

IST 263

Intro. to Front-end Web Development

Sections M001 & M002



Full Stack Web Development

LEARNING OUTCOMES

- Memorize key terms and definitions related to common web technologies
- Understand at a basic and intermediate level the workings of the Internet and Web applications
- Understand at an intermediate or expert level key Web technologies including HTML, CSS, Javascript
- Consider entrepreneurial opportunities in respect to web design, issues such as web 2.0, HTML5, web technologies and related issues.

Tools used to Plan, Design, Implement & Manage

WIREFRAMES

HTML

CSS

JAVASCRIPT

DAVID TALLEY

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<http://ist263-talley.syr.edu>

Office Hours:

11am-noon Thursdays @ Hinds Hall Rm. 239

or [email me](#) to make an appointment

STUDENTS IN CLASS

Program	# of Students
Arch., Arts & Sciences, Falk, Whitman, Newhouse, Maxwell	?
iSchool, Engg.	?

SAMPLE PROJECTS

TOOLS USED IN CLASS

- Bring your own device (BYOD)
- Online Readings
- Integrated Development Environment (IDE)
- GitHub & Blackboard
- Something to take notes in class

TYPICAL CLASS FORMAT

- Summarize previous class
- Lecture Part 1
- Lab - Group or Individual

COURSE WEBSITE

<https://ist263-talley.github.io/fall2019-m01/>

SYLLABUS REVIEW

SAGE

- Simple tool to help in formative, dynamic and reflective self-assessment.
- How does it work?
- Why does it work?
- Up to 5 points deducted if you miss
- Feedback not used to determine grades

MID-TERM EXAM

- Test your memory and understanding of course concepts.
- 12 open ended, multi-part questions
- All parts have to be correct to get any points
- All questions will come from a student created 'Question Bank'

HOMEWORK

1. Short Pre-class summary due before 8:00am next class
2. Most weeks there will be a short homework due
 - All homework is due by Sunday 11:59:59pm
 - Must be uploaded to Blackboard
 - Submit early so I can review. You can then revise and re-submit without losing points.

INDIVIDUAL PROJECT

- Create a website on any topic, due **Week 14**
- Min. of 3 pages each with a unique design
- Must be responsive, W3C compliant, and `WAVE` tested
- You will have project milestones throughout the semester
- More details are on the class website

ATTENDANCE + PARTICIPATION

- Attendance is not mandatory
- No points for mere attendance
- 10 points for class participation
- Be 'active' and 'engaged' students
(preferably not active on your phones)

ACADEMIC INTEGRITY

- My work is my own
- I will not share my answers
- I will not misrepresent my ability
- I will give credit & attribute sources
- I accept the consequences

When in doubt, ASK !

COUPLE OF NO'S

- No coming to class unprepared
- No late submissions
- No make-up exams

COMPUTER SETUP

- Instructions @ <http://ist263-talley.syr.edu>
- See me during Office Hours
- Must be completed **before** next class

How to succeed in this class

- Find the purpose
- **Pre-Class Prep**
 - Go through the class website for class objectives
 - Do the pre-class reading & take notes
 - Write a short paragraph summary
- **During Class**
 - Add to your notes
 - Ask questions
- **Post-Class**
 - Do the post class reading
 - Update Notes
 - Practice / Homework
- Identify what you don't understand and ask questions
- Have patience

ANATOMY OF THE WEB

Next Class