

Coffeyville Community College

COMP-205
COURSE SYLLABUS
FOR
WEB DESIGN TECHNOLOGIES

Darla Thornburg
Instructor

COURSE NUMBER:	COMP-205
COURSE TITLE:	Web Design Technologies
CREDIT HOURS:	Three (3)
INSTRUCTOR:	Mrs. Darla Thornburg
OFFICE LOCATION:	Room 108, Weinberg Hall
OFFICE HOURS:	Posted Outside Office Door
TELEPHONE:	620-251-7700, ext. 2122
E-MAIL:	darlat@coffeyville.edu
REQUIRED TEXT:	1. Web Design Technologies, Gosseln, Sklar, Slaybaugh, Buthrie, Soe, Lopez, Course Technology, 2003.
COURSE DESCRIPTION:	This introductory course introduces the fundamentals of popular Web page design tools and technologies. No prior knowledge of HTML/XHTML or any other languages or tools is required. Students will be introduced to the basics of HTML/XHTML and Cascading Style Sheets. They will also learn basic Web design using the authoring tool Adobe Dreamweaver. Images and animations will be created by using Adobe PhotoShop and Adobe Flash. The JavaScript scripting language and Dynamic Hypertext Markup Language (DHTML) may also be examined if time permits.
EXPECTED LEARNER OUTCOMES:	<p>Upon successful completion of this course the student will be able to:</p> <ol style="list-style-type: none"> 1. Understand Web page authoring using HTML and XHTML. 2. Use Adobe Dreamweaver to create Web pages. 3. Create and edit images using Adobe Photoshop. 4. Use Adobe Flash to create interactive, multimedia rich movies for the Web. 5. Control the appearance of Web pages by using Cascading Style Sheets (CSS).

LEARNING TASKS AND ACTIVITIES:

A list of competencies for each unit is attached. These will be discussed in class and will comprise the material covered assignments and projects. Class time will include lecture, demonstration of software, and student exercises and projects. Students may need to spend additional time in the lab in order to complete the required coursework.

XHTML

- Lecture
- Assignments
- Projects

Dreamweaver

- Lecture
- Assignments
- Projects

Photoshop

- Lecture
- Assignments
- Projects

Flash

- Lecture
- Assignments
- Projects

Cascading Style Sheets:

- Lecture
- Assignments
- Projects

Final Project

If time permits:

JavaScript

ASSESSMENT OF OUTCOMES:

Evaluation

The **grading scale** for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by averaging the grades of the following:

60%	Assignments
40%	Projects

Attendance

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class.

Attendance will be taken at the beginning of the hour each class period. If you are not present when attendance is taken, you will be counted absent for the day.

It is the responsibility of the **student**, not the sponsor, to make definite arrangements with the instructor for makeup work **before** going on field trips or other College-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence before you leave, then you will be counted absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, and other College-sponsored events as approved by the Vice President for Learning.

The following scale will be used to determine your attendance adjustment for your final grade:

Number of Absences	Percent Adjustment
0	+5%
1	+3%
2	+2%
3	+1%
4	-3%
5	-6%
6	-9%
7	MUST Withdraw from class.

Example:

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade Average	93%
5 Absences	-6%
Final Grade	87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade Average	78%
5 Absences	+3%
Final Grade	81%

Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class. It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. *Please refer to "Withdrawal from Classes for Non-Attendance/Non-Participation" – page 21 of the College catalog.*

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. Cell phone usage, including text messaging, MP3 usage, or usage of any other electronic device is not allowed in class. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

This attendance policy is subject to revision by the instructor with prior notice to the student.

Academic Honesty

Absolutely no tolerance!

Each student is expected to do his or her own work. Appropriate action will be taken on any student who is found borrowing another student's work; this may include receiving a failing grade, being dropped from the class or being placed on academic probation.

This syllabus is subject to revision with prior notice to the student by the instructor.

Web Design Technologies

UNDERSTAND WEB PAGE AUTHORING USING HTML AND XHTML.

1. Work with XHTML DTDs
2. Study elements and attributes
3. Work with basic body elements
4. Link Web pages
5. Validate Web pages
6. Work with text-formatting and phrase elements
7. Add images to Web pages
8. Create lists
9. Create tables

USE ADOBE DREAMWEAVER TO CREATE WEB PAGES

10. Learn to use the editing features of the Dreamweaver Web authoring tool
11. Learn to control text properties to make a page look more appealing
12. Create hyperlinks to link pages together on the Web
13. Create and control page properties such as colors and backgrounds
14. Learn to use tables and table attributes to control layout of Web pages
15. Learn to use and manipulate images on Web pages

CREATE AND EDIT IMAGES USING ADOBE PHOTOSHOP

16. Create images
17. Edit images
18. Save and optimize images
19. Animate images
20. Create rollover effects
21. Create image maps
22. Slice images

USE ADOBE FLASH TO CREATE INTERACTIVE, MULTIMEDIA RICH MOVIES FOR THE WEB

23. Work with the Flash environment including the Stage, menu bar, Toolbox, panels, and Property inspector
24. Draw strokes and paint fills using the Flash tools
25. Select and modify objects
26. Create and manipulate text
27. Learn how frames and layers are used in a Flash document's Timeline to create animations
28. Learn how symbols are stored in a document's library
29. Create animations including frame by frame and tweened animations
30. Create a mask layer and a motion guide layer
31. Create buttons with simple actions and sounds

CONTROL THE APPEARANCE OF WEB PAGES BY USING CASCADING STYLE SHEETS (CSS)

32. Write a style sheet
33. Use basic CSS syntax
34. Combine style rules with HTML code
35. Use CSS selectors to apply style rules

36. Use the <div> and elements with CSS style rules
37. Learn about CSS measurement values
38. Format text with the CSS font properties
39. Learn to use the CSS margin, padding, and border properties
40. Add color with the CSS color properties