MMC6278 Advanced Web Topics 2

Instructor

Blakeley Kilgore

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Contact

Email is the best way to contact me. I will respond to emails within **24 hours**. I am also available via text **before 9pm EST Monday - Saturday**.

Office Hours

If you feel you need further instruction or have an issue that can not be resolved via email, I am available to set up 1-on-1 meetings **after 6pm EST Tuesday-Wednesday**.

Instructor Bio

As a lifelong artist, my journey into the world of web design began with a BA in Studio Art from Auburn University. Throughout my undergraduate years, I began to focus in on digital art and started working as a graphic designer. As my client-base grew, so did my desire to turn my designs into interactive web properties, leading me to the Web Design and Online Communications MAMC program at UF. Post graduation, I began working as a front-end web developer, and I have fallen head-over-heels for interactive front-end code, UI development, and UX design. Through teaching, I hope that I can share my passion for solving coding puzzles with others.

Course Website and Login

Your course is in Canvas (UF e-Learning):

- Go to **http://elearning.ufl.edu**
- Click the orange "Log in to e-Learning" button
- Login with your GatorLink account

Your course may appear on your Dashboard. If it is not on the dashboard, the course will be in the Courses menu on the left navigation. Click on "All Courses" on this menu. After clicking "All Courses", you have the option to put the course on your dashboard by clicking on the star to the left of the course's name.

Contact UF Helpdesk **http://helpdesk.ufl.edu or (352) 392-HELP (4357)** if you have any trouble with accessing your course.

Canvas Shell

Your Canvas Shell is where you will find all of the course content and weekly modules. You will submit all assignments through Canvas.

Canvas Course Direct Link: **https://ufl.instructure.com/courses/359708**

Zoom Classroom

Prerecorded lessons for each module will be recorded and shared via Zoom, and we will use Zoom for live class meetings. Instructions on how to download and operate Zoom can be found here: **https://support.zoom.us/hc/en-us/articles/201362033-Getting-Started-on-PC-and-Mac**

Zoom Classroom Direct Link: **https://ufl.zoom.us/my/advancedweb2**

Course Description

This course will prepare students to enter the ever-growing world of front-end web development by arming them with the most sought after front-end coding skills. Having taken *Web Design Principles* and *Advanced Web Topics 1*, students will be expected to be comfortable coding responsive HTML5 and CSS3 websites and have practiced using basic JavaScript in order to focus their learning efforts on creating highly interactive experiences with ES6 JavaScript and advanced CSS techniques.

Course Objectives

By the end of this course, students will be able to:

- Code a responsive website based on the Bootstrap framework
- Style a website using the LESS CSS preprocessing language
- Proficiently code vanilla JavaScript to create interactive web experiences
- Apply ES6 syntax to vanilla JavaScript
- Apply APIs to a JavaScript-based web application
- Demonstrate a basic understanding of AMP and the importance of site speed
- Summarize what tools can benefit front-end developers
- Outline the various methods of agile development

Students will be able to answer the following 10 questions by the end of this course:

- What are SASS/LESS and how do they benefit project flow?
- What are front-end web development frameworks?
- What is the DOM and how do you interact with it with JavaScript?
- How do you create various UI elements with JavaScript?
- What is ES6 and what new features does it introduce?
- What is an API and how do you use it?
- What is Babel and how do you use it?
- What is AMP?
- What tools are available to help front-end web developers work more efficiently?
- What is Agile Development?

Course Layout

This is a 16 week course.

Course Sections

This course is divided into 4 sections:

- Section 1 - A Solid Front-end Foundation
- Section 2 - Vanilla JavaScript and Objects in Depth
- Section 3 - Interactive JavaScript & ES6
- Section 4 - Web Development Work-flow

Section Deliverables

- Module Notes
- Section Assessment
- Project

Course Modules

Each section is comprised of 4 modules. Modules begin and end on Sundays at 11:59pm EST/EDT, with the exception of holiday weeks. There is a live lecture in the Zoom classroom every Thursday from 6:00pm – 7:30pm EST/EDT.

