

HUW166: Introduction to Web Development

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Fall 2014

Monday/Wednesday 8:05-10:15pm Rm: E-301

Instructor: Jeremy Couillard

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Web: <http://www.jeremycouillard.com/newMedia/WebDev.html>

Office Hours:

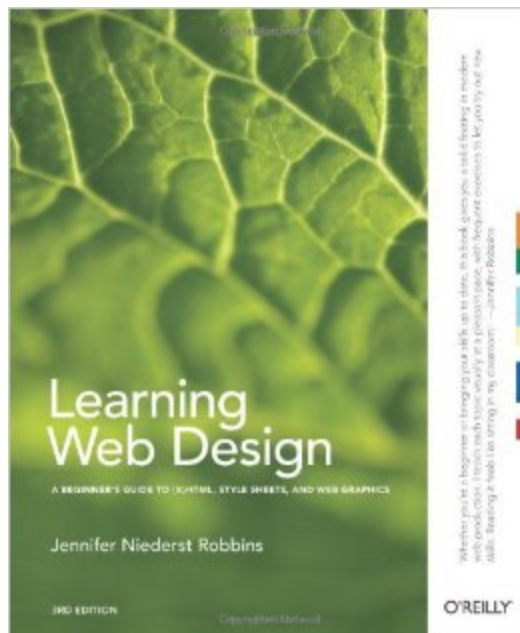
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<coursedescription>

This course is a starting place for learning how information is displayed for the World Wide Web. We will start with the most basic markup language, work on styling pages and layout as well as a brief overview of creating dynamic and interactive web pages using Javascript. Also we will work to develop critical thinking about web pages, working to make them more effective, easier on the eyes, and professional. Throughout the class we will study the brief history of the web, the politics around it and ways it is shaping our networked culture.

</coursedescription>

<requiredmaterials>



We will be using the book Learning Web Design, 4th edition. Also please bring a USB drive to every class to backup all your data. Proper data backup is a very valuable habit to develop.

</requiredmaterials>

<classetiquette>

My pet peeves - Please do not check phones during class. Please do not go on web pages other than the ones relevant to class. If I see you doing these things it will equal one late. The reason behind this is that we must practice developing our attention spans. If you cannot focus in front of a computer it is impossible to succeed in this field.

</classetiquette>

<attendancepolicy>

Your on-time attendance is required. Attendance is taken at the beginning of class. If you are absent, you are responsible for getting missed information and homework assignments from your colleagues and coming to the next class fully prepared.

5 minutes late = 1 late

15 minutes late = 1 absence.

3 lates = 1 absence.

5 absences = Automatic withdrawal.

Final critique absence = F

Participation - You are required to be an active participant in online and offline aspects of this class, including discussions and critiques.

All work is due at the start of class. late work is marked down 1 grade per week and will not be accepted after 2 weeks.

</attendancepolicy>

<grades>

Individual_and_group_projects=55 /*given usually once a week*/

Participation=20 /*based on readings and lectures*/

Progress_creativeGrowth_initiative=10

Final_project=15

Creative work is evaluated based on its uniqueness and the demonstration of technical understanding. Students are always encouraged to take risks and try new things.

</grades>

<academicintegrity>

This course is taught in compliance with LaGuardia's Academic Integrity Policy. Students who submit plagiarized work, or commit other acts of academic dishonesty will receive a failing grade and may face more serious penalties as articulated by the Academic Standings Committee. Copies of the Academic Integrity Policy are available in the Vice President of Student Affairs and Enrollment Management Office, the Student Government Office, the Student Life and Development Office, Counseling Cluster offices and the Library.

</academicintegrity>

/*SCHEDULE*/

/*!VERY SUBJECT TO CHANGE!*/

/*projects are listed at the bottom of the week and will usually be wrapped up in one .html file for the class to view online*/

.weekOne{

- The web is not the internet
- Quick history of the web
- How does the web work?
- What are jobs in web development like? Frontend vs backend
- Olivia Lialina reading
- Techniques and resources to problem solving on your own
- HTML tags
- How to create and view .html files online and offline
- "hello world" html web page

}

.weekTwo{

- Style using CSS
- More advanced HTML tags
- Introduction to Dreamweaver
- CSS box model
- Choosing a web browser/browser differences
- Getting the most out of your web browser with helpful extensions and secret tools.

-Style your first web page

}

.weekThree{

- CSS part two
- Where to put CSS and how to call it up
- Layouts (one column, two column, three column)
- The world of freelancing

- How to professionalize yourself
- Writing invoices
- Google Analytics
- Navigable web page with analytics installed

}

.weekFour{

- Deeper into HTML and CSS
- Thinking in terms of a larger project.
- Using photoshop and other tools for layout sketches.
- Embedding media
- Net neutrality and current web politics
- Media formats for web, jpg, gif, mp4, mp3, etc.
- Create a page with video, sound and images embedded along with your thoughts on net neutrality.

}

.weekFive{

- What is a Pipeline?
- Working in a development team
- Learning git and gitHub
- Working with a client
- Thinking about web pages critically/how to critique a web site
- Introduction to group critiques of pages
- Turn a photoshop file from a client into a navigable page.

}

.weekSix{

- Where to purchase web space
- .com, .org, .biz, .kitchen, .international, .etc
- A look at Cpanel and how to access it
- Apps in Cpanel
- Into to the CMS and how to install
- Install Wordpress, customize a theme

}

.weekSeven{

- Intro to JavaScript
- Code vs markup
- Code: variables, functions, conditions, interactivity
- Create prompts, forms, and buttons
- Intro to Lev Manovich's *Database as a Symbolic Form*
- Make a webpage with functional forms, buttons and prompts
- Add a blog entry on your WordPress site about Manovich's ideas on databases vs narrative in our contemporary culture

}

.weekEight{

- Continue in JavaScript
- net.art and reading about JODI
- Make a rock paper scissors game using JavaScript

}

.weekNine{

- JavaScript libraries, JQuery, CoffeeScript, etc
- How to install/embed in page
- How to find JQuery plugins
- Make random image load

}

.weekTen{

- Assemble a web development team of 3-4 fellow students.
- Receive a complex project from a client and develop the page together using GitHub

}

.weekEleven{

- Finishing up team pages
- Team presentations and critiques of pages

}

.weekTwelve{

- Introduction to final projects
- Work on project sketch and have it approved
- Lab time to work on final project

}

.weekThirteen{

- Presentations and critiques of Final Projects

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