

ADVANCED WEB TOPICS 1 - SYLLABUS

UNIVERSITY OF FLORIDA, WEB DESIGN AND ONLINE COMMUNICATIONS

COURSE NUMBER: COM 6338

CREDITS: 4

TERM: SPRING 2014

LECTURE TIME: Tuesday and Thursday, 5:30-7:30 pm EST

LECTURE LOCATION: Adobe Connect

ABOUT YOUR INSTRUCTOR

INSTRUCTOR:

Jessica Pelasky

jessica.pelasky@ufl.edu (main)

jessica.pelasky@gmail.com (alternative)

419-961-0583 (call/text)

OFFICE HOURS:

M-F: Email/Phone/Text from 2-4 pm;

Saturday-Sunday: Email/Text to schedule

COMMUNICATION:

Responses will normally be answered within 12-24 hours. If an emergency, please either call/text.

Please send email to UF email address; do not use the mail function within Canvas.

INSTRUCTOR TEACHING PHILOSOPHY:

Instructor plans on teaching this class where she assumes that you are a beginner in the subject matter. She believes a proper web designer should be able to develop a website from the ground up; meaning coding HTML, CSS, and JavaScript from scratch before using pretty web design software. :) She feels people tend to skip over the basics and go right to the items they want to implement; however without a strong base, you cannot build anything without it collapsing.

ABOUT THE COURSE

PREREQUISITE KNOWLEDGE AND SKILLS:

- Prerequisite courses: MMC5277 Web Design Principles, VIC5325 Digital Imagery, and VIC5326 Digital Layout.
- Students should have a firm working knowledge of HTML and CSS coding as well as uploading websites via FTP.

PURPOSE:

This course will expand the basic coding of XHTML and CSS learned in MMC5277. The course will cover three main topics: HTML5 and CSS3, foundations of JavaScript. We will also cover advanced web design using Adobe Dreamweaver.

DESCRIPTION:

Students will be introduced to basic programming concepts utilizing JavaScript. The class will give hands-on experience in writing small programs, programming terminology, concepts, and best practices. Students will learn to write programs using such constructs as loops, statements, variables, and functions. Good programming habits will be covered, as well as program design, flow charting and architecture, and debugging techniques. The second half of the class will concentrate on HTML5 and best practices for using this exciting new version of web design and development.

GOALS AND/OR OBJECTIVES:

By the end of this course, students will:

- Understand the basics of HTML5, CSS3, and JavaScript
- Read and write HTML5, CSS3, and JavaScript
- Apply HTML5, CSS3, and JavaScript effectively to create interactive websites
- Advanced use of Adobe Dreamweaver

MATERIALS

RECOMMENDED TEXTBOOKS:

- HTML5 & CSS3 Visual QuickStart Guide (7th Edition)
by Elizabeth Castro, Bruce Hyslop
- Dreamweaver CC: Visual QuickStart Guide
by Tom Negrino, Dori Smith

REQUIRED TEXTBOOKS:

- HTML5: Up and Running
by Mark Pilgrim
- JavaScript A Beginner's Guide 4th Edition
by John Pollock

REQUIRED SOFTWARE:

- Text editor of your choice: Notepad++ (windows), Komodo Edit (mac), Brackets
- Adobe Dreamweaver: Creative Cloud version recommend

SUGGESTED SOFTWARE:

- Adobe Illustrator and Photoshop

ADDITIONAL REQUIREMENTS:

You should have your own domain name and hosting from MMC5277. If you do not have your own domain/hosting, you will need to purchase a URL/hosting account (about \$50-60). I recommend GoDaddy.com. However, you can choose any hosting company and domain name provider.

COURSE EXPECTATIONS

LIVE LECTURE ATTENDANCE POLICY:

You are expected to attend (and participate) all live lectures given twice a week, Tuesday and Thursdays from 8-10 pm EST. When attending the live lectures, Instructor expects you to actively participate. Participation is kept track during each lecture. When we are working on coding exercises, Instructor also expects you to follow along, not just watch. *Be prepared to discuss topics as a group.*

Class presentations will be held for each major project. Instructor also expects you to give your classmates constructive critiques.

Each lecture is recorded therefore, if there is a circumstance where you are not able to attend said live lectures you will be required to let your Instructor know ahead of time while make time to watch the recording. If you have a situation where you will not attend any live lectures throughout the semester, please contact Instructor within the first week of class to discuss your situation. *Arrangements will be made on an individual basis.* Missing lectures for anything other than an emergency are not excused.

Due to circumstance having you watch the class recordings, you will be required to submit a summary to Instructor detailing the topics covered during the recorded lecture. Summaries need to be submitted via email to Instructor no more than one week (7 days) after the missed class. You must submit your summary via Word Document with the proper format given to you at the beginning of the semester. Be sure to save the file as: **[Week]_[Day]_SummarySubmission_[LastnameFirstname].doc** Send file via email with the subject line:
[Week]_[Day]_SummarySubmission_[LastnameFirstname]

READING:

We will be using a combination of textbook readings and provided links. However, there is so much information concerning our topics this semester that Instructor cannot possibly teach it all. Therefore you are expected to check out other online sources dealing with said topics on your own time.

