Syllabus

Professor: James Mosier

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Course Info

Designing for the Web and Devices 1

7100 281-801 Spring 2014

T/H 5:10pm - 7:50pm

Folk 124

Final Exam time: Thursday, May 8 6pm - 7:55pm

Catalog / Course Description

This course introduces the process of planning, designing and producing XHTML and CSS standard sites with an emphasis on the creative aspects of web development.

Course Rationale

This course will introduce students to the process of designing and producing W3 web standard web sites, with an emphasis on the creative aspects of web development.

Course Objectives

- · Understanding the history of the www and Internet
- · Working knowledge of HTML and XHTML
- · Working knowledge of CSS
- · Development of valid XHTML and CSS for page structure
- · Working knowledge of Dreamweaver
- · Understanding of working with active server files, primarily zipspace

Full Description

Students will learn how to plan a site, assemble content, prepare images, convert design concepts to XHTML and CSS, and manage it for the future. The student will develop a basic understanding of XHTML and CSS. This knowledge will be sufficient for generation of simple web sites. Students will work with the zipspace server provided by The University of Akron and Dreamweaver to develop their own personal web site.

Students will work at applying design and type skills to the web and all of the design considerations that this entails. Throughout the process, students should be aware of all variables and tradeoffs that effect each decision made in the design process as it relates to the web. Students will also be made aware of future trends/directions in web design.

This is a 50% Lecture and 50% Lab Class. Students should expect equal time of lecture and open labs. During open labs (dates listed on the schedule) students are expected to come prepared with project materials to work on in class. Lectures could be comprised of lecture, presentations, discussions or critiques.

Students are required to spend an additional 5 hours per week on development of projects outside of class time.

Prerequisites:

1) Have a thorough working knowledge of Adobe Photoshop/Fireworks/Illustrator

Required Supply List

- ·removable flash, jump drive or USB transfer drive, 2GB minimally
- ·sketchbook, wirebound, 5x7 or 7x10
- ·lined notebook or graph paper
- · pencils, variety of soft/hard lead
- · white eraser
- ·black markers, variety of weights

Online Resources

Resources will be available on www.jamesdmosier.com/web1

Springboard will also be used, please see the Technology Requirements and Course Web Site section below.

Required Reading

 \cdot There are no required texts.

Suggested Reading

Responsive Web Design by Ethan Marcotte

by Lilian Marcon

A Book Apart

ISBN: 978-0-9844425-7-7

Content Strategy for Mobile

by Karen McGrane

A Book Apart

ISBN: 978-1-937557-0-89

Mobile First

by Luke Wroblewski

A Book Apart

ISBN: 978-1-937557-02-7

HTML5 for Web Designers

by Jeremy Keith

A Book Apart

ISBN: 978-0-9844425-0-8

CSS3 for Web Designers

by Dan Cederholm

A Book Apart

ISBN: 978-0-9844425-2-2

Implementing Responsive Design: Building sites for an anywhere, everywhere web

by Tim Kadlec ISBN-13: 9780321821683

Publisher: New Riders Publication date: 8/14/2012

Building Findable Websites: Web Standards SEO and Beyond

Aarron Walter

New Riders Press, February 23, 2008

ISBN-10: 0321526287

HTML and CSS Web Standards Solutions A Web Standardistas' Approach Christopher Murphy, Nicklas Persson Apress, December 24 2008 ISBN: 978-1-43021-606-3

Designing With Web Standards, Second Edition Jeffrey Zeldman Peachpit Press, July 06, 2006 ISBN-10: 0-321-38555-1

Transcending CSS: The Fine Art of Web Design Andy Clarke, Molly E. Holzschlag, Dave Shea New Riders, November 15, 2006 ISBN-10: 0-321-41097-1

Technology Requirements & Course Web Site - Springboard & Jamesdmosier.com/web1

We will be using the Springboard web site accessible through zipline.uakron.edu and www. jamesdmosier.com/web1 for all course materials. Springboard will be used for grading, project submission and other course communication and activities. Some files may be to large to transfer via Springboard, in this case they will be copied directly from external drives or disc. Projects too large to submit may also be submitted on disc. Distribution of course and project materials as well as resource links will also be available on www.jamesdmosier.com/web1

Students should be fluent in Photoshop, have a working knowledge of the Adobe Creative Suite and an active UANet ID and password.

