

# Website Design

CSCI-115

Fall 2024

## Contact Information

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Office hours Zoom: ID: 939 4749 3121

## Office Hours

MWF: 10:30am – 11:30am

Thursday: 09:30 - 12:30pm

Appts. at other times are welcome

## Inside this Syllabus

Contact Information .....	1
Office Hours.....	1
Course Overview .....	1
Catalog Course Description .....	1
Materials Required .....	2
Software Applications .....	2
Inclement Weather .....	2
Disability Accommodation .....	2
Course Learning Outcomes .....	3
Gen Ed Learning Outcomes .....	3
Course Expectations .....	3
Academic Integrity .....	3
Grading .....	4
Participation .....	4
Attendance .....	4
Tests & Quizzes.....	4
Late Assignments.....	4
Computer & Devices Policy: .....	4
Topics Covered .....	5



*“Design is not just what it looks like and feels like. Design is how it works.”*

— Steve Jobs —



## Course Overview

Would you believe that the web is 33 years old already! Although the web has evolved into a boundless communication and sharing tool, the underlying language for coding web pages remains HTML. With the huge demand for web developers in diverse industries, it is worth investing some time in learning how website creation works.

The field of web programming is large and varied, and there are several approaches used in the process. However, this course provides you with fundamental knowledge of web design by coding pages from scratch with HTML and CSS. Additionally, you will also gain a firm foundation through the coverage of web standards and accessibility techniques.

Within the broad arena of the web, a single course is insufficient to master large scale web development. However, you will certainly learn enough to give you a formidable start. We will begin with the creation of static webpages, and then move on to responsive websites which adapt to different devices that users may view your pages on. The course also covers some interactivity skills such as form creation and animation.

Good design is central to websites, and we will spend some time on graphic design principles and techniques. Although our coverage of true graphic design is limited, we will work hard to ensure that our websites coalesce around effective coding and aesthetically pleasing designs.

In the final project, you will make a positive contribution to your online identity by creating an informational website. This website will encapsulate and showcase what you have learned during the semester.

## Catalog Course Description

A course that introduces the theory and the best current practices of webpage design, markup, and presentation. Topics include the use of HTML for information structure and CSS for presentation and style. The course will also cover HTML standards, forms, media types, layout and positioning, tables and lists and accessibility.

## Materials Required

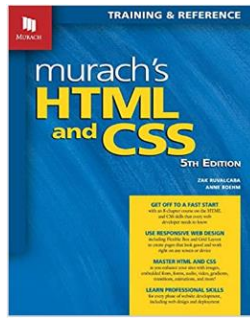
### Textbook:

Murach's HTML and CSS (5th Edition)

ISBN-13: 978-1943872862

by Anne Boehm and Zak Ruvalcaba

To download exercise files, go to the [publisher's website](#).



### Laptop:

In conformity to the [college laptop policy](#), all students are required to have a laptop. Although we meet in person, should we ever need to move the class online, you will be equipped. Chromebooks are not recommended because they cannot run all of the software needed. The applications needed for this class are free and require very little disk space or memory.

### Storage and backup solution:

Most of the websites that we create will be small sets of pages for practice and homework assignments. However, it is still a good idea to back up your files on a storage device such as OneDrive or Google Drive. In that way, if something goes awry with your laptop, your files will not be lost. Not only that, but these storage locations have large capacities that allow you to back up files for your other classes as well.

## Software Platforms and Applications

For the creation of websites, a variety of free software will be used. A text editor such as Visual Studio Code, Notepad++, or Brackets will be used for writing HTML source code. The free graphic editor called Photopea will be used occasionally. It is a good idea for you to have a few browsers on your computer to ensure that websites are developed for cross-browser compatibility. Additional FTP clients and graphic editors will be used to enable production of full websites. Since you will be using your own laptop, I will notify you early enough so that you can download these applications. There is nothing to buy, and these applications are typically lightweight.

Oaks will be used for this course throughout the semester to provide the syllabus, class materials and grades for each assignment.

## Inclement Weather or Substantial Interruption of Instruction

If in-person classes are suspended, I will set up and inform students of a change in modality to ensure the continuity of learning. The plans and nature of work will be commensurate with the type and length of interruption, and where we are in the course at that time. All students must have access to a computer with a camera, microphone, and Internet access.

## Disability Accommodation

Any student who has a documented disability and has been approved to receive accommodations through the [Center for Disability Services/SNAP](#), is encouraged to come and discuss this with me during my office hours. In that way, we can talk about accommodations appropriate to your needs.



### Tutoring:

Computer Science has a walk-in [tutoring lab](#) at CSL. The schedule for tutors will be set about a week after the semester begins.

### Technology Assistance:

If you are having trouble logging into MyPortal, OAKS or your email account contact the CofC [Help Desk](#)

In addition, technology information and tutorials on many topics are available at the [Student IT Hub](#).

### Office Hours:

Please let's start getting to know one another! I am available to meet in person or virtually. If we meet by **Zoom**, the ID is: ID: 939 4749 3121



## Course Learning Outcomes



- ✓ To be able to design and publish fully functional websites
- ✓ To learn the foundational concepts, issues and techniques related to website development
- ✓ To code valid, scalable, well-formed, and semantically correct HTML and CSS
- ✓ To understand concepts and strategies of communicating via the Internet
- ✓ To be able to conduct and pass webpage validations
- ✓ To use File Transfer Protocol (FTP) client upload/download webpages to a web server
- ✓ To utilize and practice techniques for making websites accessible to all users and devices, in accordance with Section 508 guidelines

## General Education Student Learning Outcomes

This course counts toward the Math/Logic alternative requirement for General Education.

