

Course Syllabus - Summer 2017

90.291.061 Introduction to HTML (HTML5) 10-Week Accelerated Course

Instructor: Bill Dubie

Mail (Messages – Mail on the Course Menu)

UML policy is that all interaction for online courses take place from *within* Blackboard, so please email me through this course website only.

In case of emergencies, however (i.e., for use only when Blackboard is down), the following may be used: william_dubie@uml.edu.

I will check and respond to Mail from this class in the evenings, usually around 6:00. If the opportunity arises, however, I may check my email at various other times throughout the day. You can expect to receive a response within 24 hours.

Note: Throughout this course, all times are **Eastern Time**.

Course Chat Schedule:

Weekly chats will be held on Monday evenings from **7:00 - 8:00 p.m.** Eastern Time. Chats are optional, but highly recommended.

Additional details for accessing the chat tool are described below.

Course Description:

This course is designed to teach you how to code cutting-edge web pages using the new HTML5 tags; We will introduce you to HTML5 web forms, and explain how to use them; We'll discover how to add multimedia content and how to use the Canvas element to draw shapes complete with fills, color strokes, gradients, and more.

You'll learn how to combine the powerful styling and animation capabilities of CCS3 to enhance your web pages, and work with the technologies of HTML5 to make building web applications easier than ever.

Prerequisites for this course:

Though this course has no formal prerequisites, students are expected to have a reasonable proficiency with personal computers, including downloading and installing files, creating directories, and copying files. While this course is basic-level, it is not an introduction to computers. Students should also be familiar with navigating the Internet and using at least one Web browser.

Course Materials “Release Day”:

Each "week" of this course begins on a Monday and ends on a Sunday, except for Week 1 of this course which runs from Tuesday through Sunday. This first week is a short week, running for 6 days. After that, weeks 2-9 will run for 7 days, from Monday through Sunday. Week 10 ends on a Saturday, another short, 6-day week. The course calendar at the end of this syllabus provides additional details with regards to the course schedule. Your final exam will be assigned during week 10.

Although we are online, this is a very structured class. You will need to stay self-motivated and participatory throughout the entire semester. I recommend setting aside at least 6 hours a week dedicated to this course.

Student Requirements:

During this course the student should:

- Read on-line lecture notes each week. **(Required)**
- Read assigned textbook material each week. **(Required)**
- View textbook materials in “Slideshow” format **(Not Required)**, but a wonderful resource.)
- Complete each of the exercises as assigned. **(Required)**
- Contribute to weekly discussion forums (10 forums total). **(Required)**
- Complete the final project or tutorials. **(Required)**
- Participate in weekly chat session. **(Not Required)** – Participation is option, and lots of fun!)

Required Textbook:

HTML, CSS, and Dynamic HTML, 5th Edition, Patrick Carey; Copyright 2014 Course Technology, Cengage Learning.

ISBN: 1-111-52643-5

Interaction Guidelines – Communication and Participation

Participation by both the student and instructor is vital for an online course to succeed. Since this is an "electronic classroom" all of our communication and participation will be handled, well, electronically. There are three (electronic) methods of communication available to us at this time. They are: Email (Mail), Chat, and Discussion Board.

1. Mail (Messages - Mail on the Course Menu)

Electronic mail should be reserved for private or personal issues. You may email me at any time, and I will try to respond within 24 hours. I usually check my email by 6:00 each evening. Please note that Blackboard works with its own internal mail system, which means all messages

are sent, stored, and read within your course, and not through your own external mail. To access mail, log on and go to your course, and click on the mail tool on the course menu on the left side your screen. You should check **Mail** at least once a day, so that you don't miss important course information.

Blackboard provides a convenient indicator if you have unread mail waiting for you. Once you log into Blackboard, before clicking on a course link, if you look at the upper-left corner of your UML Online Learning page, you will see a **"My Messages"** area. If there is new mail waiting for you, they will show up there. You can simply click on the link and you will be brought directly into your course mail system.

