



Division: Computer Science & Information Technology
Course name: CS 952 Introduction to Web Design with Dreamweaver
Section: 3720 / **Semester:** Fall 2014

Instructor: Michael Stamper, MIM
Class Hours: Thursdays 6:45 – 10:00 p.m.
Office Hours: Thursdays 6:00 – 6:45 p.m.

School Website: www.wlac.edu/csit
Location: CE 103
Instructor E-mail: stampem@wlac.edu

Welcome

This course is designed to take students through introductory technical phases of website development using a WYSIWYG (What You See Is What You Get) editor called Dreamweaver. Students will learn basic skills such as creating web pages, tables, and forms plus an introduction to more to advanced skills like working with templates, Cascading Style Sheets (CSS), interactive content, and publishing a site on the Internet. This is the first course in a series of courses in web site design, development, and e-commerce.

This semester, you will work to develop your skills in creating web pages and websites using Adobe Dreamweaver. You will also learn and practice the basics of good web development. The goal is for you to understand the basics of web development using a tool like Dreamweaver as an introduction to web development in the modern world.

Course Description

To learn to design and develop websites using Adobe Dreamweaver CS6, this course takes students through the developmental phases of web page construction using Dreamweaver. Students will learn basic skills such as creating web pages, tables and forms, to more advanced skills like interactive content and publishing the site on the internet. This class is the first course in a series for a website development and e-commerce. **It is a technical course and not an art course.**

Required Texts

1. **Adobe® Dreamweaver® CS6 : Comprehensive (1st Edition) by Hoisington/Minnick**
ISBN-13: 9781133525936 ISBN-10: 1133525938
Book Info: <http://www.cengagebrain.com/shop/ISBN/9781133525936>
WLAC Bookstore: http://onlinestore.wlac.edu/buy_book_detail.asp?pf_id=10454237
Publisher's Companion Site: http://tiny.cc/cs6_companion

Required Software

Dreamweaver is the main software used throughout the course to build Dreamweaver CS6 website projects. It is available on all Computer Science Lab computers in CE103 and CE101. If students wish to practice with Dreamweaver or complete assignments at computers not in CE 103/101, students may need to purchase their own copy of Adobe Dreamweaver CS6. Also, note that other versions of Dreamweaver will vary from CS6. Some assignments may be completed with other versions of Adobe Dreamweaver; however, it is the responsibility of the student to work through the challenges of using a version of Dreamweaver than the one provided in the classroom.

In addition, these websites will be used throughout the course:

- **Etudes** (WLAC's Online Learning Management System): <http://myetudes.org>
All assignment files related to this course will be available in the Resources section of the Etudes course. All grades for assignments and exams will be posted via Etudes.
 - Login Information, Guides, and Videos: <http://www.wlac.edu/online/login.asp>
 - Technical Requirements: <http://tiny.cc/esh9e>
- All students are required to use the **free web host** (currently **wlacwebs.com**) provided to submit assignments to receive credit. Step-by-step instructions will be given during the course.

Required Materials

1. **USB Flash Drive (recommended 2GB or larger)**
Students must use a USB Drive to save ALL homework each week. Lab computers are shared among many students. Files saved on a lab computer may be deleted or edited.

Student Objectives

Upon successful completion of this course, students should be able to use Dreamweaver CS6 to build and publish websites with the following features:

- A. Explain the basics of a web page, World Wide Web. Explain the basic features of software used to create web pages.
- B. Create folder structure and settings for new websites. Understand website development software settings.
- C. Create a simple web page. Enter text, format text, change styles, and other page properties. Publish a website.
- D. Create multiple pages for a website. Create absolute and relative hyperlinks.
- E. Insert pictures and edit image properties.
- F. Create and edit tables in the web pages.
- G. Add content to tables. Merge cells.
- H. Create a webpage template. Create new pages based on a webpage template. Update template-based pages.
- I. Understand and use external, embedded, and inline CSS styles.
- J. Add DIV and APDIV tags to web pages to control position and layout of content.
- K. Create image maps and related content within a web page and DIV element.
- L. Create and edit forms in web pages with field validation. The forms will contain different types of fields.
- M. Understand and create custom spry interactive objects on a web page.
- N. Create and edit intermediate to advanced interactive objects (such as Spry Assets) on a web page.
- O. Add video, audio, flash, and other media objects to a web page.

