



# ADVANCED WEB TOPICS 1

## COM6338

FALL 2016

### INSTRUCTOR

HEATHER LAUDE

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### CONTACT

If you have general questions about course content, please contact the instructor directly via UF email address at [hlaude@ufl.edu](mailto:hlaude@ufl.edu). For all emergencies, please contact the instructor via phone at (904) 451-7275.

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### OFFICE HOURS

If you are unsure about anything related to this course or would like a better understanding of a topic or assignment, please do not hesitate to reach out. You may contact the instructor via UF e-mail at any time with any questions or concerns and should expect a response within a 24 hour window. You may also schedule at one-on-one meeting at an agreed upon time if you prefer.

## BIO

I have been a marketing and communications professional for more than 10 years, working as Director of Communications for one of the largest golf management companies in the country based in Jacksonville, Florida. I started my career as more of a writer and editor after earning my bachelor's degree in Communication with a specialization in journalism at The University of North Florida, and even spent some time freelance writing for a New York City-based magazine. My role turned more digital over time, which leant itself well to my love for web design and coding, which I considered a "hobby" since my pre-teen years. Looking for comprehensive training in the world of web design to enhance my skill set, I completed the University of Florida's Web Design and Online Communication MAMC program and earned my master's degree. Now, I lead web design and online marketing at my day job and have started my own freelance web design and communications company. I look forward to sharing my love of design and great code with you this semester!

## COURSE WEBSITE & LOGIN

Your course is available in Canvas (UF e-Learning) – <http://elearning.ufl.edu>

Click the blue e-Learning button, and login with your GatorLink account. Your course will be in the Courses menu on the left navigation (you might have to click All Courses at the bottom depending on how many courses you have taken at UF).

Please contact the UF Helpdesk at <http://helpdesk.ufl.edu> or (352) 392-HELP (4357) if you have any trouble with accessing your course.

## CANVAS CLASSROOM URL

<https://ufl.instructure.com/courses/330760>

## CONNECT CLASSROOM URL – LIVE LECTURES

[https://uflcoj.adobeconnect.com/com6338\\_fall16/](https://uflcoj.adobeconnect.com/com6338_fall16/)

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## MEETING TIME

This course meets on Tuesdays and Thursdays from 7 – 9 p.m. EST unless otherwise noted.

## COURSE DESCRIPTION

As a follow-up to Web Design Principles, students will continue to practice proper coding techniques by concentrating on HTML5, CSS3, CSS Animation as well as the foundations of JavaScript. Students will be introduced to basic programming concepts utilizing JavaScript. The class will also give hands-on experience in writing small programs, programming terminology, concepts and best programming/coding practices. Good coding and programming habits will also be covered, as well discussing new trends and practices concerning the web design world.

## COURSE OBJECTIVES

By the end of this course, students will:

- Apply HTML5, CSS3, CSS Animation as well as the basics of JavaScript to create fully functioning websites
- Read, use and write HTML5, CSS3 and JavaScript
- Define and discuss HTML5, CSS3 and JavaScript terminology

## COURSE EXPECTATIONS

### LIVE LECTURES AND RECORDINGS

This course generally meets with live lectures, but there may be some modules where recorded material is presented via the Canvas Classroom. The live lecture schedule along with any recordings required for each week is available in Canvas. Recordings will vary in length depending on the material. It is your responsibility to watch any provided recordings.

All projects will be presented during live lectures. The instructor expects all students to give classmates constructive critiques during presentations. If a student is not able to attend on presentation day, the student will be required to record a presentation ahead of time and upload the video to YouTube. The student will then provide his or her presentation URL to the instructor via UF email.

The Instructor will also send/post a weekly introduction video each Sunday that can be viewable via the Announcements section in your Canvas Classroom. This video will summarize what students should expect during the upcoming week.

## READINGS

A combination of textbook readings (HTML5: Up and Running 1st Edition by Mark Pilgrim and JavaScript A Beginner's Guide 4th Edition by John Pollock) as well as instructor-provided links will be used throughout the semester.

