



Karla Vogel, Instructor
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This course surveys the fundamental technologies, protocols, and practices that make up the Internet. The course will address the Internet as a global information system that has transformed the current business environment. Topics include: Internet structure; applications; business uses; legal and ethical issues introduced by networked computers such as privacy, fraud, and security. A significant portion of the course covers web authoring procedures and languages. Students will create a web site using html5 language. No prior computer experience is required. No credit for students who took CS403. (*Catalog description*)

COURSE GOALS:

- Learn the history, technology, resources and effective use of the Internet.
- Explore the WWW as a publishing medium and learn to compose web pages in HTML5 code.
- Examine the social implications of a networked world.

COURSE MATERIALS:

- Readings and web sites posted on Blackboard Course Site.
- Felke-Morris, Terry. Web Development and Design Foundations with HTML5, 6th ed. Boston: Pearson, 2013. Print.
- Web pages:
<https://blackboard.unh.edu/>
<http://pubpages.unh.edu/~kv>
- Website account at UNH
- Flash drive or online storage for data files

CLASS MEETING: Monday: 9:00 – noon

Class will consist of lecture material supported with demonstrations of software and network concepts. Completing the weekly reading and written material is important for a successful class experience. This course is not designed as a "hands on computer" course; however there are directed lab projects for a portion of the class time. Excessive absence or late arrival to the class can impact your overall success in the course.

HOMEWORK ASSIGNMENTS:

Independent lab and reading assignments are issued and collected on a weekly basis.

Assignments are posted on Blackboard at the end of each class meeting. Unless specifically stated, the major portion of the course work will be done using a browser, word processing application, and an ASCII text editor. You may use your computer systems at home, but directions and explanations will be given based on the UNHM computing environment.

The homework is designed to build your understanding of the course readings, use of the Internet and develop your ability to code in HTML5. Topics from the homework will be used in class review activities and exams so it is important to complete the material with accuracy and understanding.

Assignments are due at the start of the class for which it is designated. It is your responsibility to allow enough time during the week to complete the homework activities despite obstacles (technology driven or personal) that may arise. Late assignments are not accepted unless prior arrangements are made via email or in person. Late work is anything submitted after the designated class meeting. Be advised that if you use older versions of the Felke textbook, you may not have the right content for the assignments. Page numbers, activities, and code conventions are not compliant with older textbooks.

Assignments are evaluated for completeness and accuracy per section of work.

1 = complete and accurate.	.75 = incomplete or inaccurate segment.	
.5= half completed material	.25 = one fourth of the section is completed.	0 = not done

Totals are accumulated in the Blackboard grade book. Keep track of your progress at this location and report any discrepancies you notice.

Please Note: *UNH recommends 2 - 3 hours of homework for every course credit hour. This 4 credit class may require at least 5 - 7 hrs. each week for outside study.*

CYBERISSUE ACTIVITY:

This activity is to explore the pros and cons of a particular issue of our networked society in a blog format. Details are explained in class and the activities are scheduled throughout the semester.

QUIZ and EXAMS:

These are based on homework material, class presentations, and lab activities. Review sheets for these are presented one week prior to the exams. These cannot be made up if you are absent without prior 24hr email notice.

CLASS ACTIVITIES:

Your participation in the weekly lab activities and attendance are taken into consideration for final grade in the course. The class starts promptly at 9am.

WEB PROJECT:

This project is designed to apply your web authoring knowledge by creating an original multi-page web site. It is also intended to give you experience in the design aspects of developing an effective Web presentation. Web projects are posted on UNH's webserver for grading and public viewing.

COURSE GRADE:

Weekly Assignments: 20%
Two exams @ 15% / each
Two quizzes @ 5% each

CyberIssue Blog: 15%
Class Activities: 10%
Web Project: 15%

BLACKBOARD & UNH eMail:

Course documents, readings for weekly assignments, announcements, lab files and external links are available on Blackboard. Please check your Blackboard course site frequently in the event there are announcements and clarifications about the class activities. If you are absent, you are expected to retrieve the assignment from Blackboard and remain current with class material. Relevant documents are posted on the same day as the class meeting.

Specific communication to you is done through the UNH email service. You are expected to use this mail program and monitor it for official communication from the college. If you choose to forward your mail to another service, it is your responsibility to .

COURSE POLICIES:

- Your participation in this course is valuable. Questions, observations and attention in class are important to the quality of our learning community.
 - Arriving late is a disruption to the class and impacts your performance in the course. If you must leave before the end of the class meeting, please let me know prior to start of class.
 - Excessive absence will adversely affect your ability to successfully complete the course. While use of Blackboard and email facilitate the course delivery, they are not intended to replace class attendance.
 - All electronic devices **must** be muted at the start of class and **remain in your bag or pocket until the break**. All calls should be returned outside the classroom during the break period.
 - Computer use during class will be organized as part of class activity. Personal laptops may be used during those activities. No other use of a laptop during class is permitted unless specific arrangements are discussed prior to class.

