

J360 WEB DESIGN FALL 2017

LOCATION - Franklin Hall 003

SECTIONS

11204 - Meets MW 10:45A - 12:45P

INSTRUCTOR - Nic Aguirre - naguirre@indiana.edu

OFFICE HOURS - FF M130S (Stack 4), Friday 10:00A - 11:00A

Description

Web design has a profound impact on our everyday experiences of work, recreation, and communication. Students will develop practical, marketable skills for front-end web development. Fundamentally, this course focuses on **experience** and **design** as they relate to web development; technical details and coding are secondary. The Internet is constantly evolving - sometimes in a way that is seemingly unpredictable and erratic. Upon completion of this course, students will have a strong foundation of the technical and design skills necessary to produce pleasant web experiences, and the skills to adapt to a constantly-changing medium.

Prerequisites

(JOUR-J 110 or JOUR-H 110 or MSCH-C 101) and
(JOUR-J 200 or JOUR-H 200 or MSCH-C 225 or MSCH-H 225) and
(JOUR-J 210 or MSCH-C 226) with a grade of C- or better in each

Objectives

In this course, you will:

- Learn principles of design and usability for web development
- Develop mastery of tools and applications for elegant web design
- Build an effective workflow and digital work environment
- Produce aesthetic and functional websites using `HTML` and `CSS`
- Learn to develop for different platforms (mobile, responsive)
- Build numerous attractive portfolio pieces
- Gain a demonstrable command of front-end web languages
- Learn to adapt to a constantly-changing medium

Structure

This course is divided into **four units**, each about 3-4 weeks in length.

Unit One: HTML

Unit One tackles the basics of web design and HTML, which is used to create the structural elements and content of a website. Class time will be spent familiarizing yourself with your text editor, analyzing websites, and learning fundamental web design concepts.

Unit Two: CSS

Unit Two focuses on CSS, which is used to control the style and appearance of HTML elements. You will learn how to import, create, and work with stylesheets. This unit will give you more creative control over how your sites look and feel.

Unit Three: Design and Usability

Unit Three focuses on creating pleasant experiences for users on your website. Terms like **usability** and **user experience** will become familiar as you learn how to make compelling and exciting experiences for your users.

During Unit Three, you will begin to plan and layout your final project.

Unit Four: Final Project

During this unit, there will be less lecturing and more hands-on work for your websites. I will give more individual instruction at this point as each person's website will differ. Your efforts will go into coding and designing your final website. This is also a great opportunity to learn and discuss any new web technologies that were not presented earlier in the course.

Work

Use of Class Time

This class is project-driven, and demands consistent effort inside and outside of the classroom. Classes are intended to be variable and may feature lectures, tutorials, in-class exercises, discussions and lab time. An effort is made to create a more interactive and less passive experience for students.

Projects

This class features **three** large-scale web design projects, one of which will be your final website.

Project 1 - HTML Tags and Attributes (10 pts.)

Students will construct a basic website outline using HTML. This project assesses students' knowledge of HTML tags and basic site structure. Project 1 aims to familiarize students with their text editors and development tools.

Project 2 - Styling and CSS (15 pts.)

The focus of Project 2 is CSS. Students will demonstrate their ability to add visual elements and style to sites. Project 2 will test students' knowledge of CSS selectors, properties, and values, as well as the Box-Model.

Final Project - Bootstrap Site (30 pts.)

You will design, prototype, and develop a multi-page website using [Bootstrap](#). This project is designed to combine all of the skills you've acquired throughout the semester.

Homework (20 pts.)

This class has **four** homework assignments designed to test and reinforce knowledge from class. Homework assignments typically involve a shorter or less involved coding task.

Codecademy

You will be given assignments to complete on [Codecademy](#). In order to really learn and memorize code, you need to practice. While the Codecademy assignments are not graded, completing them will make your homeworks, projects, and quizzes much easier.

Quizzes (15 pts.)

This course has unannounced quizzes. The quizzes should be fairly straightforward if you have been reading the textbook and following lectures.

Participation (10 pts.)

Participation is an important element of this class. It is not enough to read about web design and its constituent languages; one must actively practice and hone their skills to be successful. Many of our classes will focus on the completion of certain exercises, tutorials, and discussions. About 8-10 of these small exercises will be given throughout the semester. They are to be finished during class and are generally graded on completion.

