MMC6278 Advanced Web Topics 2
Fall 2018
4 CREDIT HOURS

INSTRUCTOR

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Contact

Email is the best way to contact me. I will respond to emails within 24 hours. Feel free to text me in case of emergencies.

Office Hours

There will be a class meeting each week to go over the topics covered in the lesson and to answer any questions you may have. Outside of class meeting time, I am available by appointment. You may set up an appointment by sending me an email with the times that work best for you.

Instructor Bio

A life-long artist, I graduated from Auburn University with a Bachelor of Art degree in Studio Art in 2015. When I began my major at Auburn, I fell in love with my digital art classes, and I began to teach myself graphic design principles and practices. Sometime around 2012, I began working as a freelance graphic designer in my spare time. However, after graduation, I found myself with a desire to take my graphic design abilities to the web.

As I began my journey from graphic designer to web designer, I stumbled upon the MAMC Web Design and Online Communications program, and I decided to switch from Tiger to Gator and graduated from the program in 2017. This program (and this course specifically) opened my eyes to a world of coding that I instantly fell in love with. Since graduation, I have been working as a front-end web developer for the marketing department of a company in Huntsville, AL, and I have continued to grow my coding skillset through code intensives, freelance projects, and conferences.

COURSE WEBSITE & 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/ (352) 392-HELP (4357) if you have any trouble with accessing your course.

Zoom
You will be using Zoom to watch pre-recorded lessons, and we will use Zoom for live class meetings each week. Instructions on how to download and operate Zoom can be found in the course website.

THIS COURSE

Course Layout
Each week you will have a pre-recorded lecture available to you. There will be live class meetings on Thursday evenings from 6:00pm EST/EDT to 7:30pm EST/EDT, and you are encouraged to have watched the pre-recorded lesson before the live class meeting. To correspond with each weekly topic, you will be assigned either a homework assignment to practice the coding skills learned, or a short essay assignment to demonstrate your understanding of a topic. The homework and essay assignments are due on Sundays (except during a holiday week).

Each week you will be required to post a current event article in the discussion section of Canvas by Wednesdays at midnight, and then respond to at least one other student's post by Sunday night.

There will be four short assessments and two projects in this course to test your knowledge of overarching concepts and skills. The first project will last 4 weeks, while the second project lasts 12 weeks.

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 with coding HTML5 and CSS and have practiced responsive web design in order to focus their learning efforts on applying logical JavaScript, advanced CSS techniques, and simple API integration to a browser-based web application.

As a web designer and front-end web developer, students will be expected to create websites and web applications that are not only visually compelling, but also highly interactive and engaging. This interactivity could be as simple as a drop down navigation menu, or it could be as complex as a product comparison tool. To achieve this interactivity, knowledge of how to implement JavaScript is key, and it is even more important to be aware of the new features of the ECMAScript standard and the most popular front-end libraries and frameworks.

Throughout this course, students will demonstrate their knowledge of the coding skills learned by completing coding projects and assignments. At the end of this course students will be able to code an interactive, single-page, browser-based web application that showcases their understanding of CSS extensions, the latest JavaScript standards, and simple API integration. Successful completion of this final project will prove a student's front-end web development skillset.

Objectives

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

- Code a website using HTML5 and either SASS or LESS
- Explain Bootstrap and describe one other popular front-end framework
- Recall the six primitive types of JavaScript
- Interpret and explain the logic behind a JavaScript application
- Apply ES6 syntax to vanilla JavaScript
- Code an interactive web application with HTML, CSS and JavaScript using ES6 syntax
- Apply APIs to a JavaScript-based web application
- Demonstrate a basic understanding of ReactJS and how to run a ReactJS application using Node.js
- Summarize the benefits of code compilers and explain what other 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 frameworks?
- What are the six primitive types of JavaScript?
- What is ES6 and what new features does it introduce?
- What is an API?
- How do you use an API?
- What is ReactJS, and what are JSX and Components?
- What is Node.js?
- What tools are available to help front-end web developers work more efficiently?
- What is Agile Development?

Course Deliverables

In this course, there will be weekly current event posts, weekly homework assignments or short essay assignments, four assessments, and two projects.

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. For example, while we cover the basics of ReactJS and you are given assignments to practice code concepts, you will not be expected to code a fully-functional, robust ReactJS app. Instead, you will be prepared to take on more complex ReactJS concepts on your own after this course, as you will already be familiar with the basics.

