

## Course Outline

### Full-Stack Developer – LEA.BN

#### A. General Information

<b>Course title</b>	<b>Website Design</b>
Course number	420-WB4-AB
Hours	60
Ponderation <i>Ratio of lecture, practical and homework hours</i>	2-2-3
Credits	2.33
Competency statement(s) and code(s)	00ST - Develop non-transactional Web applications Elements 1 & 4 only: 00ST.1 Analyze the application development project 00ST.4 Program the Web interface
Prerequisite (s)	420-WA5-AB Foundations of Web Development
Cohort	FSD-05
Start date	June 29, 2022
End date	July 15, 2022
Day(s) and times	Monday-Friday, 9:00 AM. - 2:30 PM.
Classroom/lab number	15
Semester	Summer 2022
Teacher	Khattar Daou, Ph.D.
Teachers' contact info	Khattar.Daou@JohnAbbott.qc.ca
Course format (F2F, online, hybrid)	Online

#### B. Introduction

This course is part of the Full-Stack Developer program leading to an Attestation of Collegial Studies (A.E.C.). It should be taken in the second semester of the program.

This Web Design course leads the student through the entire Web site creation process, while developing and enhancing their HTML, CSS, and creative design skills along the way. This course introduces the concept of responsive web design which allows you to control a websites' appearances on multiple screen sizes. Students will explore design strategies for laying out content, graphics, and navigation for multi-page websites. A wire-framing tool, such as Adobe XD, will be used to create mock-ups and user interface designs.

## C. Course Objectives

By the end of this course, students should be able to perform the following:

<b>00ST</b>	
<b>Statement of the Competency</b>	<b>Achievement Context</b>
Develop non-transactional Web applications.	<ul style="list-style-type: none"> <li>• For Web applications associated with information delivery, marketing, etc.</li> <li>• For new applications and applications to be modified</li> <li>• Based on design documents</li> <li>• Using images</li> <li>• Using issue tracking and version control procedures</li> </ul>
<b>Elements of the Competency</b>	<b>Performance Criteria</b>
1. Analyze the application development project.	<ul style="list-style-type: none"> <li>• Accurate analysis of design documents</li> <li>• Proper identification of the tasks to be carried out</li> </ul>
4. Program the Web interface.	<ul style="list-style-type: none"> <li>• Appropriate use of markup language</li> <li>• Suitable creation and use of style sheets</li> <li>• Proper integration of images</li> <li>• Adaptation of the interface based on the display format and resolution</li> </ul>

## D. Evaluation Plan

Evaluation task	%	Approximate date	Link to competency(ies) and element(s)	Select if part of the final evaluation!
In-Class Activities Week One	20	Class 5	1,4	<input type="checkbox"/>
In-Class Activities Week Two	20	Class 10	1,4	<input type="checkbox"/>
Test	20	Class 7	1,4	<input type="checkbox"/>
Team Term Project	30	Class 12	1,4	<input checked="" type="checkbox"/>
Project Presentation	10	Class 12	1,4	<input checked="" type="checkbox"/>

## E. Course Content and Schedule

### Course Content

Basics of Web Design The website creation process Wireframes/Mock-ups Graphics HTML CSS Web design strategies/tools Responsive web design
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### Schedule