## DISCUSSION BOARDS

Discussion Boards via Canvas will be utilized to conduct conversations of design, helpful coding tips and tricks, as well as sharing any links to inspirational sites and articles. Each week, you are expected to create one new post related to web design or coding in some way and respond to one other student's post. Discussion boards for each week will open on Sundays. Your post must be completed by 11:59 p.m. EST on the following Friday, and your response to one other post must be completed by 11:59 p.m. EST on the following Saturday.

The instructor may also post zip files and other necessary documents and information throughout the semester via Discussion Boards.

## HOMEWORK

Students will complete homework assignments to reinforce information taught during the live lectures. These assignments are less intense than projects and focus more on execution and research rather than creativity and design. Students will have at least five (5) days to complete each homework assignment, unless otherwise noted ahead of time.

## GROUPWORK

Students will complete a total of four group work assignments (three in class and one outside of class) to practice coding in a collaborative environment, an important skill for any web designer. Three of the group work assignments will be completed during class time (1 lecture period) with the last assignment requiring collaboration outside of the classroom.

## QUIZZES

There will be two quizzes assigned during the semester. These quizzes will cover lecture information and possible assigned readings. Quizzes may be assigned during live lectures; otherwise students will have at least 48 hours to complete each quiz, unless otherwise noted ahead of time.

## PROJECTS

There will be four (4) major projects throughout the semester. Each project will have specific requirements catering to the information taught during live lectures and may also require outside research. Students will have 2-4 weeks to complete each project.

- Project 1 – HTML 5 Part 1 (Site #1)
- Project 2 – HTML 5 Part 2 (Site #1)
- Project 3 – CSS Animation and other Advanced Coding Methods (Site #2)
- Project 4 – JavaScript (Site #2)

## SELF-STUDY

Students are also expected to self-study various web design trends and coding methods not covered within course materials, but will not be quizzed on those topics. The subject of Web Design is such a large topic that you can't possibly learn everything within this course. Therefore, students are encouraged to try any advanced coding methods self-studied.

## COURSE MATERIALS

### REQUIRED ACCESSORIES

Webcam/mic (live lectures/in-class presentations)

### RECOMMENDED ACCESSORIES

Two-Monitor setup (to code along with instructor during live lectures)

### REQUIRED TEXTBOOKS

- HTML5: Up and Running 1st Edition by Mark Pilgrim
  - Online Version: <http://diveintohtml5.info/>
  - Amazon Purchase Link: <https://amzn.com/0596806027>
- JavaScript A Beginner's Guide 4th Edition by John Pollock
  - Amazon Purchase Link: <https://amzn.com/0071809376>

### RECOMMENDED TEXTBOOKS

- HTML5 & CSS3 Visual QuickStart Guide 7th Edition by Elizabeth Castro, Bruce Hyslop
  - Amazon Purchase Link: <https://amzn.com/0321928830>
- JavaScript: Visual Quickstart Guide by Tom Negrino
  - Amazon Purchase Link: <https://amzn.com/0321996704>

## REQUIRED SOFTWARE

MS Word, Text editor [Sublime Text or Atom recommended], Adobe Creative Cloud (Photoshop, InDesign and Media Encoder) and an FTP Client of your choice (CyberDuck, FileZilla, Dreamweaver, etc.)

## REQUIRED PURCHASE

You should have your own domain name and basic hosting from MMC5277. If this is unavailable, you will need to make this purchase. GoDaddy.com or x10premium.com are recommended Registrars/Hosts. More details will be provided during Week 1.

## PREREQUISITE KNOWLEDGE AND SKILLS

- Prerequisite course: MMC5277 Web Design Principles
- Students should have a firm working knowledge of HTML and CSS coding as well as uploading websites via FTP

## TEACHING PHILOSOPHY

I will teach this course assuming that you know the basics of HTML and CSS as well as the history and “rules” of web design – though, I hope you’ll feel confident enough to break those rules once in a while! I believe a successful website designer should be able to develop a complete website from the ground up, which means writing HTML, CSS and JavaScript from scratch without the use of web design software or WYSIWYG (what you see is what you get) editors, and creating modern designs that are both aesthetically pleasing and functional.

## COURSE POLICIES

### LIVE LECTURE ATTENDANCE POLICY

Students are expected to attend all live lectures in Adobe Connect and actively participate; attendance is monitored during each live lecture.