Institutional Learning Outcomes (ILOs) & SLO

This course will also facilitate the following Institutional Learning Outcomes:

- **Critical Thinking:** Analyze problems by differentiating fact from opinions, using evidence, and using sound reasoning to specify multiple solutions and their consequences.
- **Technical Competence:** Utilize the appropriate technology effectively for informational, academic, personal, and professional needs. Use competent technique in a musical performance.
- **Program Student Learning Outcomes (SLO):**
 - Use current and emerging computing technology to enhance business and individual productivities.
 - Design and develop web page, web site and we application.
 - Pursue continuing educational opportunities within the emerging field of computer technology.
- **Course Student Learning Outcomes (SLO):**
 - At the end of the course, the successful student will be able to create an effective website with text, links, images, tables, styles, media objects, and spry assets using a WYSIWIG editor.
 - At the end of the course, the successful student will be able to publish a website to a live web server using web development software.

Course Requirements and Assignment Guidelines

A. Assignments

Assignments are scored on a 1-10 or 1-5 basis where 10 or 5 is the highest score. All assignment scores will be posted in Etudes.

- Late assignments submitted via Etudes after the due date or published to the web host after the due date will be marked down a maximum of 2 points for each week late.
- Copying of other students work is strictly prohibited and will result in a 0 grade for both students on the assignment and other disciplinary action as outlined by WLAC.

B. Quizzes and Final Project

There are no mid-term or final exams given during this course. Instead, quizzes will be given for each chapter to verify comprehension of topics, terms, and techniques. The final project demonstrates ability to apply knowledge and skills learned to a Dreamweaver-created website of the students own choice.

C. Attendance and Participation

Regular participation is important. Students are expected to be prepared to participate in class sessions and assignments. Participation in class includes asking/answering questions, helping other students, and showing respect for other students. Students are expected to be active members of the class.

Grading

Assignment Category	#	Points Per Assignment	Total Points	% of Total Grade
Textbook Assignments	14	10	140	28%
Final Project Assignments	6	10 or 15	80	16%
Quizzes	9	5 or 10	80	16%
Final Project	1	150	150	30%
Class Participation	1	50	50	10%
Grand Total	33	-	500	100%
450 - 500 = A (90 - 100%)	400 - 449 = B (80 - 89%)	350 - 399 = C (70 - 79%)	300 - 349 = D (60 - 69%)	299 and below = F (below 60%)

Class Policies

Exclusion and Incomplete Policies

- **Failure to attend the first day of class will result in exclusion.**
- Two or more missed class meetings or assignments **during the first two weeks of the term** will result in exclusion unless permitted by the instructor.
- Four missed assignments or failure to submit an exam/final project may result in exclusion or an "F."
- **No incompletes will be given.** This course may be repeated for credit.
- **It is students' responsibility to drop the class. Failure to drop the class in a timely manner may result in a "W" or "F" on your transcript.**

Attendance

- **Class starts at 6:45.**
- When you arrive to class, be prepared to participate until breaks or the end of class. Walking in and out is rude and disruptive. If you need to leave early, students need to notify the instructor in advance. Any student who makes a habit of walking in and out of class may be asked to leave.
- We will take a 10-15 minute break during each class session.
- Up to 3 absences are allowed. After that, you could be dropped. Students are expected to attend every class meeting, to **arrive on time**, and stay throughout the class period. Excessive absenteeism will lower your grade. 3 tardies = 1 absence. Students may be dropped from class for excessive tardiness, or for failure to attend class the first day of the class.

