Information + Web Programming
Fall 2020 || Fordham University

August 26 - December 18, 2020
Monday + Thursdays, 5:30 - 6:45
Online: https://fordham.zoom.us/j/94409280098?pwd=QmdMNFNvY2ZreVdjMFZoMGRUNk1Ddz09
CISC-2350-R01 || 30289

Instructor: rebecca (marks) leopold || RLeopold@fordham.edu
Office hours after class or by appointment. Schedule at least 36 hours in advance.

Course Website: https://github.com/rebleo/infoWeb2020
Course Wiki: https://github.com/rebleo/infoWeb2020/wiki

Course Description:

This 15-week course introduces students to the basics of design and programming for the web. Students will work primarily with HTML and CSS to build the structural and visual components of a website, using CSS to integrate interaction and animation. In the second half of the semester, students will be introduced to other libraries for responsive design (Bootstrap) and languages (EcmaScript) to create more complex, interactive and contemporary websites.

Learning Outcomes:

1. Become conversant in web authoring technologies including CSS, HTML, and JavaScript
2. Create a unique media rich website considering key aspects of visual systems, interaction design and user experience
3. Understand + implement an iterative process - including maintaining + adding to an existing site
4. Learn how to proactively learn, using the web to research open source tools + documentation
5. Create an internal developer / creative community

Virtual Meetings:

We will hold two virtual class meetings weekly through the web conferencing tool Zoom. These meetings are the primary activity of the course, and will involve presentations, pair programming, group work and discussion. Attendance is mandatory and cameras should be on whenever possible especially when your classmates are presenting their work. Some class time will be used for one-on-one meetings or code studio. After we get started, student input regarding course structure is welcomed during this strange semester.

Method of Evaluation:

1. **Class Participation (20% of grade)**: Students are expected to contribute positively to discussions and group work having thoughtfully completed the reading, technical and creative assignments.
2. **Design + Technical Exercises (30% of grade)**
3. **Midterm Project (25% of grade)**
4. **Final Project (25% of grade)**

Projects will be evaluated by three components equally: creativity, technical breadth, professional presentation as well as participation in user feedback and critique. Completed projects will be presented to the class and should reflect an iterative process, acknowledgment of user feedback.

Attendance:
This class meets for 1 hour and 15 minutes twice per week over Zoom. Students are expected to come on time. Students who come in later than 20 minutes after the class started will be marked absent. If you know in advance that you will not be able to attend a class, email me beforehand.

3 unexcused latenesses = one absence.
3 unexcused absences = one half grade decrease (e.g. an A becomes an A-).
More than 3 unexcused absences a student will receive a failing grade.

Research + Resources (or the class repo):
All materials for this class are open source + can be accessed via the web. Regular updates to the class repo will contain starter code gone over during class as well as links to further technical reading (or watching). There will likely be more resources than you could possibly research + implement each week. The idea is to point students to a wide array of resources with an emphasis on the most modern + concise online documentation. Pick and choose what is of most interest to you - the repo is a jumping off point for your own research. Later in the semester students will be responsible for citing + discussing their research methods and discoveries with the class.

"Share" (or the class wiki):
The class wiki - is where the rest of the syllabus including in-class and homework assignments will be found. To turn in your homework you should add a link to your work weekly using Markdown. You are required to post on the wiki. To contribute to the wiki you must set up a Github account.

Course Outline (this will change - keep an eye on the class Github):
Week 01
Class 1 : Thursday August 27
***** Intro to Course, Class Participants & Instructor
* What is the WWW
* Working with Text Editors
* GitHub, Markdown + the Class Wiki

Week 02
Class 2 : Monday August 31
* Workflow + Directory (File Path) Organization + Running a Local Server
* Intro to the Browser + the DOM
* Intro to HTML - Structure + tags

Class 3 : Thursday September 3
* Authoring HTML Document Models
* Images + Video w/ HTML
* Github pages vs. Storm Server

Week 03 - Labor Day Monday
Class 4 : Thursday September 10
* Semantic HTML 5
* HTML - Responsive Images

Week 04 - September 14 + 17
* Intro to CSS

Week 05 - September 21 + 24
* Intro to UX Design: Creating Sitemap + Wireframes
* CSS Text Formating + Color

Week 06 - Sept. 28 + Oct. 1
* CSS Positioning - fluid layouts
* CSS Flexbox + Grids

Week 07 - October 5 + 8
* CSS3: Animation
* Intro to JavaScript

Week 08 - October 12, 14 + 15(?)
* Midterm Project Presentations
* Midterm Projects Due

Week 09 - October 19 + 22
* Programming w/ EcmaScript6

Week 10 - October 26 + 29
* The DOM
* Intro to JQuery

Week 11 - November 2 + 5
* Bootstrap.js
* Other JS Libraries

Week 12 - November 9 + 12
Week 13 - November 16 + 19
Week 14 - November 23
* TBD

Week 15 - Nov 30 + December 3
* Final Project User Testing

Week 16 - December 7 + 10
* Final Project Presentations