DISCUSSION BOARDS:

We will be using the Discussion Boards to conduct discussions of design, helpful coding tips and tricks, as well as sharing links to inspirational sites and articles. Discussions are taken into consideration for your participation grade.

HOMEWORK:

The only way to learn code is practice; therefore you will have homework assignments throughout the course. These homework assignments are to reinforce information taught during the live lectures. These assignments are less intense than the projects and they focus more on execution and research rather than creativity and design. For each homework assignment, you will have at least five days to complete unless otherwise noted.

QUIZZES:

There will be in class quizzes throughout the semester. The quizzes will cover reviews, lecture information, and possible readings. There will be no extensions for late quizzes, unless previous arrangements have been made.

PROJECTS:

There will be 4 major projects throughout the semester. Each project will have specific requirements catering to the information taught in class.

- Project 1 – HTML 5 Part 1
- Project 2 – HTML 5 Part 2
- Project 3 – JavaScript
- Project 4 – Dreamweaver Fluid Grid Layout/Responsive Design

All projects will be presented during the live lectures. If you are not able to attend during presentation nights, you will need to record your presentation ahead of time via

YouTube (recommended) or any other accessible means. You will then provide the URL to Instructor before the class meeting time.

SELF-STUDY:

Students are also expected to spend time outside of class visiting websites that supplement learning code and how to implement into a working website. There will be times that students will be required to provide links for class exercises.

LINKS LIST:

In addition to each project, you will be required to submit a list containing URLs and descriptions to websites documenting the “self-study” pertaining to that project’s focus; this list will be a separate grade. You must be detailed and thorough with your documenting.

LATE WORK:

All work is due on or before the due date. Extensions for deadlines will only be given on a case-by-case basis by Instructor. Minor inconveniences such as family vacation or minor illness are not valid reasons for extensions.

Unless excused, work submitted within 24 hours after the due date will automatically be deducted by 30% of the maximum points allowed. No work will be accepted for a grade past 24 hours. Late is late, whether it’s 5 minutes or 5 hours.

A problem uploading your work is not an excuse. If you are having technical difficulties with Canvas, there are different means to submit work that all involve some sort of time stamping. You may email Instructor links to your Dropbox folders or even attaching .zip files are viable alternatives.

UNIVERSITY ATTENDANCE POLICIES:

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

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

COURSE EVALUATION:

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but 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>

GRADING

Students are evaluated on the basis of their timely and effective completion of homework assignments and projects.

Participation*	10%	Project1	10%
Homework /Group Work	10%	Project2	20%
Quizzes	10%	Project3	15%
Links List	10%	Project4	15%

**Participation includes: presence in class (chat, responses to questions, actively engaged, etc.) and Discussion Board activity (reading and postings/comments).*

GRADING SCALE:

A (4.0)= 93-100	A- (3.67)= 90-92	B+ (3.33)= 87-89	B (3.0)= 83-86	B- (3.0)= 80-82	C+ (2.33)= 77-79
C (2.0)= 73-76	C- (1.67)= 70-72	D+ (1.0)= 67-69	D (1.0)= 63- 66	D- (.67)= 60-63	E (0.0)= 0-59

UNIVERSITY GRADING POLICIES:

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

Information about UF's grading policy can be found at:

- <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>
- <http://www.isis.ufl.edu/minusgrades.html>

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

UNIVERSITY HONESTY POLICY:

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. 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." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that

facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

NETIQUETTE: COMMUNICATION COURTESY:

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. Please see the following document for more information:

<http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

GETTING HELP

For issues with technical difficulties for E-learning in Sakai, please contact the UF Help Desk at:

- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- <https://lss.at.ufl.edu/help.shtml>

** 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.

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

- Counseling and Wellness resources
- 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 visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

Contact information for the Counseling and Wellness Center:

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 352-392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

“TENITIVE” COURSE SCHEDULE

WEEK 1

- Introduction, Syllabus, Calendar, Review, Introduction to HTML5

WEEK 2

- Terminology, Review Coding

WEEK 3

- Review Coding, HTML5

WEEK 4

- HTML5

WEEK 5

- HTML5

WEEK 6

- HTML5; Forms; Canvas, Local storage, and Geolocation

WEEK 7

- HTML5, Flash, Videos

WEEK 8

- HTML5

SPRING BREAK

- Review Work/Coding

WEEK 9

- JavaScript

WEEK 10

- JavaScript

WEEK 11

- CSS Animation

WEEK 12

- JavaScript , CSS Animation

WEEK 13

- Responsive Design, Adobe Muse, Dreamweaver FluidGrid

WEEK 14

- Responsive Design, Adobe Muse, Dreamweaver FluidGrid

WEEK 15

- Responsive Design, Adobe Muse, Dreamweaver FluidGrid, Wrap-up Class

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.