Contacting the Instructor

- Etudes Private Messages are the best and quickest way to contact the instructor.
- E-mail is a second alternative to send messages or questions.
- If you have a problem, do not let it snowball. Contact the professor immediately.
- Students are to ask questions and obtain help via etudes messages, email and/or during office hours.
- Do not send multiple messages of the same question to the instructor. The instructor will make every effort to respond within 48-72 hours or less on business days.

Class Etiquette

- Always be respectful of other students and the instructor during class and online activities.
- Be supportive of fellow students. Each person learns at different speeds and methods. Help a classmate and someone will probably help you when you need it.
- No food and No drinks except bottles with a secure cap are allowed in the classroom/lab.
- The use of a cell phone or mobile device is prohibited during class.
- Students will be asked to leave if they interrupt class sessions or distract peers or the instructor.
- Personal attacks, profanity, vulgarity, and comments that are not productive to the class setting or online discussions & conversations will not be accepted.

Preparedness

- Students have approximately one week from the first day of class to purchase the textbook.
- Students are expected to review chapters from the textbook **PRIOR** to the related class session
- Students are expected to work from a single computer location throughout the course. Please discuss with the instructor if you have questions or concerns about your assigned computer location.

- Bring an external “flash drive” or “USB drive” to save your work to EVERY CLASS SESSION. Each term students lose class work because they fail to save/backup their assignments/projects. Don’t let this happen to you.
- Students are expected to understand File and Folder management on a PC for this course including copy, paste, new folders, folders-within-folders, and how to rename files/folders.
- Students are expected to understand how to create and open/use Zip files. Zip Files are a key part of the sending/receiving files and assignments for this course.
- Don’t expect to just learn Dreamweaver by only sitting in class for 3 hours each week. Additional time should be allocated outside of the classroom to understand concepts, complete assignments, practice skills, or work on the final project. Because this is a 3-unit course, students should plan to spend 3-6 hours outside the classroom (or more as needed) to complete course work each week.
- All other college/class rules will be enforced.

College Policies

Academic Integrity (Plagiarism)

In accordance with code 9803.28, **academic dishonesty is prohibited and will not be tolerated in this class.** Violations of academic integrity include, but are not limited to, the following actions: cheating on an exam, plagiarism, working together on an assignment, paper or project when the instructor has specifically stated students should not do so, submitting the same term paper to more than one instructor, or allowing another individual to assume one’s identity for the purpose of enhancing one’s grade. Academic dishonesty of any type, such as cheating or knowingly furnishing false information, by a student provides grounds for disciplinary action by the instructor or college. In written work, no material may be copied from another without proper quotation marks, footnotes, or appropriate documentation.

- **Plagiarism will result in a zero for the assignment, possible dismissal from the class and disciplinary action from the college.**

Student Conduct

According to code 9803.15, disruption of classes or college activities is prohibited and will not be tolerated. Refer to the catalog and the Standards of Student Conduct in the Schedule of Classes for more information.

Recording Devices

State law in California prohibits the use of any electronic listening or recording device in a classroom without prior consent of the instructor and college administration. Any student who needs to use electronic aids must secure the consent of the instructor. If the instructor agrees to the request, a notice of consent must be forwarded to the Vice President of Academic Affairs for approval.

Campus Resources

Office of Disabled Student Programs and Services (DSP&S)

Heldman Learning Resources Center (HLRC), Room 119 | (310) 287-4450.

West Los Angeles College recognizes and welcomes its responsibility to provide an equal educational opportunity to all disabled individuals. The Office of Disabled Students Programs and Services (DSP&S) has been established to provide support services for all verified disabled students pursuing a college education. DSP&S students may qualify for: priority registration, registration assistance, special parking permits, sign language interpreters and assistive technology.

