[W3] SYLLABUS
VCD-4600 **WEB DESIGN III**
3 Credit Hours

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ART, DESIGN, & THEATRE MISSION: The Cedarville University Department of Art, Design, and Theatre is an essential part of a unique, creative, and academic Christ-centered learning community that values a broad study of disciplines in the liberal arts. As Christian artists, we are given the gift of creativity to imitate and honor God as Creator.

The Department of Art, Design, and Theatre believes that God has called us to excellence and whatever we do is to the glory and honor of the Creator. We believe that art is a gift and a calling, and that educational success in art, design, or theatre is not measured in income or job placement alone but in how lives are enabled, enriched, enlightened, and transformed.

VISUAL COMMUNICATION DESIGN PROGRAM OBJECTIVES: Upon completion of your Graphic Design major, you will be able to:

1. Demonstrate effective communication skills related to the evaluation and critique of visual design;
2. Apply technical knowledge and skills in creating design solutions;
3. Integrate awareness of historical and cultural context to create effective visual design solutions;
4. Demonstrate professional-level skills, knowledge, and creativity to successfully pursue, and excel in an entry-level position in a related field;
5. Demonstrate the integrity and ethics of a Biblical worldview through the practice and completion of creative and professional work.

COURSE DESCRIPTION: Students survey current trends and developments in the fields of user experience, web design, and interactive design, and apply new knowledge and skills to create an experimental interactive project.

PRE-REGUISITES: VCD-3600 Web Design II

COUSRE LEARNING OUTCOMES: By the end of this course you will be able to:

1. Recall and explain current trends in interactive design and related fields and apply them to real-world projects. *(Met by all activities)*
2. Develop a value for stewardship of their time and talents and of lifelong learning. *(Met by Lifelong Learning Paper)*
3. Research additional knowledge and skills on their own to reach fluency with terms and skills. *(Met by Mini-projects and Experimental Project)*
4. Create an experimental interactive project. *(Met by Experimental Project)*

REQUIRED MATERIALS:

» **SKETCH:** This course makes use of the design software called Sketch. While it is available on the labs in the Tyler building it can also be obtained with an educational discount for your own computer if desired.

» **INVISION:** InVision is a dynamic prototyping tool we will use for sharing design comps, receiving feedback, and making changes. It can also be used while building out a site. Instructions to be provided.

» **ATOM:** As we move out of the world of practice exercises we will benefit from using our own desktop code editing

software. While you are free to continue to use Codio if you still have an active account there, I recommend the free desktop tool Atom available for download from https://atom.io/

» **GITHUB:** From early on in the course we'll also start to learn about how to use the Git technology to track our source code for projects. You'll need to set up a free account with http://github.com to help with this.

ACTIVITIES: The following activities will allow you to practice and demonstrate mastery of the skills necessary to successfully complete this course:

» **CURRENT TRENDS MINI-PROJECTS (30%):** As the course covers a series of current trends,you will complete several project in which you apply relevant technologies and demonstrate your proficiency with them. Each project will be explained more in online instructions.

» **ARTICLE SUMMARIES (30%):** As a part of completing each mini-project you must find and read at least two substantive resources related to the topics. Read or complete these resources and summarize your results in a short response.

» **LIFELONG LEARNING PAPER (10%):** Students reflect on the concept of stewardship of their time and talents in a short paper. They will also set goals and determine a process that they can use in order to practice lifelong learning.

» **EXPERIMENTAL PROJECT (20%):** Throughout the term you must choose and research a trend or technology not covered directly in the course, or that expands upon something that is covered. A suggested list will be provided each term. You will conduct your own studies of that topic, and complete the following deliverables:

- **INITIAL WRITE-UP:** Summarize your findings to date, propose the structure and activity for the lesson, and the application project you intend to complete.

- **LESSON:** Plan a 30-minute overview of the topic you have studied that you will share with the class during the final unit of the course either through an in-class lesson or a written summary that is posted publicly online. The lesson must include at least three citations from related books or articles and one interactive activity such as a tutorial, quiz, or suggested practice project. Peers will complete each other's lessons following a schedule provided by the instructor.

- **APPLICATION PROJECT:** Apply the topic you've have studied to an experimental project. This application must be proposed and approved by the instructor in the Initial Write-up deliverable. Due by the end of the term and presented in a class showcase during the final exam time.

» **CAPSTONE PROJECT PREPARATION (10%):** Whether or not you plan to continue on to the Capstone course that follows this one in the Interactive Design curriculum at Cedarville University you must lay the foundation for this project by submitting a proposal and statement of work. Each will be explained during the course and due at specific times.

GRADING: Letter grades in this course are assigned as follows:

	A 100–94%	**A-** 93–90%
B+ 89–87%	**B** 86–84%	**B-** 83–80%
C+ 79–77%	**C** 76–74%	**C-** 73–70%
	D 69–63%	
	F 62–0%	

ESSENTIAL COURSE POLICIES:

» **ACADEMIC INTEGRITY STATEMENT:** The Academic Integrity Pledge is a commitment to live with integrity in all areas of life including the classroom. All forms of academic dishonesty violate this pledge and could result in dismissal from this community.

» **ONLINE FORMAT:** This course will be offered as an online course that requires all coursework to be submitted online in Moodle or other course technologies as specified in the corresponding assignment instructions. While there will be no required class meetings there are hard deadlines for each assignment and you should carve out regular time

to work on this course each week. Be sure to keep an active watch on your email for any updates from your professor andthe Announcements area in Moodle.

» **ATTENDANCE:** Attendance is not tracked as a main component in this course. Nonetheless, you should be sure to keep up with coursework and feel free to connect with your professor or peers.

» **LATE WORK:** Typically, assignments are not allowed to be submitted late without prior written permission from the instructor. Unexcused late submissions will be given a grade of 0. Exceptions may be made in the case of personal illness, campus-wide technology failure, catastrophic personal technology failure that could not have been foreseen, or death in the immediate family. Extensions, exceptions, and partial credit may be allowed at the professor's discretion based on broader University standards, wisdom, and fairness to other students.

» **EXTRA CREDIT/RESUBMISSIONS:** Extra credit and resubmissions may occasionally be offered beyond the standard policies at the professor's discretion.

» **ACADEMIC ASSISTANCE:** Reasonable accommodations for equal online program access are available for students with documented disabilities. Students who believe they may need accommodations based on the impact of their disability should contact the Disabilities Compliance Coordinator at 937-766-7457, or e-mail disabilityservices@ cedarville.edu.

» **DESIGN LABS:** The Design Labs are used for classroom teaching and after-hours work by students. You may use the Design Labs for course-related work anytime there is not a regular class occurring in the lab. In the labs we seek to build a creative community dedicated to the arts and based on mutual respect for all the members of the community. Be considerate of others who may be waiting to use a computer in the lab. Do not use Design Lab computers for instant messaging, downloading files, or other activities not directly related to coursework. And please keep the labs clean!

See the cours schedule, topics and due dates see the schedule posted in Moodle:

http://moodle.cedarville.edu