

# HTML

Welcome!

While you're waiting, set up your GitHub account if you don't already have one.

## What are we doing today?

- Introductions
- Course Overview
- Learn some GitHub basics
- Learn some HTML basics
- Make and validate an HTML5 page

# Introductions

This is just a quick, no-fuss:

- Name
- Program & where you are in it

So I can get attendance and a sense of the class.

## GitHub

Our course web site is hosted on GitHub Pages. You can see all the source code too!

<http://htc-ccis1301.github.io/main/>

There is also a chat room available through Gitter which is linked to the GitHub course org.

<https://htc-ccis1301.slack.com/>

# D2L

- Used for official grades & due dates
- Quizzes are online through D2L
- Grades are available in D2L

I assume that you know how to use D2L.  
If you don't know how to use D2L, please ask.

# Email

D2L uses your myHennepinTech email by default. It is your responsibility to ensure you are getting your class email from D2L.

If you send me email, please send *good* email.  
Make sure to send enough information so that I know how to help you.

# Time Commitment

This is a 3 credit ***blended*** class with 48 hours (24 hours in-class + 24 hours outside of class) of instruction.

This means that you are not “off” the weeks we do not meet for class; you have responsibility for learning the assigned material from the text and online resources.

As a general college guideline, you should also expect to spend 1-2 hours on homework for each hour of instruction - for this class, that is 3-6 hours per week.

# Required Textbook

**Basics of Web Design: HTML5 & CSS3, 3rd Edition**

by Terry Felke-Morris

ISBN 10: 0-13-312891-1

ISBN 13: 978-0-13-312891-8

Student files are available on the web:

<http://www.pearsonhighered.com/felke-morris>

# Assigned Reading

- I will not present the same material in class as assigned in the reading.
- Do the Hands On Practice as you read through the book. (Both starter files and solutions are found in the student files.)
- You cannot learn to be a web developer by reading. You must "do". Be curious. Try things out and experiment.

# Software

You can write HTML & CSS in any text editor.  
However, I strongly suggest you don't!  
Brackets is a better choice.

We will use mainly Google Chrome, but it is a good habit to also verify in other browsers.

# Grades

Grades are posted in D2L, and auto update to show your current standing in the course.

15% Attend/Part.    15% Practice Work

25% Case Study    25% Personal Site

20% Exams

# Website Projects

There are two cumulative projects.

## 1. Business Case Study - Pacific Trails

- This is setup like a real-world project.
- Make sure to follow D2L instructions
- No creativity. Do what I say exactly.

## 2. A Personal Portfolio website

- The end result will be a GitHub Pages portfolio
- Specific layout and design guidelines
- Opportunities provided for you to be creative

# Project Structure

Both projects consist of several “progress” submissions and a final project submission.

- No lat progress submissions
- One progress assignment will be forgiven IF the next assignment is complete on-time
- The final submission for a project will not be forgiven or accepted late.

# Participation

Attendance and participation in class and online is part of your overall grade.

You can see the details on this in D2L.

We have an online chat room set up on Gitter:

<https://htc-ccis1301.slack.com/>

## In-class Assignments

- Some assignments are intended to be completed and graded in-class.
- The intent is to give you a simple assignment to try new skills while you can get help in person.
- If you miss class, you will have one week to do the in-class work, or it will be recorded as a zero.

## Between class sessions

- There is a section in schedule for each “At Home” or online session.
- The online sessions typically involve 1-2 chapters of material from the textbook.
- Manage your time wisely to work through the assigned reading and assignments before the next class.



# Need help?

- It is your responsibility to ask for help if needed.
- If you are lost or stuck in class, get my attention or ask a neighbor, but don't be rude about it.
- If you are stuck or having trouble at home, email me. *Don't wait for the next class.*

# Questions?