*For technological support or to report instructional technology related problems, please call (330) 972-6888.

Class Projects, Student Assessment

The class is comprised of a total of fourteen blog posts, ten homework assignments and two projects. All projects will be turned in through Springboard. There will be a midterm that evaluates your HTML/CSS abilities and knowledge. The final project is a personal portfolio site. All students final projects are automatically entered into the breaking thru design competition.

Copyright Infringement

It is very important that you ensure that all resources used, such as fonts, images, plugins, etc. are all offered under a license appropriate for their use. Creative Commons licenses are often the best to use. Numerous resources will be offered during class to find such materials. Neither myself nor the University of Akron is responsible for any copyright infringement, even if accidental. When in doubt, ask me or find another resource that you can be sure is free to use under the right conditions. This is a good resource to learn about the different types of licensing and their uses: www.choosealicense.com

Schedule		Projects	Exercises
The 15 w	veek semester.		
week 1	introduction to the course web 1, web 2 what makes a good website (4 rules) research well designed sites history of www & Internet how do servers & websites work intro zipspace & working with server files. Introduction to XHTML + CSS		
week 2	Wordpress & set up custom blogs XHTML + CSS The box model The four rules of IA		BLOG 1
			HOMEWORK 1-2
week 3	XHTML + CSS open lab	PROJECT 1 Research	BLOG 2
			HOMEWORK 3-4
week 4	Photoshop for the web image compression web image formats slicing and exporting images screen resolutions XHTML + CSS open lab	PROJECT 1 Concept	BLOG 3
			HOMEWORK 5-6
week 5	Photoshop continued intro to dreamweaver	PROJECT 1 Design	BLOG 4
	XHTML + CSS open lab		HOMEWORK 7-8
week 6	Presidents Day - No classes XHTML + CSS open lab		BLOG 5
			HOMEWORK 9
week 7	XHTML + CSS open lab	PROJECT 1 Development	BLOG 6
			HOMEWORK 10
week 8	open lab PROJECT 1 DUE		BLOG 7

Schedule		Projects	Exercises			
continued	continued					
week 9	open lab	MIDTERM EXAM	BLOG 8			
week 10	Introduction to Javascript Dreamweaver SPRY assets Dreamweaver javascript behavior basics and javascript effects like lightbox	PROJECT 2 Portfolio	BLOG 9			
week 11	Javascript basics zipspace, publishing files to zipspace migrating to fatcow open lab		BLOG 10			
week 12	Javascript basics JQuery email cloaking and anti-harvesting scripts CAPTCHA open lab	PROJECT 2 Continued	BLOG 11			
week 13	open lab		BLOG 12			
week 14	open lab		BLOG 13			
week 15	open lab LAST DAY FOR RESUBMISSIONS - MAY 2, 2014		BLOG 14			
finals we	ek PROJECT 2 DUE Final Exam time: Thursday, May 8 6pm - 7:55pm	FINALS WEEK				

Grading

The final grade is based on the following:

blogs = 75 pts homeworks = 50 pts project 1 = 125pts project 2 = 200pts midterm = 50pts TOTAL = 500pts

Resubmissions

Only Final Stage of Project 1 can be resubmitted for review. Unless otherwise noted, project resubmissions will be accepted through the final day of the semester, 11:59pm Friday May 2, 2014. No late submissions will be accepted after this date. Homework Assignments and Blog Posts can not be resubmitted.

Grading Criteria

Grades are the result of three major areas of evaluation: process, realization, and professionalism. These categories are further broken down and defined for evaluation as follows:

Process:

- Research, Are the research methods used by the students effectively chosen and implemented to arrive at successful solutions in design problems, and do they cover all aspects of the problem, including historical background and functional concerns?
- Exploration, Is the problem exploration both convergent and divergent, has the student exceeded personal taste barriers and expectations in their process?
- Concept, Are concepts inventive and appropriate, and do they satisfy the objectives of a stated visual problem?