2. Chat (Blackboard Collaborate Web Conferencing - Chat on the Course Menu)

Chat is voluntary, but I highly recommend it in order for you to get the most out of this course. It is a "real time" discussion of issues relating to the course. For this course chat will take place on Tuesday evenings from 7:00 - 8:00 Eastern Time.

We will be using Blackboard Collaborate Web Conferencing for chat. It is an audio, video, and text-based chat tool. Because we all have different hardware and software, we'll use just the text-chat feature.

At first, chatting may seem a bit awkward; however, I'm sure you'll all be comfortable with it by the second chat! The chat tool is activated by clicking on the Chat link in the Course Menu on the left side of your screen, and then entering the room by clicking on the course link. Each chat session will be recorded (archived) for future reference.

I recommend attempting to access the chat room prior to our scheduled chat session.

Chat room guidelines:

- Please keep subject matter related to course material.
- When you are "talking" to someone in particular, please begin your statement with that person's name, followed by a colon. For example, if you wanted to ask John Smith a question, your statement would look something like: "John: what do you think about..."
- Of course, no profanity. If profanity or any other type of harassment takes place, you will automatically be prohibited from entering any course related chat rooms in the future.

3. Discussion Forums (Discussion Board on the Course Menu)

Questions/Comments Forum:

I have setup a default Questions/Comments discussion forum in the Discussion Board where you can post questions and/or comments throughout the semester. To access the forum, click on the **Discussion Board** link in the Course Menu and then the Questions/Comments forum.

I will be checking the Questions/Comments forum every evening, at around 6:00 and I will respond as needed. Please do not email me your questions (unless they are personal), because chances are, if you have a question related to Blackboard and/or the course material, someone

else has the same question. Many students can benefit from your question, and subsequent answer. Also, feel free to respond to one another's questions. No need to wait for me!

Forum of the Week:

Refer to the Assignment Guidelines below. The “**forum of the week**” is a **required element of the course**. The forums provide a great venue for interacting and sharing information. We all bring something valuable to the table. Let’s make the most of this wonderful information sharing resource.

Netiquette

Netiquette stands for Network Etiquette. It refers to proper behavior while interacting online. The golden rule of netiquette is essentially to treat people as you would want to be treated. Please be polite and considerate. Think about whether your comment could cause hurt feelings. Be careful about how your words can come across because misunderstandings can be common online. Feel free to use emojis to show your tone.

Assignment Guidelines

1. Exercises:

We will focus on one (or possibly) two topics per week, and you’ll complete an assignment relevant to that topic. You’ll then upload your assignment to your Web space, and then post the URL to the discussion list.

2. Tutorials/Projects

We will have two major projects (in addition to the weekly assignments)—projects or tutorials (your choice). You can find more information under the Home Page module.

How You Will Be Graded

As far as I'm concerned, grades are a necessary evil. Hopefully everyone is here to learn something--not to get a grade. That said, I know some of you may be taking the course primarily because it's required (I know I've done that many times), and I know that some may need to get a good grade for their work (if your employer is paying for the class).

The final grade will be determined as follows:

- 60%: Team or Individual Project (or Tutorials)
- 20%: Personal Home Page (or Tutorials)
- 20%: Class Participation: Weekly Assignments

Each of the above grades will be assigned according to the policies under **Undergraduate Policies**.

Final letter grades will be derived from the number graded average from those grades. **Your final course letter grade will be determined as follows:**

Numeric Grade:	Letter Grade:
94-100	A
90-93	A-
87-89	B+
84-86	B
80-83	B-
77-79	C+
74-76	C
70-73	C-
67-69	D+
64-66	D
0-63	F

Make Up Policy

Make-ups for exercises:

Exercises are due on the exercise due date. Two points will be deducted from the exercise grade for each day that it is late. The cutoff date for each exercise is 1 week after the due date, and exercises will no longer be accepted after that cutoff date. **A grade of 0 will be assigned if the exercise is not submitted by the cutoff date.**

Make-ups for discussion forum postings:

Discussion forum posts are due on the due date! Discussion forum posts will be accepted up to one week late, with a 0.5 point deduction. **Discussion forum posts will not be accepted beyond one-week post due date.**

Make-ups for final exam:

There will be **no make-up** for the final exam, *unless prior arrangements have been made* with the instructor.

