Course Outline for CIS 85A

WEB DEVELOPMENT: DREAMWEAVER I

Effective: Fall 2010

I. CATALOG DESCRIPTION:
   CIS 85A — WEB DEVELOPMENT: DREAMWEAVER I — 2.00 units

   This course is an introductory course primarily for new or prospective Web designers who want to develop Web pages/sites using Dreamweaver Web authoring software. Topics include; planning, designing, creating, editing, and publishing Web pages with emphasis on hyperlinks, formatting text with CSS, graphics, lists, tables, frames, and basic rollovers. Students will learn to plan, build, organize, upload and manage Web pages as a Web site.

   2.00 Units Lecture

   Strongly Recommended
   CIS 50 - Intro to Computing Info Tech

   Grading Methods:
   Letter or P/NP

   Discipline:

	MIN
Lecture Hours:	36.00
No Unit Value Lab	18.00
Total Hours:	54.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 2

III. PREREQUISITE AND/OR ADVISORY SKILLS:

   Before entering this course, it is strongly recommended that the student should be able to:

   A. CIS50

IV. MEASURABLE OBJECTIVES:
   Upon completion of this course, the student should be able to:

   A. Plan and design web sites that work well with multiple browsers, platforms, monitor sizes, and bandwidths,
   B. Incorporate rich media, graphic images, and links;
   C. Discuss the role of web browsers, client side processing, server side processing;
   D. Discuss the many information formats of the Web, and use them in the Web site;
   E. Upload web pages to a remote web server using File Transfer capability.

V. CONTENT:
   A. Introducing Dreamweaver
      1. Explore an Existing Web Site
      2. Dreamweaver and the Internet
      3. Evolving Web Design Tools
   B. Planning and Designing a Successful Web Site
      1. Designing a Web Site
      2. Creating a local, remote site definition
      3. Uploading a web site to remote location
   C. Adding and Formatting Text
      1. Adding and formatting text to webpage, checking spelling
      2. Understanding and creating CSS (Cascading Style Sheets)
      3. Creating and Applying Custom Style Classes
   D. Building web pages with web authoring software
      1. Simple tagged HTML/XHTML
      2. Tables
      3. Radio-buttons
      4. Rollovers
   E. Working with Graphics, Mouseovers, and Tables
      1. Understanding graphics and compression
      2. Use GIF, JPEG, PNG

3. Add graphics to web pages
4. Formatting graphics using CSS Styles and the Property Inspector
5. Creating graphics links and image maps
6. Creating, inserting, editing rollovers
7. Plan, create, tables in web pages
F. Using Layers for Page Layout and Behaviors for Functionality
1. Understanding Behaviors, code added to a Web page that enables users to interact with elements in the Web page
2. Creating Animation with Dynamic Layers and Behaviors
G. Adding Rich Media to a Web Site
1. Understanding and adding media to web site, Flash, Shockwave, MP3, Video
H. File Transfer
1. Find a web space host
2. Use of index.html file
3. Upload of HTML/XHTML document to web space host
4. Security aspects of web pages

VI. METHODS OF INSTRUCTION:
A. **Lecture** -
B. Classroom discussion
C. Computer demonstrations with overhead display panel
D. Discussion boards
E. PowerPoint presentations
F. Chat rooms
G. Read text and other supplemental sources (example, Internet sites)
H. Lab experience: hands-on lab assignments and web design projects

VII. TYPICAL ASSIGNMENTS:
A. Reading 1. Read the chapter on Planning and Designing a Successful Web Site 2. Read the U.S. Department of Labor Bureau of Labor Statistics Occupational Outlook Handbook Web Developer jobs B. Hands-on lab assignment, such as: 1. Find web sites that explain HTML tags 2. Find a web site and save and print its source code 3. Upload your web page to a web host C. Group assignments 1. Sample: Design a multi-page web site for a business or organization. Perform a needs anaylsis, determine the pages to be developed and elements to be included on each page, collect graphic images and other appropriate objects, develop text, etc. Each student is responsible for completing a page within the website. Uploaded the final website to a remote web server.

VIII. EVALUATION:
A. **Methods**

1. Exams/Tests
2. Quizzes
3. Group Projects
4. Class Participation
5. Lab Activities
6. Other:
a. Methods
1. Quizzes and final examination
2. Graded weekly hands-on lab assignments to reinforce and demonstrate mastery of the various tools
3. Group projects
4. Relevant active participation

B. **Frequency**

1. Frequency
a. Two to three quizzes/examinations
b. Weekly hands-on lab assignments
c. One or more group projects

IX. TYPICAL TEXTS:
1. Bishop, Sherry *Adobe Dreamweaver CS4 Revealed.* 1st ed., Course Technology, 2010.
2. Shelley/Wells *Adobe® Dreamweaver® CS4: Complete Concepts and Techniques.* 1st ed., Course Technology, 2010.
3. Hart/Geller *New Perspectives on Adobe Dreamweaver CS4, Comprehensive.* 1st ed., Course Technology, 2010.

X. OTHER MATERIALS REQUIRED OF STUDENTS:
A. Storage media
B. Access to the World Wide Web with any major Web browser