

**University of Wisconsin Oshkosh
Computer Science Department**

**CS 125: Web Site Development
Spring 2009**

----- Course Syllabus -----

COURSE SCHEDULE

		Days	Time	Location
Section 002	Lab	T	1:20-2:50pm	Halsey Science Computer Lab 101C
	Lecture	TH	1:20-2:50pm	Halsey Science Room 202

INSTRUCTOR Dr. Kathy (Kate) S. Faggiani
Computer Science Department

EMAIL faggianik@uwosh.edu

PHONE (920) 424-2069

IN-PERSON OFFICE HOURS*(HS 218):

M 11:25am-1:45pm

TTH 12:00-1:20pm

Or use Google CHAT: faggianik@gmail.com whenever I'm online.

*Also available other times by appointment

PREREQ Computer Science 115, Business 197 or equivalent with a grade of C or better.
(Fall or Fall Interim, Spring)

COURSE DESCRIPTION

An introduction to the tools for developing World Wide Web pages. Topics covered include: Internet history, overview of file transfer, remote login, electronic mail, introduction to Hyper Text Markup Language (HTML), incorporating graphics, clip art and other multimedia materials, techniques and principles of effective presentation and uploading files to a server. This course does not apply toward the Computer Science major or minor. Not open to students who have completed Computer Science 271. (Source: University of Wisconsin Oshkosh Undergraduate Bulletin, 2007-2009, p. 128.)

PURPOSE OF THE COURSE

This course is a required course in the Journalism program and an elective course in other programs. Although it does not apply for the Computer Science major or minor, it is a good supplemental course and background for those majors/minors with no prior web development experience.

COURSE OVERVIEW

The course requires significant hands-on learning – the best way to learn to use the appropriate tools and develop a web page is to do it! We will meet once each week in the lab, to work on projects; and we will meet once each week to consider web design issues, problem-solving in the context of web application development, and to demonstrate new tools and techniques.

WHAT YOU SHOULD KNOW BEFORE STARTING THIS COURSE

This is a first course in computer programming, but shouldn't be your first experience using a computer! In addition to completing the course prerequisites, you are expected to start this course knowing how to do the following:

1. Use a web browser to go to a specific location on the internet.
2. Open and print documents and web pages from the internet.
3. Download and install software from the internet (following directions provided by the supplier).
4. Start and shutdown an application.
5. Create/open/save documents using MS Word.
6. Move, copy, rename, compress/zip/archive and decompress/unzip/unarchive files.
7. Send and receive messages in UWO Titan Mail, including downloading and uploading attachments.
8. Login and navigate in D2L.
9. Upload files to a D2L digital dropbox.
10. Check your grades in D2L.

Please contact the instructor if you have questions about how to perform these tasks.

MATERIALS AND RESOURCES

REQUIRED TEXTBOOK	Felke-Morris, T. (2009). Web Development and Design Fundamentals. 4th Edition. Pearson-Addison Wesley. ISBN: 978-0-321-53019-6. The book is available at the UWO bookstore and through other commercial outlets. Note that if you purchase a new book you'll have access to online learning tools. You can also purchase the eTextbook version for about \$37.20 at: http://www.coursesmart.com/9780321558022 if you'd like to save money and have access to the book online.
SOFTWARE	No special software is required, but it helps to have a special text editor to use for creating web page files. You may use any available tool. The instructor will demonstrate many techniques using a free download html editor called Alleycode available at: http://www.alleycode.com/download.htm Another popular tool is Textpad, available at: http://www.download.com/TextPad/3000-2352_4-10002673.html that is free for evaluation purposes and costs \$29 if you decide to use it.
OTHER	You should have a flash drive with a minimum capacity of 512MB (1GB is better). This will cost about \$5-\$10 depending on where you purchase it.

LEARNING OBJECTIVES AND ASSESSMENT OF STUDENT LEARNING

Learning objectives are statements of what the student will be know and/or be able to do following successful completion of the course . The learning objectives for Web Site Development are listed below. Please note that each learner’s progress will be assessed at regular intervals using a variety of different assessment tools and techniques.

Table 1. CS 221 Learning Outcomes

Course Outcome	Assessment Activity
1. Describe the advantages of good web site design.	Quiz
2. Create web sites that demonstrate good web design principles.	Projects
3. Write and interpret XHTML code that meets W3C validation standards.	Projects, quiz
4. Design and implement websites that display correctly in multiple browsers.	Projects, quiz
5. Describe how different browsers affect website design.	Quiz
6. Critique the design of websites - including their own creations and the web sites of others.	Projects
7. Apply cascading style sheets (CSS) to the creation of web sites.	Projects, quiz
8. Demonstrate an understanding of how CSS is implemented in code, interpreted by the browser, and affected by the user of websites.	Projects, quiz
9. Demonstrate the use of JavaScript in web site design and creation	Projects, quiz
10. Upload web sites to a web server and troubleshoot any issues of online presentation.	Projects
11. Build websites that incorporate basic multimedia software, such as Photoshop, Flash, and Audio players.	Projects, quiz
12. Describe the importance of security, maintaining a website, and keeping it up to date.	Quiz
13. Develop and maintain web sites incorporating W3C Accessibility standards.	Projects, quiz

