Course Syllabus

Department: Computing Sciences

Date: 8/12/2012

I. Course Prefix and Number: CSC 122

Course Name: Introduction to Web Page Development

Credit Hours and Contact Hours: 3 credit hours and 3 contact hours

Catalog Description including pre- and co-requisites:

This course is an introduction to the design and development of basic Web pages for non-computing sciences majors. Students will learn how to design and create Web pages that are in compliance with currently accepted standards. Students will learn how to use markup and formatting languages to create and customize Web pages. Sound Web design techniques will be examined and implemented as Web pages are developed. Web authoring tools will be introduced for the creation of Web pages, the manipulation of images and the creation of basic multimedia elements. Simple text editors, Web page converters and Web page editors will be employed to demonstrate their advantages and disadvantages in developing Web pages. Multiple browsers will be examined to demonstrate the differences in Web pages as they are rendered. Students will also learn how to evaluate and select services for publishing Web sites.

II. Course Outcomes and Objectives

Student Learning Outcomes:

Learning Outcomes

Upon completion of the course the participant will be able to:

a. Create a basic Web page using current markup and formatting languages, and editor tools
b. Manipulate photographic images
c. Create animated vector graphics
d. Integrate multimedia elements into Web pages
e. Identify and evaluate current browsers for displaying Web pages
f. Identify, evaluate and select Web page hosting services
g. Create well-designed Web pages meeting current professional practices and standards
h. Create well-written Web page content with regard to professional standards
i. Demonstrate oral communication skills by presenting a final Web page project to the class
j. Demonstrate the ability to comprehend, interpret, analyze, and evaluate college-level materials

Relationship to Academic Programs and Curriculum
This is an elective computer science course and will meet the computer science requirement of several degrees and majors at FLCC.

Skills learned in this course will be of special benefit to Business majors, Art majors, Music majors, Conservation majors, or any other majors interested in delivering or marketing product, providing portfolios, or communicating special interests over the Internet.

Relationship to Academic Programs and Curriculum:

This course is required in the AS New Media degree program.

**College Learning Outcomes Addressed by the Course:**

- writing
- oral communications
- reading
- mathematics
- critical thinking
- computer literacy
- ethics/values
- citizenship
- global concerns
- information resources

III. Instructional Materials and Methods

Types of Course Materials

- Textbooks: a tutorial approach to creating Web pages
- Online Web Sites: standardization, educational, hosting sites, current trends

Methods of Instruction (e.g. Lecture, Lab, Seminar ...):

- Lecture
- Discussions
- Demonstrations
- Hands-on lab activities

IV. Assessment Measures (Summarize how the college and student learning outcomes will be assessed):

Student learning outcomes will be assessed through a variety of activities including the
following:

1. Assignments: Hands-on tutorials and case problems:

Students will develop skills in computer literacy, information resources, critical thinking and ethics/values as they learn to create well-written professional Web pages with respect to universal standards and accepted practices. Students will use a variety of Web technologies to manipulate and integrate multimedia into Web pages. In addition, students will be introduced to security issues, Web services, and professional organizations such as the W3C. Tutorial exercises will assess the learning outcomes listed above.

2. Online text tests:

Chapter tests will be given in a current online environment to encourage students to read the course materials. The tests will assess their comprehension of the course concepts as related to Web design and development.

3. In-class quizzes:

In-class quizzes will be given routinely to assess student writing capabilities. Students are expected to demonstrate college-level written text and well-reasoned arguments.

4. Final Project:

Students may be required to complete and present a final project that will demonstrate effective oral communication, well-written presentational material, and a proficiency in a variety of Web technologies.

V. General Outline of Topics Covered:

PHOTOSHOP - IMAGE-EDITING TOOL
   Explore the Photoshop workspace
   Image Files
      Bitmap vs. Vector
      Files Size
   Color Modes
   Image Adjustments
   File Formats
   Layer Content to Compose Images
   Add Content and Work with Color
   Select and Modify Content
   Use Text and Text Effects
FLASH – INTERACTIVE MULTIMEDIA TOOL
Explore the Flash workspace
Draw Shapes, Add Text, and Create Symbols
Create Animations
Tedan Animation
Frame-by-Frame Animation
Complex Animations
Masks
Text Blocks
Onion Skinning
3D Rotations
Inverse Kinematics
Add Buttons for Interactivity

HTML/CSS
History of the World Wide Web and HTML Web support organizations
The structure of an HTML document
HTML tags
Block-Level and Inline elements
Lists
Web Site Structures and Relationships
Hyperlinks: within a Web page, to another Web page, to Internet Resources
Cascading Style Sheets
History and Concepts
Inline, Embedded and External Style Sheets
Styles
Special Effects with Cascading Style Sheets
CSS Selectors
Page Layout
Styles and Various Media

DREAMWEAVER - WEB DEVELOPMENT TOOL
Explore the Dreamweaver workspace
Inserting HTML code
Working with Cascading Style Sheets
Create a Dreamweaver Web Page
Web Page Layout
Text, Lists, and Tables
Insert Images
Add Flash Animation
Navigation
Publishing