Attendance

There will be 16 class meetings throughout this course to allow for demonstrations of the lessons covered in the pre-recorded lectures, and to allow students to ask questions or troubleshoot issues with their two projects. 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.

Pre-recorded Lectures – Available Sunday at 11:59pm EST/EDT before each module

Live Courses: We will meet on Zoom 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, and optional discussion boards will be open to discuss topics with your fellow classmates. You are encouraged to utilize these discussion boards 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 and assignments, and do not hesitate to ask me to further explain any topics covered in the recorded lessons. 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 two 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

There are no group projects in this course. However, you will have a few homework assignments that require you to review and debug code to simulate a collaborative coding environment.

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.

REQUIRED TEXT

There are no required textbooks for this course.

However, there are assigned online readings throughout the course:

Responsive Web Design

- Mobile-first, Adaptive, or Responsive Design
- Is Responsive Web Design Enough

Sass and LESS

- Sass Guide
- LESS Overview

Bootstrap

- Bootstrap Layout Overview
- Bootstrap Layout Grid
- Bootstrap Modal

JavaScript

- JavaScript Comparisons
- JavaScript Array Sort
- What's the difference between ECMAScript and JavaScript?

ES6

- Why Babel Matters

APIs

- How to Use an API

ReactJS

- [Node.js Intro](#)
- [The Timeline of ReactJS](#)

Development tools

- [Free Front End Web Development Tools](#)
- [Browse this extensive list of web development tools](#)

PREREQUISITE KNOWLEDGE & SKILLS

For this course, you are expected to know how to code a website using HTML5, CSS3, and basic JavaScript. You are expected to know mobile-first responsive web design and how to use Git for 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 skillset is encouraged, and I hope to bring the same atmosphere to this course. Assignments, assessments, and projects are intended to help you grasp the basics and become familiar with some of the most trending front-end web concepts and code.

COURSE POLICIES

Attendance Policy

You are expected to watch the pre-recorded lectures 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. It is suggested that you log into Canvas and check your UF email on a daily basis. 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 will be available to you to watch in Canvas.

The attendance policy is consistent with UF's policy, found at
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

Late Work & Makeup Policy

Missing a live class meeting does not affect your final grade, but please let me know if you are unable to attend a class prior to the start of the meeting.

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.

Please do not wait until the last minute to submit an assignment, as **technical difficulties will not be considered a valid excuse for not submitting an assignment on time**. If a 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.

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

- Less than 24 hours late   5 points off
- More than 24 hours late but less than 48 hours late   10 points off
- More than 48 hours late   20 points off
- More than 72 hours late   Not accepted at all

Any requests for make-ups 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. Contact UF helpdesk (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 in the online catalogue at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

Coursework Submissions

All finished assignments will be submitted through canvas. For coding assignments and prjects, you are to submit a Git hub or Codepen link.

- Weekly Current Event Post   Discussion Post In Canvas
- Homework Assignments   Link or File In Canvas
- Essay Assignments   Link to Google Doc or File Upload in Canvas
- Assessments   In Canvas
- Projects   Link in Canvas

Deadlines

This class, like others, involves many deadlines. Here is a reminder. Pre-recorded lectures for each week are available on Sundays at 11:59pm EST/EDT and the last assignments of the week are due the following Sunday at 11:59pm EST/EDT. 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/Essay Assignments   11:59 PM EST/EDT Sundays
- Assessments   11:59 PM EST/EDT Sundays
- Projects   11:59 PM EST/EDT Sundays

Grading

Your work will be evaluated according to the following distribution:

- Weekly Current Event Posts (16) - 16%
- Homework Assignments (12) – 24%
- Assessments (4) – 12%
- Short Essays (4) – 8%
- Project 1 – 15%
- Project 2 – 25%

Your final grade will be rewarded as follows. I will round grades up or down to the closest whole percentage. For example, 93.6 will round up to 94, while 84.3 will round down to 84.

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

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

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.

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

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 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.

COURSE & ASSIGNMENT DETAILS

Weekly Lectures

For each module, there will be a pre-recorded lecture available to you at the beginning of the week. This lecture will include a lesson on the week's topic and will run around 90 minutes. There will then be a live class meeting on Thursday of each week from 6:00pm EST/EDT to 7:30pm EST/EDT. You are expected to have watched the pre-recorded lecture before the live class meeting.