At the beginning of each module, per-recorded lectures will become available to you. You are expected to have watched these recorded lessons prior to the live class meeting.

Module Deliverables

- Current Event Post
- Current Event Post Response
- Homework Assignment

Required Text

There are no required textbooks for this course. However, there will be required readings assigned in each module. Content from these readings will be applied in module homework assignments and section assessments. These readings will always be free to access and available online.

Prerequisite Knowledge and Skills

You are expected to have master knowledge of the following:

- CSS3
- Semantic HTML5
- Responsive Web Design and Development
- JavaScript Primitive Types

You are expected to be familiar with the following:

- The HTML DOM
- JavaScript Loops and Conditionals
- JavaScript Functions
- Git and Version Control

Teaching Philosophy

As a front-end web developer, my goal is to afford you the most up-to-date and relevant skills that are recommended for the jobs of front-end web developers or web designers. I am fortunate to work in an environment where research and evolving your skill-set is encouraged, and I hope to bring the same atmosphere to this course.

Lessons and Lectures will help you become familiar with some of the most trending front-end web concepts and code. Assignments, assessments, and projects are intended to help you demonstrate the topics learned.

Course & Assignment Details

Weekly Lectures

For each module, there will be prerecorded lessons available to you at the beginning of the week. These recordings typically run between 30 and 60 minutes. There will then be a live class lecture on Thursday of each week from 6:00pm EST/EDT to 7:30pm EST/EDT. You are expected to have watched the prerecorded lessons before the live class lecture.

Attendance of the live class meeting is not reflected in your final grade, but it is strongly encouraged. If you are unable to attend a live class meeting, please let me know prior to the start of the class. A recording of each live meeting will be available to you in Canvas within 24 hours of the completion of that lecture.

Assignment Details

Current Event Posts

Each week by Wednesday at 11:59pm EST/EDT you are to post a news or blog article in the Discussion section of Canvas. This article must be current (less than 6 months old) and relevant to the field of web development or web design. You are to post a link to the article along with a short summary of the article and why it is important to our field. There is no required length for the summary, but it must be long enough to show that it is relevant.

You are then to reply to one other student's current event post by Sunday at 11:59pm EST/EDT. This reply does not have a required length, but it must be long enough to show thoughtful analysis of the article. You may write about how the article impacts the field of web development or design, whether you agree with the topic, or how it is relevant to this course.

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10 Points - 16 Total - 16% of Grade

Homework Assignments

Each week you will be asked to complete a homework assignment in which you will demonstrate or explain the module's lesson topics. Homework assignments will typically be coding exercises submitted via GitHub links, or essay assignments that you will submit as Google Docs. Other homework types you may be assigned include worksheets or other technical exercises, such as downloading a program. Homework Assignments are due by 11:59pm EST/EDT on the Sunday of the corresponding week.

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10 Points - 16 Total - 16% of Grade

Module Notes

We will cover a lot of information in this course, so it is important that you keep track of it all. In lieu of a class attendance grade, you will be assigned module notes for each of the four sections in this course. Your notes are to be broken down by module topics and be thorough enough that the notes can help you demonstrate and explain the topics learned. This will be graded for participation and the level of effort put into note taking. Module Notes are due by 11:59pm EST/EDT on the Sunday of the corresponding week.

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30 Points - 4 Total - 12% of Grade

Assessments

There will be 4 assessments throughout this course to test your knowledge of topics covered. Each assessment will be 20 multiple choice questions. Each assessment is worth 60 points, making each question worth 3 points. Assessments are due by 11:59pm EST/EDT on the Sunday of the corresponding week.

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60 Points - 4 Total - 24% of Grade

Project 1

This is a group project in which you will collaboratively design and code a website using Git, LESS, and the Bootstrap framework.

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80 Points - 1 Total - 8% of Grade

Project 2

For this project, you will design and code a highly interactive website in order to demonstrate your understanding of using JavaScript to manipulate the DOM.

