

BUTTE COLLEGE

COURSE OUTLINE

I. CATALOG DESCRIPTION

MSP 5 - Introduction to Interactive Web Design and Authoring

3 Unit(s)

Prerequisite(s): NONE

Recommended Prep: Reading Level IV; English Level III

Transfer Status: CSU

34 hours Lecture

51 hours Lab

This course is an introduction to developing interactive content for the World Wide Web. Students will survey online content to gain an understanding of effective Web design principles. Students will learn how to produce interactive content using a variety of programs to create and process text, sound, graphics and video. As a final project, students will design and produce an interactive Website.

II. OBJECTIVES

Upon successful completion of this course, the student will be able to:

- A. Demonstrate online research techniques
- B. Evaluate interactive Websites for user experience and interface design
- C. Describe principals and technologies of Web authoring and implement in a Website design.
- D. Identify and use computer applications to process, edit and produce graphics, text, audio and video files
- E. Describe ethical codes including copyright, privacy and censorship laws governing the use of publishable materials

III. COURSE CONTENT

A. Unit Titles/Suggested Time Schedule

Lecture	
<u>Topics</u>	<u>Hours</u>
1. Introduction to the Internet	1.00
2. Internet Research Technique, using Search Engines	1.00
3. Ethical issues on using the Internet	2.00
4. Evolving Technologies	4.00
5. Analysis and Critique of Online Content	4.00
6. Design for Online Publishing	2.00
7. Basic Page Creation	2.00
8. Multimedia Software	6.00
9. Adding Interactivity and Scripts	6.00
10. Site Management and Trouble Shooting	4.00
11. Advanced Authoring	2.00
Total Hours	34.00

Lab

<u>Topics</u>	<u>Hours</u>
1. Introduction to the Internet	1.50

2.	Internet Research Technique, using Search Engines	1.50
3.	Ethical issues on using the Internet	3.00
4.	Evolving Technologies	6.00
5.	Analysis and Critique of Online Content	6.00
6.	Design for Online Publishing	3.00
7.	Basic Page Creation	3.00
8.	Multimedia Software	9.00
9.	Adding Interactivity and Scripts	9.00
10.	Site Management and Trouble Shooting	6.00
11.	Advanced Authoring	3.00
	Total Hours	51.00

IV. METHODS OF INSTRUCTION

- A. Lecture
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Showcase and discussion of professionally created Websites

V. METHODS OF EVALUATION

- A. Critique
- B. Handouts
- C. Web Design projects

VI. EXAMPLES OF ASSIGNMENTS

- A. Reading Assignments
 - 1. Read the handout on user interface design. Be prepared to discuss in class.
 - 2. Research and read an article relating to new advances in web technologies. Share with the class.
- B. Writing Assignments
 - 1. Create a three-page Website on a subject of your choice, and write the content for all three pages. Each page should include a minimum of 250 words.
 - 2. Research a web design agency and write a one page overview of the agency.
- C. Out-of-Class Assignments
 - 1. Research and review four Websites, list the good and bad elements of each site and share your findings with the class.
 - 2. Visit a local design firm and interview the owner about their web design processes. Share with class.

VII. RECOMMENDED MATERIALS OF INSTRUCTION

Materials Other Than Textbooks:

- A. Instructional Website
- B. Handouts