Each live lecture is recorded and provided to all students; therefore, if emergency circumstances prevent the student from attending live lectures, he/she will be required to let their Instructor know ahead of time. Student will also be expected to watch the recording within one week (7 days) of the missed lecture and fill out the Summary Submission form. Missing lectures for anything other than emergencies is not excused.

If a situation develops where student is unable to attend any live lectures throughout the semester, they will be required to contact Instructor the first week of class to discuss their options. Arrangements will be made on an individual basis.

### **LIVE LECTURE PARTICIPATION**

Students are also expected to actively participate during all live lectures when discussing, coding and during any group assignments. Participation is also monitored during each live lecture.

When working on coding exercises, the instructor expects students to follow along and/or take notes. To compensate for note taking and/or lack of participation during live lectures, a student may email the Instructor any notes or coding that was completed during class.

### **LATE WORK AND MAKE-UP POLICY**

All deadlines and due dates will be provided by Instructor. If adjustments are needed throughout the semester, the student will be notified by the Instructor ahead of time.

All work is due on or before the scheduled due date. Extensions will only be given on a case-by-case basis by Instructor. Inconveniences such as family vacation or minor illnesses are not valid reasons for any extension.

Unless excused, work submitted within 24 hours after the due date will automatically be deducted by 30%. Late is late, whether it's 5 minutes or 5 hours. No work will be accepted past 24 hours after the due date.

Issues with uploading work for a grade are not an excuse. If student is having technical difficulties with Canvas, there are other means to submit completed work. Student may email .zip files or even links to Dropbox folders to Instructor via UF email. Students should compensate for technical difficulties by not waiting until the last minute to submit work. Please contact the UF helpdesk at (352) 392- HELP regarding any technical issues. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found in the online catalogue at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

### **COURSEWORK SUBMISSIONS**

All graded coursework should be submitted through Canvas via the Assignments or Discussions sections. If student is having technical difficulties with Canvas, there are other means to submit completed work. Student may email .zip files or even links to Dropbox folders to Instructor via UF

email. Students should compensate for technical difficulties by not waiting until the last minute to submit work.

## DEADLINES

This class, like others, involves many deadlines. Each week starts on Sunday and goes through the following Sunday. Here are your average assignment deadlines:

Weekly Discussion Postings:	Every Friday by 11:59 p.m. EST
Weekly Discussion Responses:	Every Saturday by 11:59 p.m. EST
Homework Assignments 1-6:	11:59 p.m. EST on Wednesdays
Homework Assignment 7:	11:59 p.m. EST on Monday
Group Work 1-3:	11:59 p.m. on the night assigned
Group Work 4:	11:59 p.m. EST on the day preceding Presentations
Quizzes:	11:59 p.m. EST on Monday
Projects:	11:59 p.m. EST on the day preceding Presentations

## GRADE WEIGHTS

Students are evaluated on the basis of their timely and effective completion of graded work.

Participation*	10%	Project 1	10%
Quizzes	10%	Project 2	20%
Homework	10%	Project 3	10%
Group Work	10%	Project 4	20%

\*Participation includes: presence in class (chat, responses to questions, actively engaged, submitted notes, etc.) and Discussion Board activity (postings and responses).

## ASSIGNMENT GRADING DETAILS

### WEEKLY DISCUSSIONS & DISCUSSION RESPONSES

Each week's discussion posting is worth 75 points, and each weekly discussion response is worth 25 points (totaling 100 points for each week).



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## ALL OTHER ASSIGNMENTS: HOMEWORK/GROUP WORK, QUIZZES & PROJECTS

All other assignments are graded on a 100 point scale.

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### GRADING SCALE

A	100%	to	93%	C	< 77%	to	73%
A-	< 93%	to	90%	C-	< 73%	to	70%
B+	< 90%	to	87%	D+	< 70%	to	67%
B	< 87%	to	83%	D	< 67%	to	63%
B-	< 83%	to	80%	D-	< 63%	to	60%
C+	< 80%	to	77%	F	< 60%	to	0%

The grade 92.60 is an A. The grade of 92.4 is an A-. When the grade falls at a .5, the grade will be rounded up. For example, a 92.5 or a 92.45 is an A, while a 92.44 is an A-.

