WEB 1400 Course Syllabus

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Course Support

*Zoom Office Hours: Tuesday 4:00 - 5:00 pm, and by appointment (https://weber.zoom.us/j/2119688263). If you are unable to meet during these hours, email me through Canvas and we can schedule a meeting for another time.

Email: Communicate through Canvas email pertaining to class work

Overview & Objectives

In this course, students will learn the basic tools, technologies, and practices of Web design. Where possible, free and open-source software tools will be used to aid students in learning the basic technologies of Web design, including HTML5, CSS, and some JavaScript basics. In addition to technical skills, we will explore the principles of user interface design. Using these tools, technologies, and practices, the course will take students through the process of designing and creating a personal profile/portfolio website. By the end of the semester, students will be able to plan, design and create basic websites.

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 add layout and design to HTML elements
3. Create a website that is aesthetically pleasing considering color, images, typography, grid-based layouts, and overall look and mood
4. Use the CSS box model to apply margin, padding , and border properties to web page elements 5)
5. Build a horizontal or vertical navigation bar with text and/or graphic links
6. Present information and data in an organized manner by constructing lists and tables
7. Create web forms to collect information from a user or to send an email
8. Consider usability and accessibility to improve the overall user satisfaction

9. Understand the fundamentals of making a website mobile friendly through flexible layouts and media queries for various screen sizes
10. Set up multi-column layouts using the Flexbox layout model
11. Transfer files to a web server and publish the website online.

Materials

Software

Developing high quality websites requires using multiple tools for designing, coding, and creating supporting media. Throughout the course you will use software to design, create supporting media, and write the code that presents your website. There are many tools to choose from to do this work. I recommend the following options. If you choose to use something other than these you are responsible for understanding how the tools work in relationship to the course objectives.

Code: Visual Studio Code (https://code.visualstudio.com/) is used to write the code that produces your web pages.

Design: We will use Figma (https://www.figma.com/) to create mockups and prototypes. Figma is free to use for small projects and is available for all platforms.

Media: Depending upon your design you will likely need to use other software for media editing (i.e. Photoshop, Illustrator, AfterEffects). The function and use of programs such as these are outside of the scope of this course. You are expected to seek out instructions on how to generate images and other media that your designs may require on your own.

Web Hosting: This is a web design/development course. Course assignments must be uploaded to a web server for the instructor to review. Students are provided hosting space on the department server (https://icarus.cs.weber.edu/). For information on how to set up and connect to Icarus consult the following - https://www.weber.edu/CS/remote-access.html. Alternatively, you may use your own hosting.

Textbook

Title: Learn to Code HTML and CSS
Author: Shay Howe
Publisher: New Riders

Pub. Date: May 06, 2014, online version updated annually
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

The good news is that the textbook can be viewed on the author's website at

http://learn.shayhowe.com/html-css/

However, if you would like to purchase a hard copy of the book, see the following information. The paperback book is available on the (https://www.amazon.com/Learn-Code-HTML-CSS Websites/dp/0321940520) .

Assignments and Grading:

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

Lab Assignments 60%

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 three-page website from scratch using HTML and CSS. The project will be broken down into four parts.

Part 1: Create a design guide for your final project.
Part 2: Use Figma (online design tool) to create a mockup of each page of the website.
Part 3: Code your website and publish your files to the CS web server.

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.

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 8 am - 5 pm and Fridays from 8 - 4:30 pm. You can leave a message during non-business hours for a return call. Alternatively, students can send an email message to wsuonline@weber.edu (mailto: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 (mailto:csupport@weber.edu).

Accommodations for students with disabilities

Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary. For more information about the SSD contact them at 801- 626-6413, ssd@weber.edu, or departments.weber.edu/ssd

Work Ethic and Time Management

This class will require persistence in the face of adversity. One of the most important things that you will develop in this course is the ability to solve technical problems. This course focuses more on teaching you what comprises successful web design than it does on teaching every detail of how to do every task associated with web design. Thus, when you have a technical problem, you should attempt to solve that problem on your own first before you ask the professor. When you do ask the professor, you will be expected to detail the steps you took to solve the problem on your own. That could have included looking at an online tutorial, and/or doing a Google search. "Playing around," trying things out, making mistakes, fixing those mistakes, looking things up, and around and around, are what is required. You will not know everything; you will not get it right the first time. Even the best, most experienced web designers engage in these tasks every day.

Outside of documented, major family events (sickness, death, etc) I will not give consideration for late assignments.

Honesty, Plagiarism, and Intellectual Property

All the work you contribute should be your own. Plagiarism – the unattributed use of someone else's intellectual work – is a severe offense. Whenever writing a research paper or coding a Web site, you must give full attribution to the original authors of the material you use. Attribution

can take the form of hyperlinking, code commenting, or citation in a consistent citation style. WHEN IN DOUBT, PROVIDE ATTRIBUTION.

Communication

I prefer to communicate either via Zoom or via email. You may email me at rdahl@weber.edu. Do so from your own email account, and please use a good subject so I know what the email is about. Course communication will take place on Canvas.

Grading Scale

My grading is aimed towards rewarding excellence and encouraging improvement. I do not give out grades; you earn them. I am happy to help you earn a better grade. This means:

1. I will answer questions about upcoming and in-progress assignments.
2. I will point you towards a wide range of helpful resources.
3. I will be available to help you (by appointment).
4. **During this first week of class**, I am willing to discuss the syllabus requirements if you feel that my policies need revision.

Point Range	Grade
97% -- 100%	A+
94% -- 96.9%	A
90% -- 93.9%	A-
87% -- 89.9%	B+
84% -- 86.9%	B
80% -- 83.9%	B-
77% -- 79.9%	C+
74% - 76.9%	C
70% -- 73.9%	C-
67% -- 69.9%	D+
64% -- 66.9%	D
60% -- 63.9%	D-

59.9% or less	E

Grades will be posted online as assignments are graded and feedback given. If you need to talk with me about your grade, please make an appointment with me.

Course Summary

	Topic - Assignment	Due
Week 1	Introduction and setting up your tools	3 Sep 2021 by 11:59 pm
Week 2	Basic HTML and FTP	10 Sep 2021 by 11:59 pm
Week 3	Content Formatting - Using HTML to format content	17 Sep 2021 by 11:59 pm
Week 4	Intro to CSS - Use CSS to create standard styles	24 Sep 2021 by 11:59 pm
Week 5	Images and Linking - Using HTML to add images and links	1 Oct 2021 by 11:59 pm
Week 6	Document Structure - Using Flexbox to create a responsive document structure	8 Oct 2021 by 11:59 pm
Week 7	Menu and navigation design	15 Oct 2021 by 11:59 pm
Week 8	Fall Break	
Week 9	Design strategy	29 Oct 2021 by 11:59 pm
Week 10	Data grids - Tabular data and spreadsheets	5 Nov 2021 by 11:59 pm
Week 11	Intro to forms	12 Nov 2021 by 11:59 pm
Week 12	Accessibility	19 Nov 2021 by 11:59 pm
Week 13	Thanksgiving - No Class	
Week 14	Work week	
Week 15	Final Site Due	10 Dec 2021 by 11:59 pm