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80 Points - 1 Total - 8% of Grade

Project 3

This project will test your understanding of ES6 and ask you to code a highly dynamic and interactive web application called "Paper Fortune Teller." This web application will mimic the look and functionality of an origami paper fortune teller game. Examples can be found in the assignment page in Canvas.

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80 Points - 1 Total - 8% of Grade

Project 4

This project is a technical website audit. You will be asked to assess the technical performance of one of your own websites and determine the actionable items that you can complete to improve your site's performance based on your findings.

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80 Points - 1 Total - 8% of Grade

Course Expectations

This is a 16 week course that covers a lot of information. While there are topics in this course that you will be expected to master, there will be a few topics that you will only be expected to understand, but not necessarily put into practice. This is intended to familiarize you with a topic and set you up to continue learning more about it.

Lectures and Attendance

There will be a live class meeting in each module to allow for demonstrations of the lessons covered in the prerecorded lessons, and to allow students to ask questions or troubleshoot issues with their assignments. Attendance is not counted towards your final grade, but it is strongly encouraged, as discussing topics with your peers will help you to better grasp the concepts covered. If you are unable to attend a live meeting, please let me know before class time.

Prerecorded Lessons: Available Saturdays at 11:59pm EST/EDT
Live Lectures: Every Thursday from 6:00pm — 7:30pm EST/EDT

Interactions

It is important to collaborate with other students in an online course. Each week, you are required to respond to another student's current event post. An optional discussion board will also be open for you to discuss topics with your fellow classmates. You are encouraged to utilize this discussion board to ask for help or share coding tips and tricks.

During live classes, you are expected to take an active role. You are encouraged to share any problems you are having with concepts from prerecorded lessons or assignments. Please make sure to adhere to the netiquette communications guidelines posted on Canvas.

Accountability

You are expected to interact with your fellow students in a professional manner, both in and outside of Zoom class meetings, and you are expected to properly manage your time to turn in assignments on time. I will be checking in with you on your projects' progresses throughout the semester, but it is your responsibility to make sure you plan for enough time to put quality work into your assignments.

Group Work

The first project assigned this semester will be a group project. This is intended to evaluate your Git, version control, and collaborative skills, as well as introduce you to each other. You are expected to contribute equally to group projects and treat group members respectfully. If you have any issues while working in a group setting, please reach out to me so we can get it resolved.

Ownership Education

As graduate students, you are not passive participants in this course. All students in this Program have a background in marketing, advertising, public relations, journalism, or similar fields. This class allows you to not only take ownership of your educational experience but to also provide your expertise and knowledge in helping your fellow classmates. The Canvas shell will have an open Q&A thread where you should pose questions to your classmates when you have a question as it relates to an assignment or an issue that has come up at work. Your classmates along with your instructor will be able to respond to these questions and provide feedback and help. This also allows everyone to gain the same knowledge in one location rather than the instructor responding back to just one student which limits the rest of the class from gaining this knowledge.

Course Policies

Attendance Policy

You are expected to watch the prerecorded lessons and attend the live class meeting each week. Attendance to live classes does not affect your final grade, but it is imperative to your success in this course. If you are unable to attend a live class meeting, please email me to let me know before the class meeting time. Live class meetings will be recorded, and the recording will be available to you to watch in no later than 24 hours after the class has ended.

