I will make reasonable accommodations for absences related to COVID19 and other absences that are beyond your control.

If you need to miss class for any unavoidable reasons, please let me know as soon as possible. As for missing class notes and such, I **strongly suggest that you connect with a few study buddies ahead of time**. In that way you can have mutually supportive roles in studying together, sharing notes, and troubleshooting code.

Above all, please remember that you are responsible for course content and assignments whether or not you are in attendance. To the greatest extent possible, you will need to take responsibility for staying current.

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, a 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 & Quizzes

Make-up tests will not be given unless approved for compelling reasons for absence, such as sickness or death. Without an excuse for an absence, a missed test will result in a permanent zero.

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.

Grading Scheme and Scale

Evaluation Scheme

Assignments	35%
Final Project	30%
Tests and Assessments	25%
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%

Topics Covered

These are the major topics covered in Web Design, and they are covered roughly in this order.

- ▶ Introduction to the Course
- ▶ Introduction to the Internet and WWW
- ▶ HTML Basics
- ▶ Networks
- ▶ Publishing Websites
- ▶ Styling Webpages with CSS
- ▶ Visual Elements and Graphics
- ▶ Graphic Design Intro & 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