Course Outcome	Assessment Activity
14. Implement websites using simple forms and data capture.	Projects, quiz
15. Describe the history of website design and how it affects modern practices.	Quiz
16. Apply problem-solving and creative design skills related to the production and implementation of simple web sites.	Projects

DETERMINATION OF GRADES

The previous section on learning outcomes and assessment of student learning described what you can expect to learn in the course and how it will be assessed. The items that will contribute to your final grade and the percent of contribution are listed below:

	<u>Points Possible</u>
Projects – 3 @ 150 points	450
Online Quizzes – 3 @ 150 points	450
On-time Due Dates/Deadlines – 6 @ 15 pts*	90
Attendance Bonus - (0 or10) must attend ALL sessions	10
Total Possible Points:	1000

*All projects/quizzes must be completed by the due day/time to receive the additional 15 points per event. Note that you may miss ONE project/quiz due day/time without penalty – this should be used only under dire circumstances that prevent you from keeping up with your work in the class and from completing the assigned project or quiz. An extension of ONE WEEK is granted for the late project or quiz without penalty, and this must be approved by the instructor BEFORE the due day/time.

Your letter grade for the course will be determined based on total points earned in the course as follows:

Point Range	Grade	Point Range	Grade
920 to 1000	A	700 to 789	C
880 to 919	AB	650 to 699	CD
820 to 879	B	550 to 649	D
790 to 819	BC	0 to 549	F

ACADEMIC HONESTY

“Integrity is doing the right thing, even if nobody is watching”

- Unknown

As an adult, you have the choice to complete the course requirements to the best of your abilities, or sacrifice your integrity and reputation for what you may perceive as a necessity at the time. If, at any point during the semester, you feel pressured to commit an act of academic misconduct in order to successfully fulfill course requirements, please contact me immediately. I’m sure we can come up with a plan of action that will help you succeed in the course and maintain your integrity. Please note that the following actions constitute academic misconduct and are subject to disciplinary action under the

[UW Oshkosh Student Discipline Code](#) (2007): claiming the work of others as one's own – whether the work is given willingly or unwillingly/unknowingly by another student, copied from an internet site of any kind contrary to course requirements, or originating anywhere other than as your own work product; cheating on an examination or gaining unauthorized access to examination materials; collaborating on work with others, contrary to the stated requirements of the course; failing to appropriately identify and cite the sources or ideas presented in a work product for the course; submitting work previously presented in another course; tampering with or destroying work completed by other students; or assisting other students in any of these acts. Students who feel compelled to engage in academic misconduct will be subject to the penalties defined in UWS Chapter 14 of the UWO Student Discipline Code.

COURSE CALENDAR

A complete course calendar and detailed activities for each week are posted in the Web Site Development D2L course site, which can be accessed at: <https://uwosh.courses.wisconsin.edu>. The summary provided below is for planning purposes.

Week	Topic and Key Due Dates
Week 1: Feb 2 - 6	Lab: Introduction to UWO Computer Lab and Web Tools Introduction to the Internet/World Wide Web – Chapter 1 Web Site Development – Chapter 10
Week 2: Feb 9 - 13	Lab: Project 1 – Part A XHTML Basics – Chapter 2
Week 3: Feb 16 - 20	Lab: Project 1 – Part B Configuring Color and Text with CSS – Chapter 3
Week 4: Feb 23 - 27	Lab: Project 1 – Part C Visual Elements and Graphics – Chapter 4 Review for Quiz 1 Project 1 DUE by 10am Fri Feb 27 in D2L digital drop box
Week 5: Mar 2 - 6	Lab: Quiz 1 in D2L 50 questions @ 3 points each Project 1 Evaluation Quiz 1 Results
Week 6: Mar 9 - 13	Lab: Project 2 – Part A Web Design – Chapter 5
Week 7: Mar 16 - 20	Lab: Project 2 – Part B Page Layout and CSS - Chapter 6
Mar 23 - 27	SPRING BREAK – No Class Sessions
Week 8: Mar 30 – Apr 3	Lab: Project 2 – Part C More on Links, Lists, and Layout – Chapter 7
Week 9: Apr 6 - 10	Lab: Project 2 – Part D Tables and XHTML Forms – Chapters 8 and 9 Project 2 DUE by 10am on Fri Apr 10 in D2L digital drop box
Week 10:	Lab: Quiz 2 in D2L 50 questions @ 3 points each

Apr 13 - 17	Project 2 Evaluation Quiz 2 Results
Week 11: Apr 20 - 24	Lab: Project 3 – Part A Web Multimedia and Interactivity – Chapter 11
Week 12: Apr 27 – May 1	Lab: Project 3 – Part B Introduction to JavaScript – Chapter 14
Week 13: May 4 - 8	Lab: Project 3 – Part C More on JavaScript – Class Handout Project 3 DUE by 10am on Fri May 8 in D2L digital drop box
Week 14: May 11 - 15	Lab: Quiz 3 in D2L 50 questions @ 3 points each Project 3 Evaluation Quiz 3 Results