ITP 460: Web Application Project

Course Details: Web Application Project
http://webdev.usc.edu/index.cfm?course=460
Spring 2007
Course 31934
4 units

Lecture and Lab: Wednesdays from 5 – 7:50 p.m. in OHE542

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Office Hours: Wednesdays after lecture in OHE542 and by appointment.

TA: TBD

Description: This course is intended to give experienced Web programmers and developers practical industry theory, skills and experience. Students will be taught important development theory including: methodologies and frameworks; project planning and resource management; project roles and collaboration; information architecture; applied database design and implementation; user interface design and testing; quality assurance, testing and debugging including documentation, and migration and updating projects. Students will work in teams through assigned roles on semester-long Web projects, which they will develop from planning to site launch.

Theory and Skill:s   Web-based implementation of RUP methodology, adapting programming frameworks such as MVC, creating a planning document and production schedule in MS Project, using Visual SourceSafe, Q/A process and documentation.

Prerequisites: Basic Web development course such as ITP204/ITP413 or equivalent experience, and skills in an advanced area such as database development (like ITP300), server-side scripting (such as ITP404), or equivalent advanced development skills.

Requirements: Students are expected to:
- Attend and participate in lecture discussions and critiques
- Complete assigned projects and papers

- Manage and fully participate in semester-long group projects
- Attend industry tours and outings

Students are responsible for completing assignments and projects by stated deadlines.

Academic Integrity:
Student should be aware of the universities policies regarding student conduct, and in particular issues related to academic integrity:

http://www.usc.edu/dept/publications/SCAMPUS/gov/

Grading:
The participation component of your grade consists of lecture attendance, class discussions and class exercises. Depending on the lecture schedule each student may be responsible for preparing one (assigned) discussion topic.

Final grades will be determined as follows (with 5% margin for change):

Participation	**15%**
Assignments	**25%**
Milestones/Builds	**30%**
Final Site	**30%**

Late assignments can be turned in up to one week beyond the original due date for one-half credit.

Projects:
It is the responsibility of the student to make sure projects and assignment are turned in on time. Make sure you follow the procedures outlined in each assignment or project.

Assignments will generally fall into three categories for the course: Class exercises, Write-ups and Documents, and Site Milestones or Builds.

Texts:
Real Web Project Management
Shelford and Remillard, Addison-Wesley, 2003

Information Architecture: Blueprints for the Web
Christina Wodtke, New Riders, 2003

Course Overview:
(Schedule is Tentative and subject to change)

Week 1	Jan 10	Course introduction and overview. Fundamentals of project management and roles. Resources and components of Web projects.
Week 2	Jan 17	Project definition and scope. Client interaction. Core project documents such as creative briefs

		and production schedules and planning documents. **Client Meetings (1/24)**
Week 3	Jan 24	Initial Designs and Graphic Comps Evaluating Web technologies. Designing information architecture. Project Planning and Documentation **Creative Brief Due (1/31)**
Week 4	Jan 31	User Interface design. IA con't. Technology requirements and resources. Rapid Application Development. **Planning Document Due (2/07)** **Tech Requirements Due (2/07)**
Week 5	Feb 7	Introduction to usability.
Week 6	Feb 14	Development environment, safeguards, exchanging assets, "good practices" and version control. Programming Framework. Technical Build. **Milestone 1A: Graphic Comps /** **Wireframe Build Due (2/14)** **Milestone 1B: Database Due (2/21)**
Week 7	Feb 21	Programming Methodologies. **Milestone 2: Site Prototype Due (2/28)**
Week 8	Feb 28	Server and application security. **Security Assessment Document Due (3/7)**
Week 9	Mar 7	Proper Quality Assurance procedures. Testing, debugging, and documentation. **Milestone 3: Technical Build Due (3/21)**
	Mar 14	University Holiday (Spring Recess)
Week 10	Mar 21	TBD/site visit.
Week 11	Mar 28	User testing.
Week 12	Apr 4	Migration and deployment. "Launching a site." Site marketing and advertisement. **Q/A Documentation (4/11)**
Week 13	Apr 11	Web software development.
Week 14	Apr 18	Updates, patches and other post-launch issues. **Project Deployment Document Due (4/27)** **Marketing Document Due (4/29)**
	Apr 20	**Milestone 4: FINAL Build on server by 6 p.m.**

Week 15	April 25	Case study.
	May 2	Presentations of Projects to Clients at 4:30 PM Site documentation due