Realization:

- · Visual organization, Are all syntactic concerns, such as form, composition, and visual hierarchy, clearly and effectively articulated?
- Communication, Does the solution to the problem present an appropriate message, and does the form of the message resonate with the indented audience?
- Color, Does the application of color support the message, satisfy aesthetic and emotive concerns? Does the use of color show evidence of an understanding of color theory?
- Craft, Does the project reflect the appropriate use of tools, techniques and knowledge of the tools used to create all parts of the project and is it presented in a professional and prepared manner?

Professionalism:

- · Attendance, Was the student in class and punctual?
- · Attitude, Was the student's demeanor professional?
- Verbal articulation, Was the student able to critically address his or her work orally and respond to concepts discussed in class or in assigned readings?
- Written articulation, Was the student able to write critically about graphic design and write about concepts discussed in class.
- Participation, Did the student actively engage in a community of learning through contributions in critiques, discussions and projects?

Grades

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The student's work reflects outstanding achievement both in quantity and quality. The work pursues concepts, techniques above and beyond the problem. The student displays exceptional attitude in critique participation, response to criticism, and professional conduct. The student's ability to communicate and execute ideas exhibits outstanding achievement. The student adheres to attendance policy.

В

The student's work reflects above-average achievement both in quantity and quality. Student pursues ideas and suggestions presented in class and goes to extra effort to resolve required problems. The student displays a positive attitude in critique participation, response to criticism, and professional conduct. The student's ability to communicate and execute ideas exhibits above-average achievement. The student adheres to attendance policy.

C

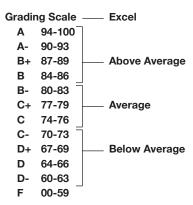
The student's work must reflect an acceptable achievement both in quantity and quality, and all work is completed as assigned. The student displays a positive attitude in critique participation, response to criticism and professional conduct. The student exhibits an acceptable level of ability in communication and execution of ideas and has an acceptable pattern of attendance.

D

The student's achievement is below average in quality and/or quantity. The student's response to criticism, professional conduct, and participation in critique is below acceptable standards or reflects an indifferent attitude. The student's work reflects an inability to satisfactorily communicate and execute ideas. The student's pattern of attendance may be unsatisfactory.

F

The student's work and attitude reflect an unsatisfactory level of achievement both in quantity and quality. The student exhibits an unsatisfactory ability to, communicate and execute ideas and a pattern of low productivity. The student's attendance record may be unacceptable. The student's lack of participation in critiques, poor response to criticism, and inappropriate professional conduct results in a failing grade.



Student Policies

Attendance

Class attendance is mandatory. You are responsible for all lectures, announcements and assignments. Roll will be taken every class meeting. Lack of attendance, late arrivals and early departures will reflect in your final grade. For grading purposes, 3 lates or early departures equal 1 absence. After 2 absences, for a two day a week class and 3 absences, for a three day a week class, your final semester grade will drop 1/2 letter grade and continue dropping for every absence thereafter.

Preparedness with all materials to work in class is important. Class time must be utilized effectively.

Project Grades

Will be based on the individual criteria of each problem. These include;

- 1. Concept, process development, craftsmanship and presentation.
- Meeting all project deadlines. For each class period a project is late, the final grade on that project will be lowered one letter grade.
 No project will be accepted after one week past the deadline, consequently, an F will be given for that project. Reworking a project for a higher grade is encouraged, and must be turned in prior to the last scheduled class.
- Class participation
- 3. The instructors opinion of the students design aesthetic.

Final Grades

Are based on the following criteria: work habits, or lack of, late work, attendance, working potential, class participation including critiques, improvement over the semester and project grades.

Computer Labs:

All computer lab rules are posted and must be followed. No eating, drinking, or cell phones in class.

Zero Tolerance:

The Myers School of Art has a zero tolerance policy for theft, harassment, drugs or alcohol and plagiarism.

I have read and understand the above policy/statement contract requirements and have completed all the prerequisites for this course.

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