The live class meeting is intended to go over previous homework problems, present projects, or to go over any questions you may have about the week's topic. Attendance of the live class meeting is not reflected in your final grade, but it is strongly encouraged, as it may cover important information. 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.

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.

Current Event Posts Rubric

Discussion Posts Rubric				
Criteria	**Ratings**			**Points**
Posted Link to a relevant news or blog article	Posted a link to a news or blog article that is less than 6 months old and relevant to the field of web development or web design 5 points	Posted a link to a news or blog article that is more than 6 months old or not relevant to web development or web design 3 points	Did not post a news or blog article 0 points	**5**

| Summarized the news or blog article and explain its importance | Sufficiently summarized the news or blog article and explained its importance to the field of web development or web design
5 points | Summarized the blog article, but did not sufficiently explain its importance
3 points | Did not summarize the news or blog article
0 points | **3** |
|---|---|---|---|---|
| Made a thoughtful reply to one other student's news or blog article | Made a thoughtful reply to a student's news or blog article
5 points | Replied to another student's news or blog article, but did not put thoughtful analysis of the article into the reply
3 points | Did not reply to another student's news or blog article
0 points | **2** |
| | | | **Total Points: 10** | |

Homework Assignments

In 12 of the 16 weeks of this course, you will be given a homework assignment to demonstrate your understanding of the code or technical skills learned that week. These homework assignments will present you with a series of problems or tasks for you to solve and complete. Submission methods of these assignments will vary based on the nature of the questions or tasks. Homework assignments are due by 11:59pm EST/EDT on the corresponding Sunday.

Homework Assignments Rubric

Homework Assignment Rubric				
Criteria	**Ratings**			**Points**
Completed the assignment with accuracy	Was able to successfully complete the assignment with no issues or errors
16 points	Completed the assignment with issues or errors
11 points	Did not complete the assignment
0 points	**16**
Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used	Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used
2 points	Did not include links to any resources utilized in completing the assignment, or did not submit a statement saying no outside resources were used
0 points		**2**
Properly submitted the assignment	Properly submitted the assignment by following submission guidelines
2 points	Submitted the assignment, but did not follow submission guidelines
1 point		**2**
			Total Points: 20	

Essay Assignments

In 4 of the 16 weeks of this course, you will be given a short essay question. These short essay questions are intended to push your research and logical thinking skills. You will be given a short essay question or problem, and you are to explain your answer and thoughts using a minimum of 250 words. There is no maximum word limit for this assignment, but you are to be specific and direct in your answer. You are required to submit these assignments by either

uploading a PDF file or submitting a Google Doc link by 11:59pm EST/EDT on the corresponding Sunday.

Essay Assignments Rubric

Essay Assignment Rubric

Criteria	Ratings				Points
Thoughtfully answered the essay question or problem using a minimum of 250 words	Thoughtfully answered the essay question or problem using a minimum of 250 words 16 points	Thoughtfully answered the essay question or problem but did not meet a minimum of 250 words 8 points	Did not thoughtfully answer the question or problem but submitted a file or link 4 points	Did not submit an essay response 0 points	**16**
Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used	Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used 2 points		Did not include links to any resources utilized in completing the assignment, or did not submit a statement saying no outside resources were used 0 points		**2**
Properly submitted the assignment	Properly submitted the assignment by following submission guidelines 2 points		Submitted the assignment, but did not follow submission guidelines 1 point		**2**
				Total Points: 20	

Assessments
There will be 4 assessments throughout this course to test your knowledge of topics covered. Each assessment will be 15 multiple choice questions. Each assessment is worth 30 points, making each question worth 2 points. Assessments are due by 11:59pm EST/EDT on the Sunday of the corresponding week.

Project 1
As a web designer, you may choose to do freelance work and design websites for clients. With a business's online presence becoming ever more important, freelancers can fill up their calendar with web projects fast. In order to aid in productivity, web designers and developers should consider CSS extensions, such as SASS or LESS. These preprocessors are not only easier and quicker to write, but they are also cleaner and easier to update.

