



ADVANCED WEB TOPICS 1

COM6338

FALL 2019

INSTRUCTOR

HEATHER LAUDE

Email: hlaude@ufl.edu

Phone (Call or Text): (904) 451-7275

CONTACT

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

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 12 years. I worked as Director of Communications for one of the largest golf management firms in the country prior to my current position as Creative Manager for a consumer products company based in Jacksonville, Florida that manufactures more than 7,000 products. 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 design, online marketing, packaging design and branding 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/377083>

ZOOM CLASSROOM URL – LIVE LECTURES

Register for our class meeting in Zoom here:

<https://ufl.zoom.us/meeting/register/f0fe1a24550114034ac87b605f06faf5>

MEETING TIME

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

COURSE DESCRIPTION

Students continue their use of HTML5 including responsive web design along with CSS variables, flexbox and best practices for web design and development. Mobile first, responsive web design is also covered along with use of dev tools and version control. JavaScript is also covered and students get hands-on experience getting with JavaScript primitive and complex types; using variables; writing functions; adding, updating and removing content through the DOM; and event listeners. Basic project management tools and reinforcement of the design and coding processes including code validation, wireframes, mockups and debugging techniques round out this robust course.

COURSE OBJECTIVES

By the end of this course, students will:

- Apply HTML5, CSS3, responsive design as well as the basics of JavaScript to create fully functioning websites
- Read, use and write HTML5, CSS3, responsive design and JavaScript
- Define and discuss HTML5, CSS3, responsive design 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 provided. 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. Students are expected to present their

projects live. If a student has a situation that will prevent them from presenting live in class, he or she must contact the instructor ahead of time. If approved by the instructor, the student will be required to record a presentation ahead of time and upload the video to YouTube, Vimeo or a similar service. The student will then provide his or her presentation URL to the instructor via UF email.

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.

READINGS

A combination of textbook readings (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. Discussion boards are a great tool to use in order to get feedback from peers or troubleshoot problems. You are encouraged to post on the discussion boards about your coding troubles. That way, the instructor can respond and other students can benefit from your questions.

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 three group work assignments to practice coding in a collaborative environment, an important skill for any web designer. Two 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 Responsive Site Part 1 (Site #1)
- Project 2 – HTML 5 Responsive Site Part 2 (Site #1)
- Project 3 – Flexbox & JavaScript Responsive Site
- Project 4 – Website for a Real Life Client

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

- JavaScript A Beginner's Guide 4th Edition by John Pollock
 - Amazon Purchase Link: <https://amzn.com/0071809376>

OTHER BOOKS (FOR THOSE LOOKING FOR MORE RESOURCES – NOT REQUIRED)

- 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, frameworks, HTML5 template 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 and student presentation days in Zoom and actively participate; attendance is monitored during each live lecture and on presentation days.

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. The same applies for missing a class presentation day – you must watch the presentation recording within one week and complete the summary submission form that includes feedback for each of your fellow students' projects. Missing lectures or presentation days 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 in extenuating circumstances. Inconveniences such as family vacation or minor illnesses are not valid reasons for any extension.

IMPORTANT NOTE: If you need assistance with an assignment, are concerned about a due date or have an extenuating circumstance, you must contact the instructor PRIOR TO the assignment due date.

With this in mind, these are the penalties for late work:

- Less than 6 hours late: 10 percent deduction
- 6 hours late to less than 12 hours late: 20 percent deduction
- 12 hours late to less than 24 hours late: 30 percent deduction
- 24 hours late or more: Work not accepted at all

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.

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. Your academic advisor is Tiffany Robbert, and she may be reached at trobbert@jou.ufl.edu .

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.

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 (attendance, chat, responses to questions, actively engaged, submitted notes, etc.)

ASSIGNMENT GRADING DETAILS

ASSIGNMENTS: HOMEWORK/GROUP WORK, QUIZZES & PROJECTS

All other assignments are graded on a 100 point scale.

GRADING SCALE

A	100%	to	92.5%	C	< 76.5%	to	72.5%
A-	< 92.5%	to	89.5%	C-	< 72.5%	to	69.5%
B+	< 89.5%	to	86.5%	D+	< 69.5%	to	66.5%
B	< 86.5%	to	82.5%	D	< 66.5%	to	62.5%
B-	< 82.5%	to	79.5%	D-	< 62.5%	to	59.5%
C+	< 79.5%	to	76.5%	F	< 59.5%	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 or presentation night, 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. If a presentation night was missed, the student will summarize their feedback for each of their classmates. 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/presentation night, 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.

