

A decorative graphic on the left side of the slide, consisting of a network of thin, light green lines and small circles, resembling a circuit board or a stylized tree structure.

CMPT 281 – WEBSITE DESIGN AND DEVELOPMENT

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INTRODUCTION

- Welcome to CMPT 281
- An introduction to design and development concepts for usable applications on the WWW

GRADES AND GRADUATION I

If you failed the prerequisite* for this course – but decide to stay registered anyway:

- The College will remove you from the course (at some later date – possibly after tuition is payable)
- You will have to retake this course again (you won't get credit for taking it now)

* Prerequisites: CMPT 141 or CMPT 106 or CMPT 111

GRADES AND GRADUATION II

If you *minimally* passed the prerequisite course (50-59%):

- Your grade is below the graduation expectations – and you risk not convocating unless you raise it
- You must achieve a 62.5% average across all CMPT courses in order to graduate

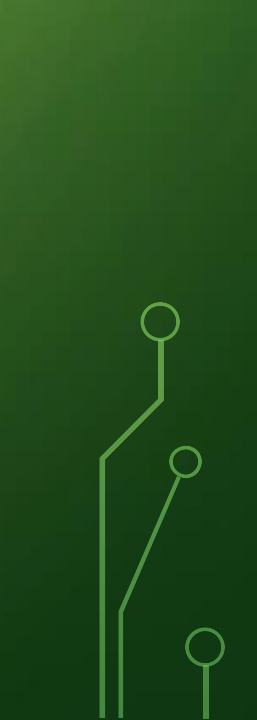
GRADES AND GRADUATION III

If you *minimally* passed the prerequisite course (50-59%), you may re-take the prerequisite to improve your grade

But: you must remove yourself from this course *and* re-take the prerequisite before taking this course



CORE CONCEPTS

- HTML: introduction, advanced
 - CSS: introduction, working with CSS and HTML
 - Javascript: introduction, advanced, applications
 - Special topics: WebComponents, interactive graphics
 - Design: website design fundamentals, user-centered design, evaluation
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The background is a solid green color with a subtle gradient. In the four corners, there are decorative white line art elements that resemble circuit board traces or neural network connections. These lines are thin and white, with some ending in small circles. They are positioned in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

ANY EXPERIENCE WITH HTML, CSS, OR JS?

COURSE DELIVERY

- Lectures:
 - Mix of technical coding and design
 - Focus on exercises and activities
- Tutorials:
 - Working through self-guided tutorials
 - Practicing coding and design concepts

ASSESSMENT

Lab Assignments (9 tutorials)	5%
Assignments (2 assignments)	10%
Design Journal	15%
Final Project	20%
Midterm Exam	20%
Final Exam	30%
Total	100%

TUTORIALS

- Weekly (some weeks will be open help desk)
- First Tutorial Week of **Sept 16-20**
- Approximately 9 tutorial assignments
- Designed to practice development and design basics during lab time
- Marks will be (mostly) participation (i.e., did you follow the instructions and hand something reasonable in?)

ASSIGNMENTS

2 Assignments:

- Design Assignment: practice sketching, analysis, colour theory, layout, and other aspects of design
- Programming Assignment: practice HTML, CSS, and javascript to create a small but functional webpage

PROJECT

Design and develop a multi-page website, synthesizing and demonstrating all of the learning outcomes from the course.

- Design Journal (15% of final grade): compile a document that details the final project's design process
- Implementation: Implementation of the website
- Due at the end of the term (early December)

MIDTERM EXAM

- Thursday, October 24 **in-class**
- Mix of design and technical questions
- Multiple choice, short answer, sketching, critiques, coding

FINAL EXAM

- In-person, written
- Scheduled by the registrar during the exam period (December 7-23)
- Similar to the midterm in format and content

ACADEMIC INTEGRITY


- University released a new version of the Academic Integrity Tutorial/Quiz
- You will need to complete this tutorial as soon as possible
- You will not be able to see any Assignments or Tutorials on Canvas until you have submitted the certificate of completion and it **has been verified** (manually)
- If you need to complete it for another class, the same certificate can be reused (as long as it is the **new** tutorials, released August 30, 2024)

W3 SCHOOLS

- Incredibly valuable resource
- Likely familiar to some of you
- Platform for tutorials
- Interactive coding website
- Great place to learn and practice basic web development



TEXTBOOK

- Fundamentals of Web Development
 - Randy Connolly and Ricardo Hoar
 - Recommended but not required
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CODING ENVIRONMENTS

- Almost Any Text Editor will do:
 - Notepad++
 - Visual Studio Code
 - Atom
 - Sublime

Go with what you are most comfortable with. Support for HTML, CSS, and Javascript is helpful



COURSE SUMMARY

- Any Questions?
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DESIGN ACTIVITY

- Let's warm up our designer muscles
- We will go through several webpages and as a group critique them in terms of design
- What does design mean?
 - This course will help teach you the correct language and terms to describe design
 - For now, go with your instincts and experience



NEXT CLASS

- Introduction to the world wide web
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