Coursework Submissions

- Weekly Current Event Posts   Discussion Post in Canvas
- Homework Assignments   Link to GitHub Repo or Google Doc in Canvas
- Section Notes Submission   Link to Google Doc in Canvas
- Assessments   In Canvas
- Projects   Link to GitHub Repo in Canvas

Grading

Your work will be evaluated according tot he following distribution:

- Section Notes (4) - 12%
- Weekly Current Event Posts (16) - 16%
- Homework Assignments (16) – 16%
- Assessments (4) – 24%
- Projects (4) - 32%

Your final grade will be rewarded as follows:

A	100% to		93.5%	C	< 76.5%	to	73.5%
A-	< 93.5%	to	89.5%	C-	< 73.5%	to	69.5%
B+	< 89.5%	to	86.5%	D+	< 69.5%	to	66.5%
B	< 86.5%	to	83.5%	D	< 66.5%	to	63.5%
B-	< 83.5%	to	79.5%	D-	< 63.5%	to	59.5%
C+	< 79.5%	to	76.5%	F	< 59.5%	to	0%

Deadlines

Note that some of the days assignments are due may change around a holiday week to compensate for time out of classes.

- Current Event Discussion Post   11:59 PM EST/EDT Wednesdays
- Current Event Discussion Reaction 11:59 PM EST/EDT Sundays
- Homework Assignments   11:59 PM EST/EDT Sundays
- Sections Notes   11:59 PM EST/EDT Sundays
- Assessments   11:59 PM EST/EDT Sundays
- Projects   11:59 PM EST/EDT Sundays

Assignment Extensions

Because so much information is covered in this course, it is important for you to turn in assignments on or before the due date in order to keep pace with the weekly material.

Extensions for submitting an assignment must get approved by me prior to the assignment's due date. I am willing to work with you if you contact me early enough to show that you are planning your time appropriately and not waiting until the last minute to work on the assignment.

Late Work Penalties

Late work will be penalized if an extension is not approved.

- Less than 24 hours late   10% deduction
- More than 24 hours late but less than 48 hours late   15% deduction
- More than 48 hours late   20% deduction
- More than 72 hours late   Not accepted at all

Deadlines and Technical Difficulties

Technical difficulties will not be considered a valid excuse for not submitting an assignment on time. If you are having technical difficulties with Canvas, there are other means to submit completed work.

Any requests for make-ups or extensions due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up or extension. You can contact the UF helpdesk at (352) 392-HELP.

Emergency and Extenuating Circumstances Policy

Students who face emergencies, such as a major personal medical issue, a death in the family, serious illness of a family member, or other situations beyond their control should notify their instructors immediately.

Students are also advised to contact the Dean of Students Office if they would like more information on the medical withdrawal or drop process: https://www.dso.ufl.edu/care/medical-withdrawal-process/

Students MUST inform their academic advisor before dropping a course, whether for medical or non-medical reasons. Your advisor will assist with notifying professors and go over options for how to proceed with their classes. Email your academic advisor and put "dropping a course" in the subject line. Your academic advisor will reply with the necessary procedures.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

University Policies

University Policy on Accommodating Students with Disabilities

Students requesting accommodation for disabilities must first register with the Dean of Students Office (http://www.dso.ufl.edu/drc/). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

Students with Disabilities who may need accommodations in this class are encouraged to notify the instructor and contact the Disability Resource Center (DRC) so that reasonable accommodations may be implemented. DRC is located in room 001 in Reid Hall or you can contact them by phone at 352-392-8565.

Netiquette: Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf

Course Evaluation

Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online at https://evaluations.ufl.edu

Evaluations are typically open during the last two or three weeks of the semester. Students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results

Class Demeanor

Mastery in this class requires preparation, passion, and professionalism. Students are expected, within the requirements allowed by university policy, to attend class, be on time, and meet all deadlines. Work assigned in advance of class should be completed as directed. Full participation in online and live discussions, group projects, and small group activities is expected.

My role as instructor is to identify critical issues related to the course, direct you and teach relevant information, assign appropriate learning activities, create opportunities for assessing your performance, and communicate the outcomes of such assessments in a timely, informative, and professional way. Feedback is essential for you to have confidence that you have mastered the material and for me to determine that you are meeting all course requirements.

At all times it is expected you will welcome and respond professionally to assessment feedback, that you will treat your fellow students and me with respect, and that you will contribute to the success of the class as best as you can.