Current UF grading policies for assigning grade points:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

## ASSIGNMENT DETAILS

### SUMMARY SUBMISSION ASSIGNMENT

If a student misses a required live lecture, the student must watch the class recording and submit a Summary Submission to the Instructor detailing the topics covered during the recorded lecture and the student's opinions on those topics. Summaries should be submitted via Instructor's UF email no more than one week (7 days) after the recording date. If the Summary Submission is not submitted for a missed lecture, the student will be marked absent for the class which will reduce the student's attendance grade.

Summary Submissions must be submitted via a Word Document with the proper format provided by Instructor during the first live lecture. Be sure to save Summary Submissions as:

[Week#]\_[Day: Tuesday/Thursday]\_SummarySubmission\_[LastnameFirstname].docx

### DOMAIN & HOSTING PURCHASED ASSIGNMENT

Students must provide their purchased domain name and the name of their domain registrar and hosting company via Canvas.

This assignment is worth 100 points. Full points will only be awarded if all of the required details are submitted.

## WEEKLY DISCUSSION POSTINGS

Discussion Boards via Canvas will be utilized to conduct conversations of design, helpful coding tips and tricks, as well as sharing any links to inspirational sites and articles. Each week, you are expected to create one new post related to web design or coding in some way, or respond to a specific discussion question for the week provided by the instructor. Posts should be 200-300 words and require the use of personal opinions, outside research, helpful tips and/or links to relevant sites and articles. Posts are worth 75 points.

### RUBRIC FOR EACH WEEKLY POST

Criteria	Excellent	Good	Satisfactory	Needs Improvement	Incomplete
<b>Word Count</b>	200-300 words	150-199 words	100-149 words	50-99 words	0-50
	10pts	8pts	5pts	2pts	0pts
<b>Topic</b>	Addresses topic with complete insight in demonstrating an overall understanding via a fresh and creative manner.	Addresses topic with partial insight in demonstrating some understanding via a form of creative manner.	Addresses topic with partial insight in demonstrating some understanding.	Does not show topic understanding.	Did not discuss topic.
	30pts	20pts	10pts	5pts	0pts
<b>Sourcing</b>	Demonstrates sourcing of lectures and outside material that supports the assignment's main argument.	Demonstrates sourcing of lectures that supports the assignment's main argument.	Demonstrates sourcing of outside material that supports the assignment's main argument.	Demonstrates sourcing of lectures and outside material, but does not support the assignment's main argument.	Did not provide any form of sourcing.
	20pts	15pts	10pts	5pts	0pts
<b>Argument</b>	Compelling and persuasive argument was made by discussing the main points through conceptualization, topic understanding, and superior writing.	Compelling and persuasive argument was made by discussing the main points through great writing.	Persuasive argument was made by discussing the main points through great writing.	Argument was made by briefly discussing the main points.	Did not provide a reasonable argument.
	30pts	20pts	10pts	5pts	0pts
<b>Grammar/Spelling</b>	Grammar, punctuation, and spelling does not disrupt understanding of topic.	Grammar and punctuation does not disrupt understanding of topic.	Grammar does not disrupt understanding of topic.	Various grammar, punctuation, and spelling disrupts understanding of topic.	Grammar, punctuation, and spelling completely disrupt understanding of topic.
	10pts	8pts	5pts	2pts	0pts
<b>TOTAL: 100pts</b>					

## WEEKLY DISCUSSION RESPONSE

Each week, students are to respond to one discussion post from a fellow classmate. Assignment completion will only be awarded if the student submits responses with personal opinions, outside research, helpful tips, as well as sharing any links to inspirational sites and articles. Each response must be thorough and contain 100-200 words. All materials including class provided notes may be used.