Project 1 is a 4 week long project that is intended to test your ability to code a responsive or adaptive website using Sass or LESS. Everyone knows of a local business whose website could use a serious upgrade, and could even be a potential web design client down the road. The first part of the project requires you to design a mockup for the homepage of a website for a business that is local to you. You will then design a style guide based on the mockup up that will determine your Sass or Less variables. You will then code out the mockup of the homepage

using responsive or adaptive design, HTML5, and Sass or LESS. This project will be submitted by uploading a file for the mockup, uploading a file for the style guide, and submitting a GitHub link by 11:59pm EST/EDT on the Sunday of the fourth week.

Project 1 Rubric

Project 1 Rubric					
Criteria	**Ratings**				**Points**
Designed a mockup of a homepage for the website of a business that is local to you	Designed a well-planned, visually appealing, and creative mockup for a local buisness 30 points	Designed a mockup that demonstrates little planning or consideration for aesthetics 20 points	Submitted an incomplete mockup that is missing images, text or other design elements demonstrating little effort in completing the mockup 10 points	Did not submit a mockup 0 points	**30**
Created a style guide based on the design elements of the mockup that represents the Sass or LESS variables you will use	Designed a thorough style guide based on the mockup that demonstrates the fonts, colors, and other web elements such as buttons that will be used in Sass or LESS variables 40 points	Designed a simple style guide based on the mockup that demonstrates very few fonts, colors, and other web elements such as buttons that will be used in Sass or LESS variables 25 points	Designed a style guide based on the mockup that does not demonstrate fonts, colors, and other web elements such as buttons that will be used in Sass or LESS variables 10 points	Did not Design a style guide 0 points	**40**
Coded the homepage of the website based on the mockup and using either Sass or LESS	Coded a web page based on the mockup using clean, semantic HTML5 that validates and properly coded Sass or LESS 60 points	Coded a web page based on the mockup using HTML5 and Sass or LESS, but with some errors in code 45 points	Coded a web page based on the mockup using HTML5 and Sass or LESS, but with major errors in code 25 points	Did not code a web page based on the mockup 0 points	**60**
Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used	Included links to any resources utilized in completing the assignment, or submitted a statement saying no outside resources were used 10 points		Did not include links to any resources utilized in completing the assignment, or did not submit a statement saying no outside resources were used 0 points		**10**
Properly submitted the assignment	Properly submitted the assignment by following submission guidelines 10 points		Submitted the assignment, but did not follow submission guidelines 5 point		**10**

Project 2

It is important for both web designers and web developers to consider how a user will interact with a website or web application. Interactivity is important in engaging users and guiding them through their experience. In order to develop these interactive environments, JavaScript is key, and knowledge of what API's are and how to use them is also a common necessity. This project will challenge students' understanding of JavaScript by asking them to code a Virtual Fortune Teller Game. An explanation of the fortune teller game can be found in the project description.

Students will: code the styling needed to duplicate a responsive, virtual fortuneteller game, code the JavaScript using the logic needed to duplicate the game functionality, and they will include a simple API integration to generate random fortunes for the game.

This project will be submitted using a GitHub link by 11:59pm EST/EDT on the due date.

Project 2 Rubric

Project 2 Rubric						
Criteria	**Ratings**					**Poin**
The web app is responsive and matches the look of an origami fortune teller game	The web app is responsive and matches the look of an origami fortune teller game 70	The web app is somewhat responsive and somewhat mimics the look of an origami fortune teller game 50 points	The web app is not responsive or does not mimic the look of an origami fortune teller game 20 points	The web app does not display the colors or numbers necessary for the game 0 points		**70**
The web app is functional and mimics the functionality of a fortune teller game	The web app is fully functional, utilizes the functionality of the fortune teller game, and it uses clean, concise code that throws no errors in the console 100 points	The web app is fully functional, utilizes the functionality of the fortune teller game, and it uses clean code that throws some errors in the console 80 points	The web app is functional, but it is not fully-functional and throws errors in the console 50 points	There is a JavaScript file but the web app has no functionality 25 points	There is no JavaScript file 0 points	**100**
The web app utilize an API to generate fortunes	The web app successfully utilizes an API and generates a new random function each time the game is played 60 points	The web app successfully utilizes an API but the random fortune functionality is missing or throws errors 40 points	The web app does not successfully utilize an API but the random fortune functionality is there and throws no errors 25 points	The web app shows a fortune but it does not successfully utilize an API or random fortune functionality and throws errors 10 points	The game does not show a fortune 0 points	**60**
Included links to any	Included links to any resources utilized in		Did not include links to any resources			**10**

resources utilized in completing the assignment, or submitted a statement saying no outside resources were used	completing the assignment, or submitted a statement saying no outside resources were used 10 points	utilized in completing the assignment, or did not submit a statement saying no outside resources were used 0 points	
Properly submitted the assignment	Properly submitted the assignment by following submission guidelines 10 points	Submitted the assignment, but did not follow submission guidelines 5 point	**10**
		Total Points: 2	

