Web Design
Course Overview

Two decades ago, the World Wide Web was nonexistent. Today, it is a pervasive part of our everyday lives. Web sites exist for every imaginable topic. The best sites are well-designed, easy to use and navigate, interactive, and error-free. **Web Design** is a course that teaches the creation of such Web sites. Students take this course to learn how to design and create web pages using straight XHTML.

There are many who would argue against the necessity of learning XHTML and prefer to use one of the WYSIWYG XHTML software such as FrontPage and PageMill. The main point is that XHTML is a *language*, and that as with any language, it is essential to learn the basics if one is going to create elegant and useful output. A thorough understanding of the language and the ability to work with it in its raw form will allow you to be more creative and efficient in the future.

Web Design has a progressive, hands-on approach. It is designed for learning through doing. For each tutorial, there will be a hands-on assignment where students practice on Web concepts and Web publishing aspects introduced in that tutorial.

We will begin the course with an overview of computers in Web publishing context. We will cover computer science, networking, and application aspects of Web publishing. Next, you will learn the fundamentals of setup, design, and maintenance of an effective Web site. We will discuss some thoughts on site development and maintenance including Web site layout, Web page layout, technical considerations, audience considerations, and the importance of the content of Web pages.

Having discussed the design of a Web site, we are now ready to build one by learning the XHTML language. We will divide our coverage of XHTML into four levels. First, we will have an overview of XHTML including XHTML documents style. Then, we learn basic XHTML elements including paragraphs, headings, fonts, colors, and character entities. After that, we will learn how to create lists, links, and how to include images in XHTML documents. We will then cover some advanced topics in XHTML including tables, frames, and forms. The topic of JavaScript Programming is optional but strongly recommended. Students completing assignments on that topic will earn bonus points.