In cases of emergency, requests for make up work may be discussed with the instructor (via email) and will be handled on an individual basis.

Academic Integrity Policy

UMass Lowell Online students are expected to be honest and to respect ethical standards in meeting academic assignments and requirements. A student who cheats on an examination or assignment is subject to administrative dismissal. Please visit the Web site (<http://www.uml.edu/Catalog/Undergraduate/Policies/Academic-Integrity.aspx>) for specific details regarding this policy.

Student Disability Services

UMass Lowell is committed to assisting students with documented disabilities by providing reasonable accommodations in all online courses. Students with documented disabilities should contact the Student Disability Services at: <http://www.uml.edu/studentservices/Disability/default.aspx> or by calling: 978-934-4574.

Instructional Resources – Online Tutorials

My goal is to help every student in this class succeed. To this end I'd like to encourage you to use all available resources to help you achieve your goals. I am here to help, so please let me know if you need something. Additionally, the Continuing Studies and Corporate Education has listed a number of ways of obtaining technical help when you login to Blackboard. Please look for the **UML Online Learning** tab and **UML Online Learning Tutorials and Tech Support**, when you login to Blackboard.

Software/Tools

Essentially, you have all the tools you'll need for this course (any ASCII text editor like Notepad); however, some programs facilitate the production of Web pages. For Windows users, here's a free program I strongly recommend:

- HTML Kit--an excellent, free code developer. See the Essentials page for download links and tutorials. We'll also be using an FTP client; the Essentials page also contains links to WS-FTP and Filezilla.
- I recommend Komodo edit (versions for Mac, Windows, and Linux)! It's a good, versatile text and HTML editor.
- If you're comfortable using a text tool like NotePad++ or TextPad, use those. Those are also favorites of programmers.
- PSPad also looks interesting and resembles HTML-Kit somewhat. Caution: It'll attempt to install adware, so decline until the installation completes.
- Another recent tool, one especially suited for HTML5, is WebMatrix from Microsoft; however, it might be a bit much for our purposes. I haven't had a chance to really go into depth about it. If you're adventurous and an experienced user, try it and let us know how you like it.

For MacUsers and Linux/UNIX gearheads, feel free to use any HTML, non-WYSIWYG editor you can find. (See Komodo edit.)

We'll be handling graphics, but ones already created. We'll use online tools to adjust GIFs, JPGs, and PNGs, so you won't need any graphics programs (like Illustrator or PaintShop Pro) unless you already have them and feel comfortable with creating your own graphics.

I use a freebie called IrfanView. It isn't really a full-on graphics program, but it can resize images and do other great things; it also has myriad plug-ins.

Of course, a favorite of the open-source community is The GIMP, free and available on multiple platforms--it gives PhotoShop a good run; however, like any high-end tool, it has a steep learning curve.

Paint.NET is Windows Paint on steroids. It's somewhat easier than The GIMP, but you might spend some time learning it. Here are some alternatives for the Mac. Avoid any that you have to pay for.

If you have a free favorite, let us know in the discussion lists! I know we'll have a few graphic designers in our midst.

You can always use the default graphics program that came with your OS.

Note: Do not buy any software for this course!

Course Calendar			
Week	Date	Topic	Assignment
1	5/15	Getting Software Together/"Hello World"/Introductions	Hello, World
2	5/22	Beginning HTML5/Index page	Index page
3	5/29	More HTML5	Forms
4	6/5	Standards, frames	Standards essay, optional frame assignment
5	6/12	Image formats, JavaScript	Image compression and JavaScript assignments
6	6/19	Cascading Style Sheets	Incorporating CSS into pages
7	6/26	More CSS and validation	Validate Web pages and CSS
8	7/3	Usability and Accessibility	Analyze pages for usability and accessibility issues and correct them
9	7/10	Metadata	Generate meta tags for our pages
10	7/17	HTML5 Audio and Video, WYSIWYG tools/	Optional WYSIWYG tool review
Week of 7/77		HTML5, CSS Final Project Review/Final Project/Tutorials Completed	