Course Syllabus

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WEB 1400 Web Design & Usability Syllabus

Instructor: Laura MacLeod

Office: EH379

Office Hours: Tuesday/Thursday 3:00 - 4:30, Wednesday 10-12

Email: Communicate through Canvas email pertaining to class work

Phone: 801-626-6822

Course Description:

In this course students will go through the steps in planning, designing, and implementing a website using current web technologies (i.e., Figma, Brackets, HTML, and CSS). For the course project, students will create a website that includes a navigation bar, headings and paragraphs, buttons, images and media, lists, a table, and a form.

Student Learning Outcomes:

Upon successful completion of this course students will be able to

1) use good coding practices to build web pages with proper HTML5 elements

2) set up style rules to CSS stylesheets to add layout and design to HTML elements

3) be aware of the people making up a web development team and the steps in the web development process

4) create a website that is aesthetically pleasing considering color, images, typography, grid-based layouts, and overall look and mood

5) use the CSS box model to apply margin, padding , and border properties to web page elements

6) build a horizontal or vertical navigation bar with text and/or graphic links

7) present information and data in an organized manner by constructing lists and tables,

8) create web forms to collect information from a user or to send an email

9) consider usability and accessibility to improve the overall user satisfaction

10) understand the fundamentals of making a website mobile friendly through flexible layouts and media queries for various screen sizes

11) choose a web hosting service provider, register a domain name, and publish a website

Required Materials:

Software:

You will use the Brackets text editor to enter content for web pages. However, this software can be downloaded free of charge on the brackets.io website.

One of the requirements of the course is to create a mockup of a website. You will use the free online design tool called Figma to create the mockup for your website project.

The final project of the course involves building a five-page website and publishing it online. You will need to choose a web hosting service, decide on a domain name, and then transfer your files to the web server to publish your website. You can go with x10hosting.com which provides free hosting services and a free domain for a year. Towards the end of the AAS degree you will take a web portfolio class (WEB 2890) which will require that you create a web portfolio. Therefore, you may want to choose a more long-term web hosting provider so that you will have your own website on a more long-term basis.

Textbook:

Title: Learn to Code HTML and CSS

Author: Shay Howe

The good news is that the textbook can be viewed on the author's website at **http://learn.shayhowe.com /html-css/**   **(http://learn.shayhowe.com/html-css/)**

However, if you would like to purchase a hard copy of the book, see the following information:

Publisher: New Riders
Pub. Date: May 06, 2014
Print ISBN-10: 0-321-94052-0
Print ISBN-13: 978-0-321-94052-0
Web ISBN-10: 0-13-347759-2
Web ISBN-13: 978-0-13-347759-7

Assignments and Grading:

Your final grade will be based on the total points you earn on lab assignments, a five-page website project, and a final exam.

Lab Assignments 40%

The lab assignments will give you a chance to determine how well you really understand the Learn to Code concepts. Eight lab assignments are scheduled for the semester.

Website Project 40%

For the course project you will code a five-page website from scratch using HTML and CSS. The project will be broken down into three parts.

Part 1: Use Figma online design tool to create a mockup of each page of the website.

Part 2: Code the first two pages. Choose a web hosting service and domain name. Publish the work in

progress to your website.

Part 3: Code the remaining three pages of your website.

Final Exam: 20%

For each chapter in the textbook, practice multiple choice questions will be provided. Therefore, you will be able to prepare for the final exam throughout the semester. The final exam will be an objective test that should determine your understanding of the concepts introduced in the textbook and the instructor videos.

Class Procedures and Policies:

Weekly Modules:

The tasks that you should complete each week are listed under the Canvas modules link. You will see links to videos that you should view and material that you should read.

Accessing/Submitting Assignments:

Assignments can be accessed by clicking on the Canvas Assignments link. The Canvas calendar indicates assignment deadlines. You can also click on the Grades link to see your grades for each assignment. The lab assignment files and final project mockup files will be submitted in the Canvas assignment window. The final project will be published to a website with your domain name. You will also zip the project folder and upload it to the Canvas assignment window.

Late Work:

Due dates for assignments will be posted on the Canvas class calendar. You can submit assignments up to one week late with a 10% late penalty. However, you can only submit two lab assignments late with the 10% late penalty. Half credit will be the best grade possible on any additional late lab assignments.

Tips for Success:

As a general rule you should spend at least twice as much time outside of class as in class. Each week you should read the *Learn to Code* textbook lesson and watch the video lectures. Also, you should complete the exercises that are integrated into each of the Learn to Code lessons. The short exercises are a great way to practice the concepts covered in the lesson. When completing the lesson exercises, you will build a website that provides information on a web design styles conference. The website includes a home page along with three additional pages providing info on speakers, a schedule of events, and a registration form.

You are encouraged to ask questions when you don't understand something. If you are struggling with any concept, please come see me during office hours or request a conference call to communicate online.

Ethical Conduct:

During this class you will be expected to maintain academic ethics and honesty. Please refer to the WSU's Student Code for a review of your academic rights and responsibilities. The Student Code is provided at the following URL: **http://www.weber.edu/ppm/Policies/6-22_StudentCode.html.   (http://www.weber.edu /ppm/Policies/6-22_StudentCode.html)**

Cheating on assignments will not be tolerated. All work must be your own. If you submit another student's work, you will be assigned a failing grade for that assignment. If it happens a second time, the student will fail the class. You can ask another student, a friend, or spouse questions about an assignment. You can even ask them to help you troubleshoot a coding problem. But in the end you need to be the one that completes the steps for the assignments.

The Internet is full of sample code and web templates. Also, you can access the code to any website for your own use. You are encouraged to examine what the internet has to offer, but your final project for the course should be coded by you alone.

Technical Support:

For assistance with Canvas or related technical issues, please call 626-6499. This phone is staffed Mon-Thurs from 8am - 5pm and Fridays from 8 - 4:30pm. A message can be left during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu

If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777, or email csupport@weber.edu.

Accommodations for Students with Disabilities:

Any students requiring accommodations or services due to a disability should contact Services for Students with Disabilities (SSD) in Room 181 of the Student Service Center. SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary. Please provide your instructor with a signed letter from the SSD if you require additional time or other accommodations during tests.

Course Summary:

Date	Details	
Sat Sep 1, 2018	Lab Asg1 (https://weber.instructure.com/courses/466118/assignments/3820307)	due by 11:59pm
Sat Sep 8, 2018	Lab Asg2 (https://weber.instructure.com/courses/466118/assignments/3820308)	due by 11:59pm
	Course Evaluation Bonus Points (https://weber.instructure.com/courses/466118/assignments/3820305)	
	Final Objective Exam (https://weber.instructure.com/courses/466118/assignments/3820306)	
	Lab Asg3 (https://weber.instructure.com/courses/466118/assignments/3820309)	
	Lab Asg4 (https://weber.instructure.com/courses/466118/assignments/3820310)	
	Lab Asg5 (https://weber.instructure.com/courses/466118/assignments/3820311)	
	Lab Asg6 (https://weber.instructure.com/courses/466118/assignments/3820312)	

Date	Details
	Lab Asg7 (https://weber.instructure.com/courses/466118/assignments/3820313)
	Lab Asg8 (https://weber.instructure.com/courses/466118/assignments/3820314)
	Practice Test Questions (https://weber.instructure.com/courses/466118/assignments/3820315)
	Website Project - Mockup (https://weber.instructure.com/courses/466118/assignments/3820316)
	Website Project - Part 2 (https://weber.instructure.com/courses/466118/assignments/3820317)
	Website Project - Part 3 (https://weber.instructure.com/courses/466118/assignments/3820318)