COURSE SCHEDULE

WEEKLY MODULE DATES

Week 1 – Wednesday August 22 – Sunday August 26

Week 2 – Monday August 27 – Sunday September 2

Week 3 – Monday September 3 – Sunday September 9

Week 4 – Monday September 10 – Sunday September 16

Week 5 – Monday September 17 – Sunday September 23

Week 6 – Monday September 24 – Sunday September 30

Week 7 – Monday October 1 – Sunday October 7

Week 8 – Monday October 8 – Sunday October 14

Week 9 – Monday October 15 – Sunday October 21

Week 10 – Monday October 22 – Sunday October 28

Week 11 – (10/29-11/4) Monday October 29 – Sunday November 4

Week 12 – (11/5-11/11) Monday November 5 – Sunday November 11

Week 13 – (11/12-11/18) Monday November 12 – Sunday November 18

Week 14 – (11/19-11/27) Monday November 19 – Tuesday November 27

Week 15 – (11/28-12/2) Wednesday November 28 – Sunday December 2

Week 16 – (12/3-12/12) Monday December 3 – Wednesday December 12

Course Introduction & Syllabus
- There will be a live class meeting on Thursday, August 23 from 6:00pm EST/EDT to introduce you to the course and go over the syllabus. If you are unable to attend this class meeting, please let me know before the start of class.

COURSE SCHEDULE

Week 1 – Responsive, Adaptive, Mobile – Oh My! (8/22-8/26)
Learning Objectives
- Introductions
- Review Responsive, Adaptive, and Mobile-first Web Design

Watch
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings
- Mobile-first, Adaptive, or Responsive Design
- Is Responsive Web Design Enough

Assignments
- Discussion Post 1 - Friday, August 24th 11:59pm
- Homework 1 - Sunday, August 26th 11:59pm
- Assign Project 1

Week 2 – Sass and LESS are More (8/27-9/2)
Learning Objectives
- Understand how to code CSS using Sass or LESS
- Explain the benefits of using Sass or LESS
- Code a website using HTML5 and either Sass or LESS

Watch:
- Recorded Lecture – Available Sunday, August 26th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- Sass Guide
- LESS Overview

Assignments
- Discussion Post 2 - Wednesday, August 29th 11:59pm
- Homework 2 - Sunday, September 2nd 11:59pm

Week 3 – Up by Your Bootstrap (9/3-9/9)
Learning Objectives
- Explain and Demonstrate an Understanding of Bootstrap
- Describe one other popular front-end framework

Watch:
- Recorded Lecture – Available Sunday, September 2nd 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- [Bootstrap Layout Overview](#)
- [Bootstrap Layout Grid](#)
- [Bootstrap Modal](#)

Assignments
- Discussion Post 3 - Wednesday, September 5th 11:59pm
- Essay Question 1 - Sunday, September 9th 11:59pm
- Assessment 1 - Sunday, September 9th 11:59pm

Week 4 – Remember JavaScript? (9/10-9/16)

Learning Objectives
- Present Sass and LESS Project
- Recall the six primitive types of JavaScript
- Show an understanding of the six primitive types of JavaScript

Watch:
- Recorded Lecture – Available Sunday, September 9th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- There are no required readings

Assignments
- Discussion Post 4 - Wednesday, September 12th 11:59pm
- Homework 3 - Sunday, September 16th 11:59pm
- Project 1 Due - Sunday, September 16th 11:59pm

Week 5 – JavaScript Throwback (9/17-9/23)

Learning Objectives
- Review JavaScript Objects, Functions, and Loops

Watch:
- Recorded Lecture – Available September 16th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture
- [JavaScript Functions Lynda Tutorial](#)