Library Services

Heldman Learning Resources Center (HLRC) | (310) 287-4269 & (310) 287-4486

The WLAC Library provides instruction on how to use the online catalog, periodical and research databases. In addition to a large collection of books, periodicals and videos the WLAC Library has course textbooks which students may use while in the Library. Web access is available in LIRL as well as meeting rooms.

Important Dates

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Last Day to Drop Class (w/o “W”) Sep 12
Last Day to Drop a Class (with “W”) Nov 21

Campus Closed Dates

Veteran’s Day Nov 11
Thanksgiving Nov 27-30

Topic / Assignment Schedule for Fall 2014

Week	Date	Topics	Assignment/Quiz Due (points)
Week 1	Sep 4	Course Introduction Etudes & Resources Introduction Effective Web Sites	
Week 2	Sep 11	Working with Student Datafiles Introduction: Web Site Development Introduction: Dreamweaver Final Project Introduction	* <i>Read Introduction Chapter</i> * <i>Bring USB Drive</i> Extra Credit: Effective/Ineffective Sites (5) Quiz: Self Intro Survey (5)
Week 3	Sep 18	Chapter 1: Dreamweaver Sites Chapter 8: Publish Sites <i>Lab Session</i>	* <i>Read Chapter 1</i> Quiz: Introduction (10) Final Project Concept (15)
Week 4	Sep 25	Chapter 1: Dreamweaver Sites Chapter 8: Publish Sites <i>Lab Session</i>	* <i>Read Chapter 8</i> Quiz: Chapter 1 (10) Final Project Plan (15)
Week 5	Oct 2	Chapter 2: Templates and CSS Web Site Layouts <i>Lab Session</i>	* <i>Read Chapter 2</i> Due: Chapter 1 Plan Site (10) Due: Chapter 1 Recipe Site (10)
Week 6	Oct 9	Chapter 2: Templates and CSS Chapter 8: Meta Tags <i>Lab Session</i>	Due: Final Project Layout (15) Quiz: Chapter 2 (10)
Week 7	Oct 16	Chapter 3: Graphics and Links <i>Lab Session</i>	* <i>Read Chapter 3</i> Due: Chapter 2 Gallery Site (10) Due: Chapter 2 Designs Site (10) Quiz: Chapter 3 (10)
Week 8	Oct 23	Chapter 4: Tables and Forms <i>Lab Session</i>	* <i>Read Chapter 4</i> Due Final Project Template & Index (15) Due: Chapter 3 Gallery Site (10) Due: Chapter 3 Designs Site (10)
Week 9	Oct 30	Chapter 4: Tables and Forms <i>Lab Session</i>	Due: Final Project Graphics & Links (10) Quiz: Chapter 4 (10)
Week 10	Nov 6	Chapter 5: Interactive Pages w/Spry and Widgets <i>Lab Session</i>	* <i>Read Chapter 5</i> Due: Chapter 4 Gallery Site (10) Due: Chapter 4 Designs Site (10)
Week 11	Nov 13	Chapter 5: Interactive Pages w/Spry and Widgets <i>Lab Session</i>	Due: Final Project Spry or jQuery (10) Quiz: Chapter 5 (10)
Week 12	Nov 20	Chapter 6: Audio and Video <i>Lab Session</i>	* <i>Read Chapter 6</i> Due: Chapter 5 Gallery Site (10) Due: Chapter 5 Designs Site (10) Quiz: Chapter 6 (10)
Week 13	Nov 27	Thanksgiving	No Class
Week 14	Dec 4	Chapter 7: Media Objects, Behaviors, and Styling <i>Lab Session</i>	* <i>Read Chapter 7</i> Due: Chapter 6 Gallery Site (10) Due: Chapter 6 Designs Site (10) Quiz: Chapter 7 (5)
Week 15	Dec 11	Final Project Preparation <i>Lab Session</i>	Due: Chapter 7 Gallery Site (10) Due: Chapter 7 Designs Site (10)
Week 16	Dec 18	Final Project Presentations <i>Lab Session</i>	Due: Final Project (150)