HOMEWORK ASSIGNMENTS

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

HOMEWORK 1

Practice with CSS media queries, the backbone for mobile-first responsive design. In this assignment, you will practice changing CSS properties with media queries targeting certain viewport widths.

HOMEWORK 2

Practice converting a static, non-responsive site to a mobile-first responsive site.

HOMEWORK 3

Practice with Flexbox, the modern CSS solution for positioning.

HOMEWORK 4

Practice with adding, removing and modifying information via the DOM with JavaScript.

HOMEWORK 5

Practice with JavaScript Event Listeners.

HOMEWORK 6

Practice with the JavaScript Window object.

GROUP WORK ASSIGNMENTS

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

GROUP WORK 1

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.

GROUP WORK 2

Using the site you created in Group Work 1, work to modify your previously designed code into a responsive site using media queries.

GROUP WORK 3

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, CSS animations, CSS hover image effects, flexbox and mobile first design using min-width media queries.

PROJECTS

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

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 HTML5 structure tags and featuring responsive design using mobile-first techniques and min-width media queries. **This site should be built using your own hand-written code with a text editor (do not use Dreamweaver, WYSIWYG editors, HTML templates, CSS or JavaScript frameworks or any other similar software or solutions – if you have any questions or need clarification regarding this requirement or a tool or resource you'd like to use, please contact your instructor prior to using said tool or resource).**

This project is basically your first draft of your website; therefore you will complete coding of your homepage and at least one subpage. Submission will include a Links List/Inspiration list.

Project 1 also includes a Pitch assignment that will include a mobile and desktop mockup, a sitemap, a summary of goals for your site and inspiration screenshots and a style tile.

PROJECT 2

For this project you continue to expand your P1 website. The primary goal of this assignment is to demonstrate the use of JavaScript as well as responsive design. The final submission will include a minimum of four pages. **This site should be built using your own hand-written code with a text editor (do not use Dreamweaver, WYSIWYG editors, HTML templates, CSS or JavaScript frameworks or any other similar software or solutions – if you have any questions or need clarification regarding this requirement or a tool or resource you'd like to use, please contact your instructor prior to using said tool or resource).**

PROJECT 3

Project 3 is a website designed around an animal theme, fictitious or non-fictitious. You will create a fully functional 4 page website. The primary goal of this assignment is to demonstrate the use of responsive design, CSS Animation, Flexbox and JavaScript. and other advanced uses of HTML and CSS. **This site should be built using your own hand-written code with a text editor (do not use Dreamweaver, WYSIWYG editors, HTML templates, CSS or JavaScript frameworks or any other similar software or solutions – if you have any questions or need clarification regarding this requirement or a tool or resource you'd like to use, please contact your instructor prior to using said tool or resource).**

PROJECT 4

For this project, you will create a website for a real life client. Full assignment details will be provided in class. **This site should be built using your own hand-written code with a text editor (do not use Dreamweaver, WYSIWYG editors, HTML templates, CSS or JavaScript frameworks or any other similar software or solutions – if you have any questions or need clarification regarding this requirement or a tool or resource you'd like to use, please contact your instructor prior to using said tool or resource).**

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 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 or visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

COURSE EVALUATION

Students in this class are participating in a new course evaluation system called GatorEvals. The new evaluation system is designed to be more informative to instructors so that teaching effectiveness is enhanced and to be more seamlessly linked to UF's Canvas e-learning management system. Students can complete their evaluations through the email they receive from GatorEvals, or in their Canvas course menu under GatorEvals.

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.

ADDITIONAL NOTE ABOUT ACADEMIC HONESTY AND CODE

For coding classes, it is expected that you will write your own HTML and CSS code to build your websites. This means that you will not use: Dreamweaver, WYSIWYG editors, HTML templates, CSS or JavaScript frameworks (like Bootstrap, Skeleton, etc.) or any other similar software or solutions. If you have any questions or need clarification regarding this requirement or a tool or resource you'd like to use, please contact your instructor prior to using said tool or resource.

It is expected that you will sometimes use online resources to find solutions for more advanced HTML, CSS and JavaScript techniques and styling. For example, CodePen, CSS Tricks, Stack Overflow, etc. It is expected that you will include in your links list for each project any outside resources you used or referenced in the creation of your website.