- ✓ To demonstrate the ability to undertake a procedural method for solving a problem/producing a product relevant to the specific discipline of the course.
- ✓ Students will demonstrate an understanding of the underlying theoretical principles or abstract structure of the primary topic of the course.

## Academic Integrity

Dishonesty of any kind is unacceptable in this course. Academic dishonesty includes and is not limited to: "...cheating, plagiarizing, fabricating of information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work of other students." Cases of academic dishonesty in this course may result in academic sanctions which may lead to failure of the course.

Students can find the complete Honor Code and all related processes in the Student Handbook at: [deanofstudents.cofc.edu/honor-system/studenthandbook](http://deanofstudents.cofc.edu/honor-system/studenthandbook).

## Course Expectations

Here is a quick reference to some expectations for engagement in the course.

**Know your computer:** Websites consist of lots of files, and those files need to be assembled so that they can connect with one another. Hence, it is important to be able to manage your files. You need to know where they are on your computer, and how to perform basic file management such as copying and moving files into folders. You are expected to have file management skills already, as they are not covered in the course. If you need more experience, please be willing to work outside of class to gain more familiarity. I will be happy to help you during office hours.

**How much time should you spend studying?** The general rule of thumb is that for a 3-hour course like this one, a student should spend at least 6 hours of study time outside the classroom per week.

**Actively engage and participate:** Participate actively in class, including, but not limited to, attendance, discussion boards, comments, sharing information and resources that the class might be interested in, and reactions to classmates' work.

**Prepare:** The course involves much more than the mechanics of coding webpages. A considerable amount of reading is required in order to understand the conceptual aspects of web design. In addition to assigned material and activities, I hope that you exercise enough curiosity to find additional resources to learn about website creation.

**Timely Submissions:** Deadlines for assignments and other activities will be announced forthrightly and strictly enforced.

## Grading Scheme and Scale

### Evaluation Scheme

Assignments .....	35%
Final Project .....	30%
Tests and Assessments .....	25%
Attendance & Participation .....	10%
<b>Total</b>	<b>100%</b>



### Grading Scale

A	93 - 100
A-	90 - 92
B+	88 - 89
B	83 - 87
B-	80 - 82
C+	78 - 79
C	73 - 77
C-	70 - 72
D	60 - 69%
F	Less than 60%

## Participation

Success in the course requires reading and reviewing course material BEFORE class. As well, you should work through the textbook exercises and practice questions for greater comprehension. Writing and understanding code requires constant practice, and the more you engage with the course material and each other, the stronger you will be. There will be a variety of ways to participate. They will include discussions, group work, **unannounced in-class exercises**, sharing code snippets, etc. Some will be submitted, and others not submitted. I'll always let you know in advance whether you will be submitting work.



## Attendance

Regular and punctual attendance is crucial to your success in this class. No more than three (3) unexcused absences are permitted. Excess absences will result in points being deducted from your participation grade. Also, absences may result in you missing in-class assignments that cannot be made up. To the extent possible, I will provide reasonable accommodation for absences that are beyond your control.

If you need to miss class for any unavoidable reasons, please let me know as soon as possible. As for missing class notes and lectures, I strongly suggest that you **connect with a few study buddies ahead of time**. In that way you can have mutually supportive roles in studying together, sharing notes, and troubleshooting code.

Above all, please remember that you are responsible for course content and assignments whether or not you are in attendance. To the greatest extent possible, you will need to take responsibility for staying current.

## Tests & Quizzes

Make-up tests will not be given unless approved for compelling reasons for absence, such as sickness or death. Without an excuse for an absence, a missed test will result in a permanent grade of zero.

## Late Assignments

Assignments are due by 9:00PM on the due date of the assignment. Thirty (30) points will be deducted late from late assignments. Even if your problem is due to your not uploading assignments correctly, a 30-point penalty will still be applied. Don't worry, you can control this by making sure that your uploads work correctly. Late assignments must be submitted no later than the next class period. Due dates for assignments will be strictly enforced.

## Computer, Cell Phone, & Headphones Policy:

When we are in the classroom, everyone has a computer in front of them, and a large part of our time will be spent working on them. However, while we are having class discussions or presentations, I do not expect you to use your

computers for wasteful activities. In this class, you are forbidden from wearing headphones, texting, using social media, or using electronic devices in any way that is disruptive to learning.

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## Topics Covered

These are the major topics covered in Web Design, and they are covered roughly in this order.

- ▶ Introduction to the Course
- ▶ Introduction to the Internet and WWW
- ▶ HTML Basics
- ▶ Networks
- ▶ Publishing Websites
- ▶ Styling Webpages with CSS
- ▶ Visual Elements and Graphics
- ▶ Graphic Design Intro & Exercises
- ▶ Principles of Web Design
- ▶ Group Work and Presentations
- ▶ Page Layout Basic
- ▶ Responsive Design Best Practices
- ▶ Media Queries
- ▶ Flexible Box Model
- ▶ Grid Layout Techniques
- ▶ Creating Tables
- ▶ Designing HTML Forms
- ▶ Multimedia
- ▶ Other Selected Topics
- ▶ Final Website Project Milestones