# IST 263 Introduction to Front End Web Development

## Course Details

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| **Course** | IST 263 | **Term** | Fall 2022 |
| **Instructor** | Prof. Ferger | **Email** | [laferger@syr.edu](mailto:laferger@syr.edu) |
| **Office** | Hinds Hall 323B | **Office Hours** | Monday 11:30am-12:30pm  Tues/Thurs 12:30-1:30pm |
| **Classroom** | Hinds Hall 010 | **Meeting Time** | M001 T/R 9:30-10:50am  M002 T/R 11:00-12:20pm |

#### Audience

This course is for anyone who wants to learn how to create websites. There are no prerequisites.

#### Catalog Description

Principles for construction and publication of multimedia documents for the Web. Incorporate a user-based approach to planning, design, implementation, and management with an entrepreneurial perspective and with a focus on client/enterprise.

#### Learning Outcomes

At the end of the course, students will be able to:

* Understand key terms and definitions related to common web technologies
* Understand at a basic and intermediate level the workings of Web sites
* Understand at an intermediate or expert level key Web technologies including HTML, CSS, Javascript
* Understand how a website is put together including site maps, wireframes, content documents, etc.

## Course Resources

#### Textbook

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Description automatically generatedLearning Web Design:   
A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics   
5th Edition  
by Jennifer Robbins  
ISBN: 978-1491960202

#### Bring Your Own Device

This course uses the BYOD (Bring Your Own Device) model. Please bring your computer to every class. We will be using it to complete activities and work on labs.

#### Course Software

We will be using the free versions of VS Code, and Github in this class. We will also access Photoshop on the iSchool's remote lab. There is no need to purchase any software to complete your assignments.

## Methods of Evaluation

#### Requirements

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Assessment** | **Quantity** | **Points Each** | **Points Total** | **Percentage** |
| Lecture Participation (best 12 count) | 14 | 5 | 60 | 12% |
| Labs  (best 12 count) | 14 | 10 | 120 | 24% |
| Exams | 2 | 100 | 200 | 40% |
| Project | 1 | 120 | 120 | 24% |

#### Lecture Participation

* Participation will be graded and is based on both classes during the week. It is worth 5 points and you must meet all of the following criteria to earn those points:
  + Come to class on time. Attend for full class period.
  + Answer when called on in class. You don’t need to be correct, just have a thoughtful answer that shows you are engaged.
  + Turn in participation activity before the end of class.
  + Be engaged in what we are working on in class.
  + Ask questions when you don’t understand content.

#### Class Labs

Labs are individual assignments. The lab assignments include posting your files to Github and validating them online. Students must resolve the errors they when validating before turning in the lab. Labs with validation errors or labs submitted incorrectly will receive a grade of zero. Late work will not be accepted.

#### Exams

Exams evaluate your recall and understanding of the course material, as well as your ability to apply it to new situations. There will be two exams in this course. Exam dates are posted on the course schedule. It is your responsibility to be present for each exam on the date posted. There are no re-issues or make-ups. All course content is considered for exam questions - assigned readings, labs, lectures.

Exams will be timed and must be started at the beginning of class. If you show up for class late you will receive less time to complete the exam. If you show up after the exam completes, you’ve missed the exam.

#### Project

The project is an individual assignment. The purpose is to put all the class concepts together and create a website. The project is divided into parts. The due dates are listed on the schedule.

#### Collaboration

All the assignments in this class are individual. You are encouraged to collaborate with classmates to understand concepts, however, answers you submit should be 100% your own work.

#### Final Grading Scale

|  |  |  |  |
| --- | --- | --- | --- |
| Achievement | Class Points | Registrar Grade | Grade Points |
| Mastery | 470-500 | A | 4.0 |
|  | 450-469 | A- | 3.667 |
| Satisfactory | 435-449 | B+ | 3.333 |
|  | 415-434 | B | 3.000 |
|  | 400-414 | B- | 2.667 |
| Low Passing | 385-399 | C+ | 2.333 |
|  | 365-384 | C | 2.000 |
|  | 350-364 | C- | 1.667 |
| Unsatisfactory | 300-349 | D | 1.000 |
|  | 0-299 | F | 0.000 |

## Course Specific Policies

#### Due Dates and Exam Dates

All due dates for labs, exams and project will be posted in Blackboard. All dates are firm so please plan accordingly. No make-ups are allowed. Any deliverable due outside of class can be handed in anytime on the day it’s due.

