

ASU W.P. CAREY
SCHOOL OF BUSINESS
ARIZONA STATE UNIVERSITY

CIS 300 Web Design and Development

Introduction to CIS300

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Course Description

- CIS300 introduces students to web design and development. Please remember, 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

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Whoa! An Online Class!

- Flexibility!
- Hard to stay on track!
- Pay Attention! Read announcements!
 - All of them, in full, every day
- Log in
 - Every day.
- Don't Ignore my e-mails!

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Team-Based Content Development

- Course development is done by a team of faculty
 - Each faculty takes a lead in a different part, in different courses
 - Don't be surprised to see/hear different faculty
- This ensures
 - Pooled expertise
 - Consistency across sections
 - Uniform experience for students

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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

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Grading

- Quizzes – 25%
 - 1 Getting Started Quiz
 - Quiz Every Two Weeks (unless otherwise noted)
- Case Study Submissions – 25%
 - Case Study Submission Every Two Weeks (unless otherwise noted)
- Final Project – 50%
 - 7 Final Project Deliverables
- At this time, no extra credit will be given during the course. I reserve the right to offer extra credit at my discretion. If extra credit is offered, it will be offered to all students via Canvas – please do not ask.

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Grading Scale

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- Grades will be strictly assigned according to the plus/minus ASU grade scale. No rounding of final grades will occur – again, please do not ask.

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

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Grade Appeals

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

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Quiz Policy

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- Quizzes are released on **Thursday at 12:00AM MST**.
- Quizzes will close the following **Wednesday at 11:59PM MST** (unless otherwise specified).
- You have 30 minutes to complete each quiz.
- Each quiz will contain approximately 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 once time is finished.
- You have **ONE** attempt 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>.**

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Case Study Policy

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- Case Study submissions links are available on **Thursday at 12:00AM MST** (unless otherwise specified).
- Case Study submissions links will close the following **Wednesday at 11:59PM MST** (unless otherwise specified).
- Case studies are to be completed on your own and adhere to the academic integrity policies of the course.
- Your final module submission will be the case study files from the last chapter covered during the module.
- Extensions will not be given on case study submissions unless there is a system wide issue that is reported by <https://syshealth.asu.edu>.**

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Final Project Policy

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- Weekly Final Project submissions links are available on **Thursday at 12:00AM MST** (unless otherwise specified).
- Weekly Final Project submissions links will close the following **Wednesday at 11:59PM MST** (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 unless there is a system wide issue that is reported by <https://syshealth.asu.edu>.**

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Backing up your work

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- 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 data is protected and you will remain responsible for on-time submission of work.
- It is crucial to have Disaster Recovery Planning in place!

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Academic Integrity Policies

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- 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.
 - 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 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 sets' 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.

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Academic Integrity Policies

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- 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.

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How to be Successful

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- 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

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How to be Successful

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- Internet goes down
- Canvas goes down
- Your computer quits working / your roommate's computer quits working
- The computer lab closes unexpectedly
- Your grandparent(s) die / your dog dies
- You qualify for the Olympics
- Your house burns down / your parent's house burns down
- You forget
- You get run over by a car / you see someone get run over by a car and have to be a witness for the police
- Starbucks was closed so I couldn't get on the Internet
- You get the point...

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How to be Successful

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- DO your work throughout the week. Trying to cram all the information into a weekend 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. You can not quickly learn and then forget a concept. This will cause you to struggle through future assignments.

"If you fail to plan, you are planning to fail."

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How to be Successful

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- What is your job in this course?
 - Learn something new under my guidance.
 - Prove that you have learned it.
- What if something happens (issues/problems)
 - Life happens...
 - Don't sit by and wait until the last minute
 - Speak up, e-mail me. I can only help if I know something is going wrong.
 - The sooner you bring something up to me, the more time we have to discuss the situation and find a solution.
 - Don't sit and stew, doing nothing.

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Next Steps

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- 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 You **NEED** this book. Without it, you will not do well.
 - Step 3: Get Microsoft Office (ASU students get it for free!)
 - Some of the course requires you to complete written deliverables.
 - 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 move on.**

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Let's Get Started!

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