Final

There is no final exam for this class. Instead, you will submit your **final project** by the end of the semester.

Extra Credit

There will be **one** opportunity this semester to earn **2 pts.** of extra credit.

You can either (a) participate in an ICR research study, or (b) create a short video tutorial for a web design technique.

Grading

Points

There are a total of **100** points in this class. The grade is divided as follows:

Assignment	Points
Project 1	10
Project 2	15
Final Project	30
Homeworks (4 @ 5 pts each)	20
Quizzes	15
Participation	10
Total	100

Course Grade

Your grade will be assigned as follows:

Points	Grade
90 - 100	A
80 - 89.99	B
70 - 78.99	C
60 - 69.99	D
below 60	F

Grading criteria will be given for each individual assignment.

Revisions

When software is created in a professional environment, changes and revisions are common. Factoring that web development is an iterative process, students are **sometimes** allowed to revise and resubmit assignments. Re-submitting work is a **privilege** granted at the instructor's discretion.

If you are re-submitting work: 1. You must have submitted the work by its due date. Late work is not eligible for re-submission. 2. The privilege to revise submitted work is only available for students who submitted substantial work; incomplete or dysfunctional code is not eligible for resubmission. This is at the instructor's discretion. 3. You may only recover partial points lost.

Required Readings and Materials

Text

We will use [HTML and CSS: Visual QuickStart Guide](#), *8th edition* by Elizabeth Castro et al. You are welcome to use any book you like, but assignments and projects will be tailored to the contents of this textbook.

Codecademy

You will use [Codecademy](#), a free online learning environment, to practice your coding skills outside of class.

Software

Software is a focal point of this course, and an effort was made to ensure that free, cross-platform software will be used wherever possible. Tools, applications, and services prove invaluable in web development.

We will use:

1. A text editor - [Atom](#) is recommended.
2. A means of version control - [Box](#) is recommended. Google Drive and Dropbox are good alternatives. **Lost data is not an excuse for late or missing work**, so it is extremely important to have duplicate files for your work.

Hardware

While web development can be done from any operating system, the instructor teaches workflow for OS X users. Access to a computer with Mac OS X is recommended but not required. All students should have access to a Mac through the computer lab. Students who aren't using OS X are expected to learn PC keyboard shortcuts and find Windows-compatible substitutes for software.

It is also useful to have access to a large display, or dual display configuration. If you are bringing your own laptop to class, it is recommended to bring a mouse.

Policies

Attendance

Students should make a serious effort to attend every lecture. While attendance is not taken, I believe **attendance is the strongest guarantor of success** in this course.

Course material is cumulative in nature and class periods are used to develop programming skills and work on projects. You will also miss out on quizzes and participation activities if you miss class.

Lost Data

You are responsible for keeping backups/duplicates of your files. As an IU student, you should have access to a Box account. You can also use Google Drive or GitHub to maintain copies of your files. Losing your files is not an excuse for late or incomplete work.

I **highly recommend** getting a [Box](#) account. It is free, helps you to stay organized, and most importantly provides **backups** for your files.

Food and Drink in Class

Sorry, they are not permitted.

Deadlines

Deadlines are strict and non-negotiable. Late assignments will be accepted for the first five calendar days after a deadline. After that, I will remove 10% daily. Assignments may not be submitted after five calendar days have elapsed (Example - Deadline is September 8th, you cannot submit after September 13th)

The only **exception to this rule** is the final project, which cannot be submitted late.

Students with Disabilities

If any student requires assistance or academic accommodations for a disability, please contact me by after class, by e-mail, or during office hours. The student must have established eligibility for disability support services through the Office of Disability Services for Students.

For more information - <https://studentaffairs.indiana.edu/disability-services-students/>

Academic Integrity

As a student at IU, you are expected to adhere to the standards and policies detailed in the Code of Student Rights, Responsibilities, and Conduct (Code). When you submit an assignment with your name on it, you are signifying that the work contained therein is yours, unless otherwise cited or referenced. Any ideas or materials taken from another source for either written or oral use must be fully acknowledged. All suspected violations of the Code will be reported to the Dean of Students and handled according to University policies. Sanctions for academic misconduct may include a failing grade on the assignment, reduction in your final course grade, and a failing grade in the course, among other possibilities. If you are unsure about the expectations for completing an assignment or taking a test or exam, be sure to seek clarification beforehand.