Required Readings:
- There are no required readings

Assignments
- Discussion Post 5 - Wednesday, September 19th 11:59pm
- Homework 4 - Sunday, September 23rd 11:59pm
- Assign Project 2

Week 6 – JavaScript in Action (9/24-9/30)
Learning Objectives
- Interpret and explain the logic behind a JavaScript application

Watch:
- Recorded Lecture – Available Sunday, September 23rd 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- JavaScript Comparisons
- JavaScript Array Sort

Assignments
- Discussion Post 6 - Wednesday, September 26th 11:59pm
- Essay Question 2 - Sunday, September 30th 11:59pm

Week 7 – ECMA What? (10/1-10/7)
Learning Objectives
- Explain what ECMAScript and ES6 are.
- Demonstrate an understanding of const, let, and arrow functions.

Watch:
- Recorded Lecture – Available September 30th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- What's the difference between ECMAScript and JavaScript?

Assignments
- Discussion Post 7 - Wednesday, October 3rd 11:59pm
- Homework 5 - Sunday, October 7th 11:59pm

Week 8 – Not Your Old Vanilla (10/8-10/14)
Learning Objectives
- Demonstrate what ES6 modules, classes, and template strings are.
- Explain why Babel is necessary for using ES6.

Watch:
- Recorded Lecture – Available Sunday, October 7th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture
- Babel Lynda Tutorial

Required Readings:
- Why Babel Matters

Assignments
- Discussion Post 8 - Wednesday, October 10th 11:59pm
- Homework 6 - Sunday, October 14th 11:59pm
- Assessment 2 - Sunday, October 14th 11:59pm

Week 9 – ES6 in Action (10/15-10/21)
Learning Objectives
- Interpret and demonstrate ES6's new features

Watch:
- Recorded Lecture – Available October 14th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- There are no required readings this week. Take the time to practice the ES6 concepts you have learned.

Assignments
- Discussion Post 9 - Wednesday, October 17th 11:59pm
- Homework 7 - Sunday, October 21st 11:59pm

Week 10 – APIs, Oh My! (10/22-10/28)
Learning Objectives
- Understand what an API is
- Demonstrate a basic understanding of APIs

Watch:
- Recorded Lecture – Available October 21st 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- How to Use an API

Assignments
- Discussion Post 10 - Wednesday, October 24th 11:59pm
- Essay Question 3 - Sunday, October 28th 11:59pm

Week 11 – Your Command Line with Bash and Node (10/29-11/4)
Learning Objectives
- Set up your command line with Bash
- Install node.js

Watch:
- Recorded Lecture – Available Sunday, October 28th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- Node.js Intro

Assignments
- Discussion Post 11 - Wednesday, October 31st 11:59pm
- Homework 8 - Sunday, November 4th 11:59pm

Week 12 – What's React? (11/5-11/11)
Learning Objectives
- Understand what ReactJS is and learn some of the new JavaScript features
- Learn how to create a ReactJS app
- Demonstrate an understanding of JSX

Watch:
- Recorded Lecture – Available Sunday, November 4th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture
- Create ReactJS App Lynda Video
- Generate ReactJS Project Lynda Video

Required Readings:
- The Timeline of ReactJS

Assignments
- Discussion Post 12 - Wednesday, November 7th 11:59pm
- Homework 9 - Sunday, November 11th 11:59pm

Week 13 – React Fun (11/12-11/18)
Learning Objectives
- Understand and demonstrate ReactJS components and modules

Watch:
- Recorded Lecture – Available Sunday, November 11th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- There are no required readings this week. Take the time to practice the ReactJS concepts you have learned.

Assignments
- Discussion Post 13 - Wednesday, November 14th 11:59pm
- Homework 10 - Sunday, November 18th 11:59pm

Week 14 – React Practice (11/19-11/27)

Learning Objectives
- Understand and demonstrate ReactJS states and props
- Understand ReactJS getters and setters

Watch:
- Recorded Lecture – Available Sunday, November 18th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- There are no required readings this week. Take the time to practice the ReactJS concepts you have learned.