#### Course Honor Code

The course honor code represents our commitment to Academic Integrity in a programming course. I drafted the class honor code to avoid academic negligence - situations where students are unaware that their actions are actually a form of cheating. Our honor code remedies this problem by clearly stating the expectations of Academic Integrity for this course. It states:

* **All work is my own**. Answers on all student work, assignments (labs, projects, lecture questions, etc…) and assessments (exams, etc…) are my own individual work (except where collaboration is explicitly permitted).
* **I will not share answers**. I will not make answers (either my own or the professor’s) to work, assignments (labs, problem sets, projects, papers, homework, etc…) and assessments (quizzes, exams, tests, etc…) available to anyone else in or out of class. This includes posting them on the web or sharing them in test banks.
* **I will not misrepresent my ability**. I will not engage in any activity which misrepresents or falsifies my knowledge of the subject matter and therefore improves my grade dishonestly. This includes unsanctioned test aids and copying homework.
* **I will give credit**. I will always pay attribution to my sources, and not misrepresent the works of others as my own. If you get code from the web, you must cite it like you would any source in an academic paper.
* **I accept the honor code and its consequences**. I understand and accept that that all work I submit is subject to the honor code, and if I violate this honor code I my instructor is obligated to report me to the University’s office of Academic Integrity.

#### Sanctions for Violation of Academic Integrity

All suspected academic integrity violations will be reported to the university’s office of academic integrity. Proposed sanction for violations on homework assignments or labs, is a grade of zero. Proposed sanction for violations on an exam or project are F in the course.

#### Attendance

Attendance will be taken throughout the semester. If you arrive late or leave early, you will be marked absent. Absences are counted as part of your participation for the week, and you will lose participation points if you are not present.

### Syracuse University Policies

Syracuse University has a variety of policies designed to guarantee that students live and study in a community respectful of their needs and those of fellow students**.**  **The policies and services are listed on the new Syracuse University Senate approved syllabus appendix titled, ‘*Syracuse University Student Policies and Services’*. These statements are an official part of this course syllabus.**

### Course Schedule

The following high-level course calendar lists weekly topics and due dates for labs, project and exams. All exam dates are firm, so please use this schedule to plan accordingly. All materials are stored in Blackboard and released weekly each Friday prior to the week it is covered in class.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **WEEK** | **DATES** | **CLASS SUBJECT** | **LAB** | **PROJECT WEEK DUE** |
| 1 | 08/30 & 09/01 | Intro to Class/Software Setup | **L1** |  |
| 2 | 09/06 & 09/08 | HTML Text Formatting | **L2** | Proposal |
| 3 | 09/13 & 09/15 | HTML Links, Images and Embedding – Intellectual Property | **L3** |  |
| 4 | 09/20 & 09/22 | HTML Tables and Forms | **L4** | Copy Doc |
| 5 | 09/27 & 09/29 | Photoshop **Exam 1 (on Thursday)** | **L5** |  |
| 6 | 10/04 & 10/06 | CSS Intro | **L6** | Site Media |
| 7 | 10/11 & 10/13 | CSS More Styles – Box Model | **L7** |  |
| 8 | 10/18 & 10/20 | Containers and Layout | **L8** | Wireframes |
| 9 | 10/25 & 10/27 | Advanced Layout | **L9** |  |
| 10 | 11/01 & 11/03 | Responsive Design | **L10** | Skelton Site |
| 11 | 11/08 & 11/10 | Web Accessibility **Exam 2 (on Thursday)** | **L11** |  |
| 12 | 11/15 & 11/17 | JavaScript Intro – SEO | **L12** | First Draft |
| 13 | 11/22 & 11/24 | Thanksgiving Break |  |  |
| 14 | 11/29 & 12/01 | JavaScript DOM | **L13** |  |
| 15 | 12/06 & 12/08 | Project Work and Usability | **L14** |  |
|  |  | **Final Project Due 12/15 11:59pm** |  | Final Project |