Other Resources

Other are available at http://www.distance.ufl.edu/ getting-help for:

- Counseling and Wellness resources
- http://www.counseling.ufl.edu/cwc/ 352-392-1575
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Should you have any complaints with your experience in this course please contact your program director and/or student support coordinator at distancesuppport@ jou.ufl.edu or visit http://www.distance.ufl.edu/student-complaints to submit a complaint.

Academic Honesty

All graduate students in the College of Journalism and Communications are expected to conduct themselves with the highest degree of integrity. It is the students' responsibility to ensure that they know and understand the requirements of every assignment. At a minimum, this includes avoiding the following:

Plagiarism: Plagiarism occurs when an individual presents the ideas or expressions of another as his or her own. Students must always credit others' ideas with accurate citations and must use quotation marks and citations when presenting the words of others. A thorough understanding of plagiarism is a precondition for admittance to graduate studies in the college.

Cheating: Cheating occurs when a student circumvents or ignores the rules that govern an academic assignment such as an exam or class paper. It can include using notes, in physical or electronic form, in an exam, submitting the work of another as one's own, or reusing a paper a student has composed for one class in another class. If a student is not sure about the rules that govern an assignment, it is the student's responsibility to ask for clarification from his instructor.

Misrepresenting Research Data: The integrity of data in mass communication research is a paramount issue for advancing knowledge and the credibility of our professions. For this reason any intentional 14 misrepresentation of data, or misrepresentation of the conditions or circumstances of data collection, is considered a violation of academic integrity. Misrepresenting data is a clear violation of the rules and requirements of academic integrity and honesty.

Any violation of the above stated conditions is grounds for immediate dismissal from the program and will result in revocation of the degree if the degree previously has been awarded. Students are expected to adhere to the University of Florida Code of Conduct https://www.dso.ufl.edu/%20sccr/process/student-conduct-honor-code If you have additional questions, please refer to the Online Graduate Program Student Handbook you received when you were admitted into the Program.

University Policy on Academic Misconduct

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php

The University of Florida Honor Code was voted on and passed by the Student Body in the fall 1995 semester. The Honor Code reads as follows:

Preamble: In adopting this Honor Code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the University community. Students who enroll at the University commit to holding themselves and their peers to the high standard of honor required by the Honor Code. Any individual who becomes aware of a violation of the Honor Code is bound by honor to take corrective action. A student-run Honor Court and faculty support are crucial to the success of the Honor Code. The quality of a University of Florida education is dependent upon the community acceptance and enforcement of the Honor Code.

The Honor Code: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity." On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied:

"On my honor, I have neither given nor received unauthorized aid in doing this assignment."

For more information about academic honesty, contact Student Judicial Affairs, P202 Peabody Hall, 352-392-1261.

Section and Module Dates

Section 1 — A Solid Front-end Foundation

Week 1 - Intro's & Git Refresh: **Monday January 7 — Sunday January 13**

Week 2 - CSS Preprocessors: **Sunday January 13 — Sunday January 20**

Week 3 - Front-end Frameworks: **Sunday January 20 — Sunday January 27**

Week 4 - P1 Proposals & Work Week: **Sunday January 27 — Sunday February 3**

Section 2 — Vanilla JavaScript & Objects in Depth

Week 5 - DOM, DOM events, Functions: **Sunday February 3 — Sunday February 10**

Week 6 - JavaScript Objects in Depth: **Sunday February 10 — Sunday February 17**

Week 7 - API's: **Sunday February 17 — Sunday February 24**

Week 8 - P2 Proposals & Work Week: **Sunday February 24 — Sunday March 1**

Week 9 - Spraaannggg Breeeaaakk: **Sunday March 2 — Sunday March 10**

Section 3 — Interactive JavaScript & ES6

Week 10 - Introduction to ES6 and Babel: **Sunday March 10 — Sunday March 17**

Week 11 - Const, Let, Arrows, 'This': **Sunday March 17 — Sunday March 24**

Week 12 - P3 Proposals & Work Week: **Sunday March 24 — Sunday March 31**

Week 13 - ES6 Classes and Modules: **Sunday March 31 — Sunday April 7**

Section 4 — Web Development Work-flow

Week 14 - AMP & PageSpeed Tools: **Sunday April 7 — Sunday April 14**

Week 15 - Cookies and Personalization: **Sunday April 14 — Sunday April 21**

Week 16 - Agile development: **Sunday April 21 — Sunday April 30**

Course Schedule

Week 1 (1/7–1/13) — Intro's & Git Refresh

Learning Objectives

- Go through introductions and the syllabus
- Refresh or enhance our knowledge of Git and version control