Proper Attribution for Referenced Works

By nature, code is re-usable and extensible. It is both acceptable and encouraged to utilize and adapt examples of code; this is common on websites like StackOverflow. However, the sources for all referenced code must be given in your code commenting. I will assist students with finding code that is reusable (such as under the GNU license), and help with giving proper credit to the source.

Sexual Misconduct

As your instructor, one of my responsibilities is to create a positive learning environment for all students. Title IX and IU's Sexual Misconduct Policy prohibit sexual misconduct in any form, including sexual harassment, sexual assault, stalking, and dating and domestic violence. If you have experienced sexual misconduct, or know someone who has, the University can help. If you are seeking help and would like to speak to someone

confidentially, you can make an appointment with:

- The Sexual Assault Crisis Services (SACS) at (812) 855-8900 (counseling services)
- Confidential Victim Advocates (CVA) at (812) 856-2469 (advocacy and advice services)
- IU Health Center at (812) 855-4011 (health and medical services)

It is also important that you know that Title IX and University policy require me to share any information brought to my attention about potential sexual misconduct, with the campus Deputy Title IX Coordinator or IU's Title IX Coordinator. In that event, those individuals will work to ensure that appropriate measures are taken and resources are made available. Protecting student privacy is of utmost concern, and information will only be shared with those that need to know to ensure the University can respond and assist. I encourage you to visit stopsexualviolence.iu.edu to learn more.

Religious Holidays

It is the policy of Indiana University that instructors must reasonably accommodate students who want to observe their religious holidays at times when academic requirements conflict with those observances. This policy is intended to ensure that both faculty and students are fully aware of their rights and responsibilities in the accommodation of students' religious observances.

Source: <http://enrollmentbulletin.indiana.edu/pages/relo.php>

Syllabus

This course is rich in content and skill levels vary widely among students. The instructor reserves the right to amend this syllabus to better match the needs of a given class.

Final Grade

The instructor reserves the right to adjust your final grade based on effort and participation. This is very uncommon.

Tentative Schedule

A given class of students can differ widely in skills and teaching needs, so schedule is subject to change.

	Dates	Topic
-	-	UNIT ONE
week 1	Mon 8/21, Wed 8/23	Intro to HTML, tags
week 2	Mon 8/28, Wed 8/30	HTML Structure, Intro to Atom
week 3	Mon 9/4	<i>NO CLASS; LABOR DAY</i>
week 3	Wed 9/6	Divs, spans and containers
week 4	Mon 9/11, Wed 9/13	Text, images, links
-	-	UNIT TWO
week 5	Mon 9/18, Wed 9/20	Introducing CSS
week 6	Mon 9/25, Wed 9/27	Selectors, class and id
week 7	Mon 10/2, Wed 10/4	Text styling
week 8	Mon 10/9, Wed 10/11	Layouts with styling
week 9	Mon 10/16, Wed 10/18	Tables, forms and lists
-	-	UNIT THREE
week 10	Mon 10/23, Wed 10/25	Intro to design/usability
week 11	Mon 10/30, Wed 11/1	Trends/strategy in design
week 12	Mon 11/6, Wed 11/8	Wireframing, prep for final
-	-	UNIT FOUR
week 13	Mon 11/13, Wed 11/14	Intro to Bootstrap
-	Sun 11/19 - Sun11/26	<i>THANKSGIVING BREAK</i>
week 14	Mon 11/27, Wed 11/29	Bootstrap, rows and columns
week 15	Mon 12/4, Wed 12/6	Final project
week 16	Mon 12/11 - Fri 12/15	FINALS

Important Dates

Check the IU [Academic Calendar](#) for important dates. I have listed some of them here:

Fall 2017

Begins	Mon, Aug 21
Labor Day	Mon, Sept 4
Fall Break	Oct 6 - Oct 8
Auto W	Sun, Oct 22
Thanksgiving	Nov 19 - Nov 26
Final Exams	Dec 11 - Dec 15
Ends	Fri, Dec 15

Due Dates

Due dates for assignments and projects can be found on Canvas and on our [course website](#).