## RUBRIC FOR EACH WEEKLY RESPONSE

Criteria	Excellent	Good	Satisfactory	Needs Improvement	Incomplete
<b>Word Count</b>	100-200 words	76-99 words	51-75 words	26-50 words	0-25 words
	10pts	8pts	5pts	2pts	0pts
<b>Topic</b>	Addresses topic with complete insight in demonstrating an overall understanding via a fresh and creative manner.	Addresses topic with partial insight in demonstrating some understanding via a form of creative manner.	Addresses topic with partial insight in demonstrating some understanding.	Does not show topic understanding.	Did not discuss topic.
	30pts	20pts	10pts	5pts	0pts
<b>Sourcing</b>	Demonstrates sourcing of lectures and/or outside material that supports the assignment's main argument.	Demonstrates sourcing of lectures that supports the assignment's main argument.	Demonstrates sourcing of outside material that supports the assignment's main argument.	Demonstrates sourcing of lectures and outside material, but does not support the assignment's main argument.	Did not provide any form of sourcing.
	20pts	15pts	10pts	5pts	0pts
<b>Argument</b>	Compelling and persuasive argument was made by discussing the main points through conceptualization, topic understanding, and superior writing.	Compelling and persuasive argument was made by discussing the main points through great writing.	Persuasive argument was made by discussing the main points through great writing.	Argument was made by briefly discussing the main points.	Did not provide a reasonable argument.
	30pts	20pts	10pts	5pts	0pts
<b>Grammar/Spelling</b>	Grammar, punctuation, and spelling does not disrupt understanding of topic.	Grammar and punctuation does not disrupt understanding of topic.	Grammar does not disrupt understanding of topic.	Various grammar, punctuation, and spelling disrupts understanding of topic.	Grammar, punctuation, and spelling completely disrupt understanding of topic.
	10pts	8pts	5pts	2pts	0pts
<b>TOTAL: 100pts</b>					

## HOMEWORK ASSIGNMENTS

For detailed explanations of each Homework assignment including rubrics, please see the assignment PDF files in Canvas.

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### HOMEWORK 1

Research on structure tags and best practices, featuring three online articles not discussed in class and your interpretation of those articles.

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### HOMEWORK 2

Create an HTML5 form that you may use as part of your Project 2 site.

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### HOMEWORK 3

Use HTML5 and CSS to create an HTML5 video you may use for your Project 2 site.

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### HOMEWORK 4

Using CSS animation and other advanced coding methods, create a “digital business card” for yourself.

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### HOMEWORK 5

Complete exercises 1-1, 2-1, 2-2 and 3-1 from JavaScript: A Beginner’s Guide 4<sup>th</sup> Edition by John Pollock. Also create a CodeAcademy account and complete #1 through #10 of the lesson located at <https://www.codecademy.com/en/courses/getting-started-v2/0/1>.

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### HOMEWORK 6

Complete 4-1, 4-2, 5-1 and 5-2 from JavaScript: A Beginner’s Guide 4<sup>th</sup> Edition by John Pollock. Also complete #11-28 of the CodeAcademy lesson located at: <https://www.codecademy.com/en/courses/getting-started-v2/0/1>.

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### HOMEWORK 7

Code three different HTML5 files demonstrating examples of a JavaScript Conditional Statement, Loop and Array.

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## GROUP WORK ASSIGNMENTS

For detailed explanations of each Group Work assignment including rubrics, please see the assignment PDF files in Canvas.

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### GROUP WORK 1

You will be provided an image of a completed site. Using XHTML tags and CSS, create a site to match the formatting of the image.

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### GROUP WORK 2

Using a provided document with associated items, use the Parent/Child Relationships concept to determine the relationships between the items and code a page using HTML5 and CSS.

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### GROUP WORK 3

You will be provided an image of a completed site. Using HTML5 semantic structure tags and CSS, create a site to match the formatting of the image.

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### GROUP WORK 4

Create a fully-functional website designed around a TV show or movie of your group's choice. The site will demonstrate HTML5 semantic structure tags, a CSS-based navigation, CSS animations and CSS hover image effects. No JavaScript may be used, with the exception of backwards compatible coding.

## PROJECTS

For detailed explanations of each Project assignment including rubrics, please see the assignment PDF files in Canvas.

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### PROJECT 1

For Project 1 and Project 2, you will be working on one website on the topic of your choice. Many students choose to use these two projects for their personal portfolio website, but you may also choose an alternate site on any topic if you prefer. You will code a fully functioning website using mostly HTML5 structure tags. You should hand code the site via a text editor (do not use Dreamweaver or similar software).