Lectures

- Recorded Lessons Available Monday January 7th 11:59pm EST/EDT
- Live Lecture Thursday January 10th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 1 - Friday, January 11th 11:59pm
- Homework 1 - Sunday, January 13th 11:59pm
- Assign Section 1 Module Notes
- Assign Project 1 (Group Project)

Week 2 (1/13–1/20) — CSS Preprocessors

Learning Objectives

- Style a website using the Sass CSS preprocessing language
- What are SASS/LESS and how do they benefit project flow?

Lectures

- Recorded Lessons Available Saturday January 12th 11:59pm EST/EDT
- Live Lecture Thursday January 17th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 2 - Wednesday, January 16th 11:59pm
- Homework 2 - Sunday, January 20th 11:59pm
- Continue Section 1 Module Notes
- Continue Project 1 Mockup & Style Guide (Group Project)

Week 3 (1/20–1/27) – Front–end Frameworks

Learning Objectives

- What are front-end web development frameworks?
- Code a responsive website based on the Bootstrap framework

Lectures

- Recorded Lessons Available Saturday January 19th 11:59pm EST/EDT
- Live Lecture Thursday January 24th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 3 - Wednesday, January 23rd 11:59pm
- Homework 3 - Sunday, January 27th 11:59pm
- Continue Section 1 Module Notes
- Continue Project 1 Mockup & Style Guide (Group Project)

Week 4 (1/27–2/3) – Proposals & Work Week

Learning Objectives

- Present your Project 1 Mockups and Style Guides
- Work on various assignments

Lectures

- Prerecorded demonstrations available as needed
- Live Lecture Thursday January 31st 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 4 - Wednesday, January 30th 11:59pm
- Homework 4 - Sunday, February 3rd 11:59pm
- Section 1 Module Notes Due - Sunday, February 3rd 11:59pm
- Project 1 Mockup Due in Class (Group Project) - Thursday, January 31st 6:00pm
- Assessment 1 - Sunday, February 3rd 11:59pm

Week 5 (2/3–2/10) – DOM, DOM events, Functions

Learning Objectives

- What is the DOM and how do you interact with it with JavaScript?

Lectures

- Recorded Lessons Available Saturday February 2nd 11:59pm EST/EDT
- Live Lecture Thursday February 7th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 5 - Wednesday, February 6th 11:59pm
- Homework 5 - Sunday, February 10th 11:59pm
- Assign Section 2 Module Notes
- Continue Project 1 Code (Group Project)
- Assign Project 2

Week 6 (2/10–2/17) – JavaScript Objects in Depth

Learning Objectives

- Proficiently code vanilla JavaScript to create interactive web experiences
- How do you create various UI elements with JavaScript?

Lectures

- Recorded Lessons Available Saturday February 9th 11:59pm EST/EDT
- Live Lecture Thursday February 14th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 6 - Wednesday, February 13th 11:59pm
- Homework 6 - Sunday, February 17th 11:59pm
- Continue Section 2 Module Notes
- Project 1 Due (Group Project) - Sunday, February 17th 11:59pm
- Continue Project 2 Mockup

Week 7 (2/17–2/24) — API's

Learning Objectives

- Apply APIs to a JavaScript-based web application

- What is an API and how do you use it?