Date or class	Topic(s)	Additional info	F2F	Online
Class 1	Overview of Basic HTML and CSS	6/29	<input type="checkbox"/>	<input type="checkbox"/>
Class 2	Understand the Basics of Responsive Web design. Preparing and Planning a Web Site	6/30	<input type="checkbox"/>	<input type="checkbox"/>
Class 3	Designing Wireframes	7/4	<input type="checkbox"/>	<input type="checkbox"/>
Class 4	Advanced HTML	7/5	<input type="checkbox"/>	<input type="checkbox"/>
Class 5	Advance HTML and CSS	7/6	<input type="checkbox"/>	<input type="checkbox"/>
Class 6	Exploring CSS frameworks and Libraries	7/7	<input type="checkbox"/>	<input type="checkbox"/>
Class 7	Exploring CSS framework	7/8	<input type="checkbox"/>	<input type="checkbox"/>
Class 8	Responsive Layout	7/11	<input type="checkbox"/>	<input type="checkbox"/>
Class 9	Responsive Layout	7/12	<input type="checkbox"/>	<input type="checkbox"/>
Class 10	Multimedia, Debugging and Testing	7/13	<input type="checkbox"/>	<input type="checkbox"/>
Class 11	Working on the Project	7/14	<input type="checkbox"/>	<input type="checkbox"/>
Class 12	Project Presentation	7/15	<input type="checkbox"/>	<input type="checkbox"/>

## F. Required Textbooks / Materials / Costs

Title / Item	Cost \$
N/A	0
Technical requirements for this course (hardware, software, High speed Internet connection, etc.)	

## G. Bibliography (books, articles, videos, websites, podcasts, etc.)

- *Web Development and Design Foundations with HTML5 9th Edition*, Terry Ann Felke-Morris, ISBN 13: 978-0-13-480114-8, Pearson Higher Education, Inc., © 2019
- *Learning Web Design - A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics 5th Edition*. Jennifer Niederst Robbins. O'Reilly Media © 2018
- *Responsive Web Design with HTML5 and CSS: Develop future-proof responsive websites using the latest HTML5 and CSS techniques. 3rd Edition*. Ben Frain. Packt Publishing Ltd © 2020
- *100 Things Every Designer Needs to Know About People Second Edition*. Susan Weinschenk. Peachpit Press © 2020
- *Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability*. Steve Krug. New Riders © 2014
- *Web Programming with HTML5, CSS, and JavaScript*. John Dean. ISBN-13: 9781284091793. Published by Jones & Bartlett Publishers © 2019

## H. Teaching Methods

The course is a combination of theory and labs. Students will:

- Work alone
- Work in groups

The course requires your individual presence and your active, consistent and sustained participation in your individual work. Your individual responsibilities are to complete the work assigned and be ready to work at the start of each class.

Léa, the course management system within Omnivox, will be used in this course.

Microsoft Teams will be used in this course.

Learning Activities:

- Lectures/Demonstrations: Discussion is encouraged as is student-procured, outside material relevant to topics being covered.
- Hands-On Exercises/Assignments/Project: Case problems, concepts reviews, and skills practice, will help support and reinforce material in the course. These will be structured to be as realistic as possible given the time available.
- Term Project
- Classroom Activity: Participation and Discussion

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## I. Departmental Policies and Classroom Policies

### Classroom Policies

Late submission of work
Work submitted late will result in a 10% deduction from the grade, per calendar day
Classroom behaviour
Online etiquette

## Departmental Policies

Please refer to the following document concerning policies in place at the Centre for Continuing Education:

[Continuing Education Policies and Guidelines](#)

### J. College Policies

Please refer to the following document which summarizes some of the key policies in place at the College. See the specific policies for more information.

[Summary of College Policies and Guidelines](#)

Please refer to the following document concerning the provisos related to course outlines as a response to Covid-19.

[Provisos for Course Outlines \(Covid-19\)](#)

Topic	Policy or Guideline (click link)	Article (if applicable)
Student Rights and Responsibilities	<a href="#">Policy 7: Institutional Policy on the Evaluation of Student Achievement (IPESA)</a>	See articles 3.2 and 3.3.
Changes to Course Evaluation Plan in the Course Outline		See article 3.1 and 5.3.
Religious Holidays		See articles 3.2 and 4.1.
Cheating and plagiarism		See articles 9.1 and 9.2.
	<a href="#">Academic Integrity: Cheating and Plagiarism Procedure (version: October 22, 2021)</a>	
Student Code of Conduct	<a href="#">Policy 13: Policy on Student Conduct and Discipline Procedures (September 15, 2009)</a>	