This project is basically your first draft of your website; therefore you will complete coding of your homepage and at least one subpage. These two pages will demonstrate your creativity in using the HTML5 Semantic Structure tags. Submission will include a Links List/Inspiration list.

Project 1 also includes a Pitch assignment that will include a wireframe or mockup, HTML5 explanation, a sitemap, a summary of goals for your site and inspiration or screenshots.

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## PROJECT 2

For this project you continue to expand your P1 website. The primary goal of this assignment is to demonstrate the use of HTML5 forms and video as well as understanding the concept of using canvas, geolocation, and/or local storage. Some parts of the assignment will require HTML coding while other parts will be conceptualization. The final submission will include a minimum of four pages.

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## PROJECT 3

You will be working on one site for Project 3 and Project 4 that is designed around an animal theme, fictitious or non-fictitious. You will create a fully functional 3 page website. The primary goal of this assignment is to demonstrate the use of CSS Animation and other advance uses of HTML and CSS. No JavaScript/JQuery, Lightbox, or Fancybox should be used on this website as it should be strictly HTML5/CSS coded (EXCEPT for the backwards compatibility coding). This submission will include a total of three pages – a homepage and two subpages.

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## PROJECT 4

For this project you continue to expand your Project 3 animal-themed website. Using your coded site from Project 3, you will complete a fully functional 3 page site. The primary goal of this assignment is to add in JavaScript to your Project 3 site to demonstrate the use of JavaScript with HTML and CSS. You also will create a professional PDF showing explaining JavaScript that was used.

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## 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.

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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>

## 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 Live Lectures, discussions and group activities is expected.

My role as instructor is to identify critical issues related to the course, direct you to 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 that 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 resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- <http://www.counseling.ufl.edu/cwc/Default.aspx> or 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 [distancesupport@jou.ufl.edu](mailto:distancesupport@jou.ufl.edu) or visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

## 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 asked to complete evaluations during a specific Live Lecture. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results>

## 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.



## 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 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/sccr/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.

## COURSE SCHEDULE

### WEEK 1 – AUGUST 21-27

- **Topics Covering**
  - Course Introduction, Syllabus, Calendar
  - XHTML and CSS Coding Review
  - Code Validation
  - Google Developer Tools
  - What is HTML5?
  - HTML5 Rules
  - New HTML5 Features
- **Assigned**
  - Domain/Hosting Purchasing
  - GW1
  - Quiz 1
  - P1 Pitch
- **Required Readings**
  - <http://diveintohtml5.info/introduction.html>
  - <http://diveintohtml5.info/past.html>
  - HTML5: Up and Running 1st Edition by Mark Pilgrim
    - Chapter 1
- **Additional Links**
  - <http://www.whatwg.org>
- **Software**
  - Sublime
    - <https://www.sublimetext.com/>
  - Atom
    - <https://atom.io/>

## WEEK 2 – AUGUST 28-SEPTEMBER 3

- P1 Pitch Presentations
- **Topics Covering**
  - HTML5 Terminology
- **Assigned**
  - P1
- **Required Readings**
  - HTML5: Up and Running 1st Edition by Mark Pilgrim
    - Chapter 10
- **Additional Links**
  - <https://developer.mozilla.org/en-US/docs/Web/Guide/HTML/HTML5>
  - <http://www.html-5-tutorial.com>
  - <http://www.w3schools.com>
  - <http://caniuse.com>

## WEEK 3 – SEPTEMBER 4 - 10

- **Topics Covering**
  - Parent/child relationships
  - Coding with HTML5 Structure Tags
- **Assigned**
  - GW2
  - HW1
- **Required Readings**
  - HTML5: Up and Running 1st Edition by Mark Pilgrim
    - Chapter 3
    - <http://diveintohtml5.info/semantics.html>
- **Additional Links**
  - <http://caniuse.com>

## WEEK 4 – SEPTEMBER 11 - 17

- HW1 Presentations
- **Topics Covering**
  - Coding with HTML5 Structure Tags

## WEEK 5 – SEPTEMBER 18 – 24

- **Topics Covering**
  - Coding with HTML5 Structure Tags
- **Assigned**
  - GW3
  - Quiz 2