Lectures

- Recorded Lessons Available Saturday February 16th 11:59pm EST/EDT
- Live Lecture Thursday February 21st 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 7 - Wednesday, February 20th 11:59pm
- Homework 7 - Sunday, February 24th 11:59pm
- Continue Section 2 Module Notes
- Continue Project 2 Mockup

Week 8 (2/24–3/1) — Proposals & Work Week

Learning Objectives

- Present your Project 2 Mockups
- Work on various assignments

Lectures

- Prerecorded demonstration available as needed
- Live Lecture Thursday February 28th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 8 - Wednesday, February 27th 11:59pm
- Homework 8 - Friday, March 1st 11:59pm
- Section 2 Module Notes Due - Friday, March 1st 11:59pm
- Project 2 Mockup Due in Class - Thursday, February 28th 6:00pm
- Assign Project 3
- Assessment 2 - Friday, March 1st 11:59pm

Week 9 (3/2–3/10) – Spraaannggg Breeeaaakk

Continue Working on Assignments

Week 10 (3/10–3/17) – Introduction to ES6 and Babel

Learning Objectives

- What is ES6 and what new features does it introduce?
- What is Babel and how do you use it?

Lectures

- Recorded Lessons Available Saturday March 9th 11:59pm EST/EDT
- Live Lecture Thursday March 14th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 9 - Wednesday, March 13th 11:59pm
- Current Event 10 - Wednesday, March 13th 11:59pm
- Homework 9 - Sunday, March 17th 11:59pm
- Homework 10 - Sunday, March 17th 11:59pm
- Assign Section 3 Module Notes
- Project 3 Mockup Due before Class - Thursday, March 14th 6:00pm

Week 11 (3/17–3/24) – const, let, arrows, and 'this'

Learning Objectives

- Apply ES6 syntax to vanilla JavaScript

Lectures

- Recorded Lessons Available Saturday March 16th 11:59pm EST/EDT
- Live Lecture Thursday March 21st 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 11 - Wednesday, March 20th 11:59pm
- Homework 11 - Sunday, March 24th 11:59pm
- Continue Section 3 Module Notes
- Project 2 Due - Sunday, March 24th 11:59pm
- Continue Project 3 Code

Week 12 (3/24–3/31) – ES6 Classes & Modules

Learning Objectives

- What is ES6 and what new features does it introduce?

Lectures

- Recorded Lessons Available Saturday March 23rd 11:59pm EST/EDT
- Live Lecture Thursday March 28th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 12 - Wednesday, March 27th 11:59pm
- Homework 12 - Sunday, March 31st 11:59pm
- Continue Section 3 Module Notes
- Continue Project 3 Code

Week 13 (3/31–4/7) – Work Week

Learning Objectives

- Work on various assignments

Lectures

- Prerecorded demonstration available as needed
- Live Lecture Thursday April 4th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 13 - Wednesday, April 3rd 11:59pm
- Homework 13 - Sunday, April 7th 11:59pm
- Section 3 Module Notes Due - Sunday, April 7th 11:59pm
- Continue Project 3 Code
- Assessment 3 - Sunday, April 7th 11:59pm

Week 14 (4/7–4/14) – AMP & PageSpeed Tools

Learning Objectives

- Demonstrate a basic understanding of AMP and the importance of site speed
- What is AMP?

Lectures

- Recorded Lessons Available Saturday April 6th 11:59pm EST/EDT
- Live Lecture Thursday April 11th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 14 - Wednesday, April 10th 11:59pm
- Homework 14 - Sunday, April 14th 11:59pm
- Assign Section 4 Module Notes
- Project 3 Due - Sunday, April 14th 11:59pm
- Assign Project 4

Week 15 (4/14–4/21) – Cookies & Personalization

Learning Objectives

- Summarize what tools can benefit front-end developers

Lectures

- Recorded Lessons Available Saturday April 13th 11:59pm EST/EDT
- Live Lecture Thursday April 18th 6:00pm - 7:30pm EST/EDT

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 15 - Wednesday, April 17th 11:59pm
- Homework 15 - Sunday, April 21st 11:59pm
- Continue Section 3 Module Notes
- Continue Project 4

Week 16 (4/21–4/30) — Agile development

Learning Objectives

- What tools are available to help front-end web developers work more efficiently?
- What is Agile Development?