NOTE: I will ask you publically to power off your devices if you are actively using them during class lecture time.

UNHM Computer Labs:

Located in Rm114, these computers have the software necessary to complete the lab component of the course.

Lab Hours: Monday – Thursday 8:30 – 9:30 Friday: 8:30 – 6:00
Saturday 8:30 – 4:00

- **Lab Policies:** The labs are a shared computing facility. We ask that you bring no food or open drink containers to the computer desktop, be mindful of others working in the lab by maintaining a quiet voice and cleaning up your workspace when you leave, finally silence ringers on cell phones/pagers. Answer your cell

phone outside the lab area. Data is not preserved on the computers: save your files to flash drives or email it to yourself.

- *Print Card System:* UNHM uses a “pay to print” card system. Your student ID card can be valued with “Cats Cash” to use in the labs and library.

ASSISTANCE:

I will remain in the lab one hour after class for course assistance. Please email if you need to meet at a different time. I do not have an office at UNHM, but can meet you for help in the lab area.

Lab attendants can assist you with some hardware and software problems. They do not perform instructional services in the lab. If you have questions about class assignments please contact me. You can also seek clarification about an assignment or a software activity from your student colleagues.

COLLABORATION:

Assignments and projects are designed for individual composition, unless specifically noted. Please be familiar with the University’s position on academic honesty and the consequences of plagiarism as detailed in the student handbook. If directly quoting material from the textbook or web source in your homework, indicate with quotation marks and source. Citing web resources will be covered in class. Example: “*The Internet is a network of networks.*” (Schneider, 53)

The web project is designed as an individual project with specific criteria for completion. Outside assistance from professional web developers or use of web authoring suites is considered an act of plagiarism and will be handled as detailed in the student handbook.

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COMP405: Introduction to the Internet and Web Authoring
Course Syllabus: Fall 2013, Monday 9 - noon

Karla Vogel, Instructor kv@unh.edu

(Note: exact dates and topics may vary from week to week. Specific updates are posted on <http://blackboard.unh.edu>.)

All specific assignment activities are posted on Blackboard for you to download.

Week One: 8/26	Introduction to course procedure & requirements Network technology overview Assignment 1: Networks at work (download from BB Assignment section)
Week Two: 9/9	Development of the Internet. How the Internet Works. Assignment 2: The WWW vision and development (download from BB Assignment section)
Week Three: 9/16	The World Wide Web & Web2.0: Technologies that make them work. Features of Web2.0 The Mobile Web Assignment 3: Search Engine options and technology Felke Ch.2: create web page. (download from BB Assignment section)
Week Four: 9/23 Begin Blog posts on your topic	Search Tools and Techniques to locate relevant, reliable information. Using text block tags in HTML5 Assignment 4: Online communication protocols Felke Ch.2: Textblocks. (download from BB Assignment section)
Week Five: 9/30	Communication options: eMail to Twitter Making Lists in HTML Assignment 5: Virtual Communities Felke Ch.2: Making Lists (download from BB Assignment section)
Week Six: 10/7	Virtual Communities

	<p>Create the web server space Add home page with hyperlinks to web pages.</p> <p>Assignment 6: Mobile phones and security Fishcreek CaseStudy Using style sheets</p>
Week Seven: 10/14	<p>Cell technology and security Website organization and hyperlinks Introduction to styles in html5</p> <p>Assignment 7: Study for exam 1 Using styles and hyperlinks</p>
Week Eight: 10/21	<p>Exam 1: 1.5 hrs (class activity will follow exam)</p> <p>Project Introduced</p> <p>Assignment 8: Computer and Network Security. External styles</p>
Week Nine: 10/28	<p>Network Security Web site structure Uses and benefits of style rules Introduction to web graphics: file formats and xhtml code</p> <p>Assignment 9: Visual Elements & Web Graphics Project development: goal, audience, flowchart</p>
Week Ten: 11/4 All Blog Activity must be completed for grading. No class on 11/11 for Veteran's Day	<p>Project development: storyboard use and creation Guidelines and code for web graphics. Introduction to tables</p> <p>Assignment 10: Web Design Considerations Table Construction in html5 Project development: storyboard</p>
Week Eleven: 11/18	<p>Using tables for page layout design Nesting tables</p> <p>Assignment 11: Creating Forms Multimedia on the web</p>
Week Twelve: 11/25	<p>Form page elements. Review table layout for projects. Adding Multimedia to Web pages.</p>

	Assignment 12: Last Chance Catch up Project work: code home page
Week Thirteen: 12/2	Web development process and your project. Setting the page template and style sheets for your project. Study for exam 2
Week Fourteen: 12/9	Exam 2 (1.5 hrs.) Project development.
Dec. 12, 2013 (Thurs)	Web Projects due for grading by 6pm