Assignments
- Discussion Post 14   - Wednesday, November 21st 11:59pm
- Homework 11 - Tuesday, November 27th 11:59pm
- Assessment 3 - Tuesday, November 27th 11:59pm

Week 15 – The Tool Shed (11/28-12/2)

Learning Objectives
- Summarize the benefits of code compilers and explain what other tools can benefit front-end developers

Watch:
- Recorded Lecture – Available Sunday, November 25th 11:59pm
- Course classroom (Zoom link)
- Recording of the lecture will be found here, if you miss live lecture

Required Readings:
- [Free Front End Web Development Tools](#)
- [Browse this extensive list of web development tools](#)

Assignments
- Discussion Post 15   - Thursday, November 29th 11:59pm
- Homework 12 - Sunday, December 2nd 11:59pm

Week 16 – Work Smarter, Not Harder (12/3-12/12)

Learning Objectives
- Understand Agile Development
- Outline the various methods of agile development

Watch:
- Recorded Guest Lecture Available Sunday, December 2nd 11:59pm
- Course classroom (Zoom link)

- Recording of the lecture will be found here, if you miss live lecture

Required Readings:

- There are no required readings this week.

Assignments

- Discussion Post 16   - Wednesday, December 5th 11:59pm – Students are not required to reply to another post this week, though it is encouraged
- Assessment 4 - Sunday, December 9th 11:59pm
- Essay Question 4 - Sunday, December 9th 11:59pm
- Project 2 - Thursday, December 13th 11:59pm

ASSIGNMENTS

Assignment	Due Date	% of Grade	Points
Discussion Post 1	Friday, August 24th 11:59pm	1%	10
Homework 1	Sunday, August 26th 11:59pm	2%	20
Discussion Post 2	Wednesday, August 29th 11:59pm	1%	10
Homework 2	Sunday, September 2nd 11:59pm	2%	20
Discussion Post 3	Wednesday, September 5th 11:59pm	1%	10
Essay Question 1	Sunday, September 9th 11:59pm	2%	20
Assessment 1	Sunday, September 9th 11:59pm	3%	30
Discussion Post 4	Wednesday, September 12th 11:59pm	1%	10
Homework 3	Sunday, September 16th 11:59pm	2%	20
Project 1	Sunday, September 16th 11:59pm	15%	150
Discussion Post 5	Wednesday, September 19th 11:59pm	1%	10
Homework 4	Sunday, September 23rd 11:59pm	2%	20
Discussion Post 6	Wednesday, September 26th 11:59pm	1%	10
Essay Question 2	Sunday, September 30th 11:59pm	2%	20
Discussion Post 7	Wednesday, October 3rd 11:59pm	1%	10
Homework 5	Sunday, October 7th 11:59pm	2%	20
Discussion Post 8	Wednesday, October 10th 11:59pm	1%	10
Homework 6	Sunday, October 14th 11:59pm	2%	20
Assessment 2	Sunday, October 14th 11:59pm	3%	30
Discussion Post 9	Wednesday, October 17th 11:59pm	1%	10
Homework 7	Sunday, October 21st 11:59pm	2%	20
Discussion Post 10	Wednesday, October 24th 11:59pm	1%	10
Essay Question 3	Sunday, October 28th 11:59pm	2%	20
Discussion Post 11	Wednesday, October 31st 11:59pm	1%	10
Homework 8	Sunday, November 4th 11:59pm	2%	20
Discussion Post 12	Wednesday, November 7th 11:59pm	1%	10
Homework 9	Sunday, November 11th 11:59pm	2%	20
Discussion Post 13	Wednesday, November 14th 11:59pm	1%	10
Homework 10	Sunday, November 18th 11:59pm	2%	20
Discussion Post 14	Wednesday, November 21st 11:59pm	1%	10
Homework 11	Tuesday, November 27th 11:59pm	2%	20
Assessment 3	Tuesday, November 27th 11:59pm	3%	30
Discussion Post 15	Thursday, November 29th 11:59pm	1%	10

Homework 12	Sunday, December 2nd 11:59pm	2%	20
Discussion Post 16	Wednesday, December 5th 11:59pm	1%	10
Assessment 4	Sunday, December 9th 11:59pm	3%	30
Essay Question 4	Sunday, December 9th 11:59pm	2%	20
Project 2	Thursday, December 13th 11:59pm	25%	250
	Total	**100%**	**990**

Weekly Current Event Posts (16) - 16%

Homework Assignments (12) – 24%

Assessments (4) – 12%

Short Essays (4) – 8%

Project 1 – 15%

Project 2 – 25%

Syllabus Page in Canvas: (include link here)