COURSE SCHEDULE

WEEK 1 – AUGUST 20 - 25

- **Topics Covering**
 - TUESDAY
 - Course Introduction, Syllabus, Calendar
 - Code Validation & Google Developer Tools
 - THURSDAY
 - Developer Tools, Continued & Code Debugging
 - HTML5 & CSS Review
- **Assigned**
 - Domain/Hosting Purchasing
 - Quiz 1
 - P1 Pitch & P1
- **Required Readings**
 - Google Developer Intro to Responsive Design:
<https://developers.google.com/web/fundamentals/design-and-ui/responsive/>
 - The Article that Started it all – Responsive Web Design by Ethan Marcotte
 - <http://alistapart.com/article/responsive-web-design>
- **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>
- **Software**
 - Sublime: <https://www.sublimetext.com/>
 - Atom: <https://atom.io/>

WEEK 2 – AUGUST 26 – SEPTEMBER 1

- TUESDAY
 - GW1 (In Class)
- THURSDAY
 - GW1 Review – Live Walkthrough
- **Additional Links**
 - <http://caniuse.com>

WEEK 3 – SEPTEMBER 2 - 8

- TUESDAY
 - Responsive Web Design
- THURSDAY
 - Responsive Web Design
 - **Assigned: HW1**

WEEK 4 – SEPTEMBER 9-15

- TUESDAY
 - Project 1 Pitch Presentations
- THURSDAY
 - Responsive Web Design

WEEK 5 – SEPTEMBER 16-22

- TUESDAY
 - GW2 In Class
 - **Assigned: Quiz 2, HW2**
- THURSDAY
 - GW2 Review – Live Walkthrough

WEEK 6 – SEPTEMBER 23 – 29

- TUESDAY
 - No Live Lecture – Project 1 Workday
 - Need Troubleshooting help? Email Heather (hlaude@ufl.edu) to schedule an appointment during normal class time!
- THURSDAY
 - P1 Presentations
 - **Assigned: P2**

WEEK 7 – SEPTEMBER 30 – OCTOBER 6

- Tuesday
 - Flexbox
- Thursday
 - Flexbox
 - **Assigned: HW3**

WEEK 8 – OCTOBER 7 - 13

- TUESDAY
 - Flexbox and Responsive Design
- THURSDAY
 - Tools & Best Practices for Effective Collaborative Coding
 - **Assigned: GW3**

WEEK 9 – OCTOBER 14 - 20

- TUESDAY
 - JavaScript: Practice with jQuery Plugins
- THURSDAY
 - No Live Lecture – Project 2 Workday
 - Need Troubleshooting help? Email Heather (hlaude@ufl.edu) to schedule an appointment during normal class time!

WEEK 10 – OCTOBER 21 - 27

- TUESDAY
 - Project 2 Presentations
 - **Assigned: Project 3**
 - **Assigned: Project 4**
- THURSDAY
 - JavaScript: Primitive Types

WEEK 11 – OCTOBER 28 – NOVEMBER 3

- TUESDAY
 - JavaScript - Complex Types
- THURSDAY
 - No Live Lecture – Happy Halloween!
 - Please watch the following pre-recorded JavaScript review topic:
 - Recorded Video Review - [Control Structures \(Conditional Statements & Loops\)](#)
 - Files/Code:
<https://www.dropbox.com/s/a4soztvazelxgwn/conditionalstatementsandloops.zip?dl=0>

WEEK 12 – NOVEMBER 4 - 10

- TUESDAY
 - JavaScript - The Document Object & The Document Object Model
 - **Assigned: HW4**
 - Reading:
 - JavaScript, A Beginner's Guide - Chapter 9
- THURSDAY
 - JavaScript – Event Listeners
 - **Assigned: HW5**
 - Reading:
 - JavaScript, A Beginner's Guide - Chapter 10

WEEK 13 – NOVEMBER 11 - 17

- TUESDAY
 - JavaScript – Window Object
 - **Assigned: HW6**
 - Reading:
 - JavaScript, A Beginner's Guide - Chapter 11
- THURSDAY
 - No Live Lecture – Project 3 / Group Work 3 / Project 4 Workday
 - Need Troubleshooting help? Email Heather (hlaude@ufl.edu) to schedule an appointment during normal class time!

WEEK 14 – NOVEMBER 18 - 24

- TUESDAY
 - Project 3 Presentations
- THURSDAY
 - GW3 Presentations

WEEK 15 – NOVEMBER 25 – DECEMBER 1

- TUESDAY, November 26
 - No Live Lecture - Project 4 Workday
 - No Live Troubleshooting available this day. If you need troubleshooting help, please email Heather at hlaude@ufl.edu with your zipped root directory and an explanation of the problem for assistance via email.

- THURSDAY
 - No Live Lecture – Happy Thanksgiving!

WEEK 16 – DECEMBER 2 - 4

- TUESDAY, DECEMBER 3
 - Project 4 Presentations

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.