Lectures

- Recorded Guest Lecture Available Saturday April 20th 11:59pm EST/EDT
- There is no live lecture this week (Classes end on Wednesday, April 24th)

Required Readings

- Available on the Module Page in Canvas

Assignments

- Current Event 16 - Wednesday, April 24th 11:59pm
- Homework 16 - Sunday, April 28th 11:59pm
- Section 4 Module Notes Due - Sunday, April 28th 11:59pm
- Project 4 Due - Tuesday, April 30th 11:59pm
- Assessment 4 - Tuesday, April 30th 11:59pm

Current Event 1	Friday, January 11th 11:59pm	1%	10
Homework 1	Sunday, January 13th 11:59pm	1%	10
Current Event 2	Wednesday, January 16th 11:59pm	1%	10
Homework 2	Sunday, January 20th 11:59pm	1%	10
Current Event 3	Wednesday, January 23rd 11:59pm	1%	10
Homework 3	Sunday, January 27th 11:59pm	1%	10
Current Event 4	Wednesday, January 30th 11:59pm	1%	10
Homework 4	Sunday, February 3rd 11:59pm	1%	10
Section 1 Module Notes	Sunday, February 3rd 11:59pm	3%	30
Assessment 1	Sunday, February 3rd 11:59pm	6%	60
Current Event 5	Wednesday, February 6th 11:59pm	1%	10
Homework 5	Sunday, February 10th 11:59pm	1%	10
Current Event 6	Wednesday, February 13th 11:59pm	1%	10
Homework 6	Sunday, February 17th 11:59pm	1%	10
Project 1 (Group Project)	Sunday, February 17th 11:59pm	8%	80
Current Event 7	Wednesday, February 20th 11:59pm	1%	10
Homework 7	Sunday, February 24th 11:59pm	1%	10
Current Event 8	Wednesday, February 27th 11:59pm	1%	10
Homework 8	Friday, March 1st 11:59pm	1%	10
Section 2 Module Notes	Friday, March 1st 11:59pm	3%	30
Assessment 2	Friday, March 1st 11:59pm	6%	60
Current Event 9	Wednesday, March 13th 11:59pm	1%	10
Current Event 10	Wednesday, March 13th 11:59pm	1%	10
Homework 9	Sunday, March 17th 11:59pm	1%	10
Homework 10	Sunday, March 17th 11:59pm	1%	10
Current Event 11	Wednesday, March 20th 11:59pm	1%	10
Homework 11	Sunday, March 24th 11:59pm	1%	10
Project 2	Sunday, March 24th 11:59pm	8%	80
Current Event 12	Wednesday, March 27th 11:59pm	1%	10
Homework 12	Sunday, March 31st 11:59pm	1%	10
Current Event 13	Wednesday, April 3rd 11:59pm	1%	10
Homework 13	Sunday, April 7th 11:59pm	1%	10
Section 3 Module Notes	Sunday, April 7th 11:59pm	3%	30
Assessment 3	Sunday, April 7th 11:59pm	6%	60
Current Event 14	Wednesday, April 10th 11:59pm	1%	10
Homework 14	Sunday, April 14th 11:59pm	1%	10
Project 3	Sunday, April 14th 11:59pm	8%	80
Current Event 15	Wednesday, April 17th 11:59pm	1%	10
Homework 15	Sunday, April 21st 11:59pm	1%	10
Current Event 16	Wednesday, April 24th 11:59pm	1%	10
Homework 16	Sunday, April 28th 11:59pm	1%	10
Section 4 Module Notes	Sunday, April 28th 11:59pm	3%	30
Project 4	Tuesday, April 30th 11:59pm	8%	80
Assessment 4	Tuesday, April 30th 11:59pm	6%	60
	Total	100%	1000