WEB 1400 - Web Design I: Fundamentals

Instructors

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Course Description

For students pursuing a degree in Computer and Information Technology. Covers fundamental principles of front-end web design, including beginner's hands-on experience with HTML and CSS in planning, organizing, analysis, and designing websites. Introduces key foundation concepts such as Internet infrastructure, web page creation and publishing, wire framing, layout techniques, multimedia, content, color, typography, and accessibility.

Course Fees

$25, used to assist in maintaining CIT infrastructure.

Materials and Books Required

- A USB Drive or other storage media device for transporting files and backups
- (recommended) Basics of Web Design: HTML5 & CSS3 (3rd Edition) - Terry Felke-Morris - 978-0133970746

Learning Outcomes

Upon successful completion, students will have a fundamental understanding of:

- the general workings of the Internet and infrastructure
- web authoring and design environment - tools, browsers, servers
- current and past web markup & styling languages and their differences
- careers within web design & development
- the development process
- multimedia optimization and preparation
- design principles and how they apply to the web
- user interaction and communication

Study Requirements & Teaching Methods

Success in this course is more likely to be achieved if you do the following:

- **Attend class.** In class, course concepts and their application in the "real world" are discussed and explored. These concepts are expanded upon, emphasized, and practically applied in the classroom environment. The class is dynamic in nature and requires ongoing engagement in class.
- **Read the Book Chapters.** This means you should read the assigned chapters of the text before they are discussed in class. This way you will be able to contribute to and get more out of the dialog in class.
- **Use your Best Creative Talents and Energies in the Project Work.** Get involved and use creativity, positive energy, and plenty of activity in your case study project work. It is this experience that will ultimately build your skills in Internet development.
- **Do the Assignments.** Doing is a big part of learning. The assignments will allow you to experience and do, at least in part, what is being taught in the course. Use creativity when doing your assignments and really do the best you can with each exercise. These assignments have been specifically designed with your learning and interest at heart. They are not simply busy work and the instructor is appreciative of creativity, hard work, in-depth thinking, well written, and well conceptualized work.
- **Explore and Apply Concepts Beyond the Classroom Experience.** Courses and learning experiences can only go so far. What I am suggesting by this is to go beyond the assignments and activities and learning of the course/class and explore new concepts, ideas, possibilities well beyond the bounds of what the class can do. Let your best creative learning and work take you into places that are new and innovative and needed, among other things. Try and apply the concepts taught in this course in your own life, on your own ideas, and in the circumstances that present themselves in your life. This application of the learning is "exam" of life test. Allow yourself to imagine, experiment, work, develop, and create at your highest level. Aren't these at least part of the reasons you are in college?
- **Extra Credit.** If the instructor offers extra credit, do it. It will allow you to learn more and help bump up your grade. Because of extra credit, no final grade increases will be given. For example, a 89.99%

will not be rounded up to a 90%.

Assignments and Schedule

Percentages and grading points for each assignment or exam are found on the course calendar and Canvas. Assignments will be due on the dates announced in class or online on the class website. Any assignment work turned in after the due date will be considered late and will be graded and calculated as follows:

- **1st** Day Late - 10% subtracted from final score
- **2nd** Day Late - 20% subtracted from final score
- **3rd** Day Late - 30% subtracted from final score
- **4th** Day Late - 40% subtracted from final score
- **5th** Day Late - No longer Accepted

(i.e. a project graded at 85% 3 days late would receive a 55%)

Discussions, Presentations, and Exams on the other hand will not be accepted late and are due when listed. No exceptions will be made if a quiz, exam, or presentation is missed. Your grade will be based on the percent of the total points which you have earned.

Grading Scale

Grades will be issued on a percentage of total points possible as follows:

Minimum Percentage	Letter Grade	Minimum Percentage	Letter Grade	Minimum Percentage	Letter Grade	Minimum Percentage	Letter Grade
94	A	84	B	74	C	64	D
90	A-	80	B-	70	C-	61	D-
87	B+	77	C+	67	D+	0	F

Attendance, Absences, & Tardiness

Consistent attendance is essential for the successful completion of this course. All students are expected to attend class regularly. The work is intense and therefore absence, for whatever reason, may seriously affect your progress (and grade). A strong attendance record demonstrates a commitment to established goals. You are responsible for all material covered and assigned regardless of absences. You should obtain any missed lecture notes from a classmate and contact the reference the assignments page of the class blog regarding any assignments. It is your responsibility to explain your absence to the instructor. Random attendance will be taken that may affect your final grade. Lastly, any student missing more than a 2 week equivalent of class time may be failed.

Students are expected to arrive on time for all classes. Students who consistently arrive on time should not have to wait for class to begin because others are chronically late. For this purpose a late student may be counted as an absent student. A similar policy will affect those who excuse themselves early.

Cheating

Cheating will not be tolerated, and will result in a failing grade for the students involved as well as possible disciplinary action from the University. Cheating includes, but is not limited to, turning in homework assignments that are not the student's own work. It is okay to seek help from others and from reference materials, but only if you learn the material. As a general rule, if you cannot delete your assignment, start over, and re-create it successfully without further help, then your homework is not considered your own work.

College Policies

Additional college policies, calendars, and statements are available online at http://academics.dixie.edu/syllabus/

To view complete syllabus for your section visit canvas.dixie.edu