
CIS 300

Web Design and Development Intro

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READ THIS

IMPORTANT NOTE

This is an accelerated course that will go by MUCH quicker than you think. We will be covering the same amount of content that would be presented in a 14 week course in half the time. This will require you to motivate yourself to stay on task for the entire course.

Course Description

- CIS300 introduces students to web design and development. It is considered an introductory course.
- You do not need any prior experience in web design. However, this class does require some computer literacy.
- Course is broken up into a two sections
 - Reading / Lecture
 - Basics of Web Design HTML5 & CSS3
 - Extra content I find interesting and relevant
 - Lab
 - Practice Problems
 - End of Chapter Case Studies
 - Final Project

Learning Objectives

At the completion of this course, you will be able to:

- Apply HTML5 basics to create Web pages
- Configure color and text with CSS
- Use graphics and visual elements on Web pages
- Apply recommended Web design and accessibility practices
- Apply CSS techniques for positioning and floating Web page elements
- Create Web tables and forms
- Recognize the process of website development

Grading

- Quizzes – 25%
 - 1 Getting Started Quiz
 - 1 Weekly Quiz (per week – unless otherwise noted)
- Case Study Submissions – 25%
 - 1 Weekly Case Study Submission (per week – unless otherwise noted)
- Project Assignments – 50%
 - 7 Project Deliverables
- At this time, no extra credit will be given during the course.

Grading Scale

- Grades will be strictly assigned according to the plus/minus ASU grade scale. Final grade will not be rounded.

Percentage	Course Grade
97.0 - 100%	A+
94.0 - 96.99%	A
90.0 - 93.99%	A-
87.0 - 89.99%	B+
84.0 - 86.99%	B
80.0 - 83.99%	B-
76.0 - 79.99%	C+
70.0 - 75.99%	C
60.0 - 69.99%	D
Below 60%	E

Grade Appeals

- To initiate a grade appeal on any of your work, e-mail me with explaining your concerns.
- Appeals must be made within 48 hours from the time your grade is posted on Canvas.
- Appeals will not be considered after the appeal deadline has passed

Quiz Policy

- Quizzes will close **at 11:59PM Arizona Time the day they are due** (unless otherwise specified).
- You have 30 minutes to complete each quiz.
- Each quiz will contain 25 multiple choice questions.
- Questions are displayed 1 at a time randomly from a large pool of questions.
- No quiz will be the same.
- Your quiz will automatically submit if you exceed the 30 minutes.
- You have **ONE** attempts on the quiz.
- **No retakes will be given on missed quizzes.**
- **Extensions will not be given on quizzes unless there is a system wide issue that is reported by <https://syshealth.asu.edu>**

Case Study Policy

- Case Study submissions links will close **at 11:59PM Arizona Time the day they are due** (unless otherwise specified).
- Case studies are to be completed on your own and adhere to the academic integrity policies of the course.
- Your final weekly submission will be the case study files from the last chapter covered during the week.
- **Extensions will not be given on case study submissions unless there is a system wide issue that is reported by <https://syshealth.asu.edu>**

Final Project Policy

- Weekly Final Project submissions links will close **at 11:59PM Arizona Time the day they are due** (unless otherwise specified).
- Final Projects submissions are to be completed on your own and adhere to the academic integrity policies of the course.
- **Extensions will not be given on weekly final project submissions unless there is a system wide issue that is reported by <https://syshealth.asu.edu>**

Backing up your work

- it is highly recommended that you keep backups of you work for the entire duration of the course.
 - Backup options:
 - Flash drive
 - Cloud Storage (Dropbox, OneDrive, etc.)
 - External Hard Drive
- It is your responsibility to ensure your file is protected and you will remain responsible for on-time submission of work.

Academic Integrity Policies

Reasonable

- Communicating with classmates about assignment/final project problems in English (or some other spoken language).
- Discussing the course's material with others in order to understand it better.
- Helping a classmate identify a bug in his or her code, as by viewing, compiling, or running his or her code, even on your own computer.
- Incorporating snippets of code that you find online or elsewhere into your own code, provided that those snippets are not themselves solutions to assigned problems and that you cite the snippets' origins.
- Sending or showing code that you've written to someone, possibly a classmate, so that he or she might help you identify and fix a bug.
- Sharing snippets of your own code on Reddit or elsewhere so that others might help you identify and fix a bug.
- Turning to the web or elsewhere for instruction beyond the course's own, for references, and for solutions to technical difficulties, but not for outright solutions to problem set's problems or your own final project.
- White boarding solutions to problem sets with others using diagrams or pseudocode but not actual code.
- Working with (and even paying) a tutor to help you with the course, provided the tutor does not do your work for you.

Academic Integrity Policies

Not Reasonable

- Accessing a solution to some problem prior to (re-)submitting your own.
- Asking a classmate to see his or her solution to a problem set's problem before (re-)submitting your own.
- Failing to cite (as with comments) the origins of code or techniques that you discover outside of the course's own lessons and integrate into your own work, even while respecting this policy's other constraints.
- Giving or showing to a classmate your solution to a problem set's problem when it is he or she, and not you, who is struggling to solve it.
- Paying or offering to pay an individual for work that you may submit as (part of) your own.
- Providing or making available solutions to problem sets to individuals who might take this course in the future.
- Searching for or soliciting outright solutions to problem sets online or elsewhere.
- Splitting a problem set's workload with another individual and combining your work.
- Submitting (after possibly modifying) the work of another individual beyond allowed snippets.
- Submitting the same or similar work to this course that you have submitted or will submit to another.
- Viewing another's solution to a problem set's problem and basing your own solution on it.

How to be Successful

- Complete the assignments/quizzes on time
- Ask early (and often) if you need help
- Log into the course daily
- Pay attention/read announcements
- Read and respond to course email messages as needed
- Create a study and/or assignment schedule to stay on track

How to be Successful

- **DO** your work throughout the week. Trying to cram all the information into the last day is going to make this course miserable for you.
 - **DO NOT** wait until the last minute to do your assignments and quizzes.
 - **DO NOT** count on your computer/internet to always work. Make sure you have a backup plan.
 - **DO** remember that everything in this course builds upon everything you have learned previously. Make a note to help you to remember what you have learned will help you to work on the future assignments.
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- “If you fail to plan, you are planning to fail.” –Benjamin Franklin

Next Steps

- There are 5 steps you need to complete prior to starting the course work.
 - Step 1: Understand Academic Integrity in CIS300 & W. P. Carey Honor Code
 - Step 2: Get textbook and install a text editor
 - You NEED this book for working on case study assignments.
 - You NEED a text editor to create html and css files
 - Step 3: Get Microsoft Office
 - Some of the course requires you to complete written deliverables.
 - Do not submit a page file (if you are using a Mac). A pdf file works.
 - Step 4: Understand Case Studies and the Final Project
 - Step 5: Read/Understand the syllabus, schedule, and FAQ.
- After you complete these steps, you will need to complete the Getting Started quiz to test that you know the information in these steps. You must receive a 100% before you can view the Canvas content correctly.

See you in the next video!