## WEEK 6 – SEPTEMBER 25 – OCTOBER 1

- P1 Presentations
- **Topics Covering**
  - HTML5 Forms
- **Assigned**
  - HW2
  - P2
- **Required Readings**
  - HTML5: Up and Running 1st Edition by Mark Pilgrim
    - Chapter 9
    - <http://diveintohtml5.info/forms.html>
- **Software**
  - Forms to Go
    - <http://www.bebosoft.com/products/formstogo/overview/>
  - Free PHP form handler
    - <http://www.inventpartners.com/free-php-form-processor>

## WEEK 7 – OCTOBER 2 - 8

- **Topics Covering**
  - HTML5 Videos
  - HTML5 Elements
    - Canvas
    - Local Storage
    - Geolocation
- **Assigned**
  - HW3
- **Required Readings**
  - HTML5: Up and Running 1st Edition by Mark Pilgrim
    - Chapters 4, 5, 6 & 7
    - <http://diveintohtml5.info/canvas.html>
    - <http://diveintohtml5.info/storage.html>
    - <http://diveintohtml5.info/geolocation.html>
    - <http://diveintohtml5.info/video.html>
- **Additional Links**
  - <http://video.online-convert.com/convert-to-mp4>
  - <http://www.mirovideoconverter.com>
  - <http://easyhtml5video.com>
  - <http://evscicats.com/blog/convert-a-video-file-to-a-different-format-using-adobe-media-encoder/>

## WEEK 8 – OCTOBER 9 - 15

- **Topics Covering**
  - CSS Animation
    - Animate
    - Transition
    - Transform
  - Advanced CSS Coding Methods
    - Pseudo Classes
    - Pseudo Elements
    - Content Property
- **Assigned**
  - HW4
  - P3

## WEEK 9 – OCTOBER 16 -22

- **P2 Presentations**
- **Topics Covering**
  - Fun CSS Elements
    - Full Browser Width Bars
    - Fade Out Background
    - Body Borders
    - Full Page Background
    - Page Transitions
    - Text Texturing
    - Text/Element Effects
- **Assigned**
  - GW4

## WEEK 10 – OCTOBER 23 - 29

- **HW4 Presentations**
- **Topics Covering**
  - CSS Shapes
  - More Fun CSS Elements
    - Stripes
    - Gradients
    - Colors
    - Blends
    - Tooltips
  - Hover Image Effects
  - Animated CSS-based Navigations

## WEEK 11 – OCTOBER 30 – NOVEMBER 5

- **P3 Presentations**
- Intro to JavaScript
- Parts of JavaScript
  - Primitive Types
  - Complex Types
- More JavaScript
  - External JavaScript
  - Commenting
  - Variables
  - Events
- **Required Readings**
  - JavaScript A Beginner's Guide 4th Edition by John Pollock
    - Chapter 1-3
    - Chapter 4-5, and 9-10
- Assigned
  - P4

## WEEK 12 – NOVEMBER 5 – NOVEMBER 12

- **GW4 Presentations**
- **Topics Covering**
  - JavaScript
    - document.write issues
    - Functions
    - Operators
    - Comparisons
- **Assigned**
  - HW5
- **Required Readings**
  - JavaScript A Beginner's Guide 4th Edition by John Pollock
    - Chapters 6-8

## WEEK 13 – NOVEMBER 13 – 19

- **Topics Covering**
  - JavaScript
    - Conditions
    - MultiConditional Statements
    - Switch/Case Statements
- **Assigned**
  - HW6
- **Required Readings**
  - JavaScript A Beginner's Guide 4th Edition by John Pollock
    - Chapters 6-8

## BREAK WEEK – HAPPY THANKSGIVING! – NOVEMBER 20-26

- No Live Lectures



## WEEK 14 – NOVEMBER 27 – DECEMBER 3

- **Topics Covering**
  - JavaScript
    - Loops
    - Array
    - Objects
- **Assigned**
  - HW7

## WEEK 15 – DECEMBER 4 - 7

- **P4 Presentations**
- **Topics Covering**
  - JavaScript

## DISCLAIMER

This syllabus represents my current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.