Intro to Web Design

1 | Basics

Instructor: Shanel Locke

Email: shanel.locke@umontana.edu

Office Hours: By appointment

Course: MART 341 Sect: 50

Semester: Spring 2023

Schedule: Asynchronous online

You can schedule an appointment with me using Calendly:

https://calendly.com/shanel-locke-1.

You can also join the class Discord server:

https://discord.gg/NhNYCSAg

2 | Course Description & Outcomes

This course is intended to make you comfortable with presenting yourself through the web. You will gain the skills needed to design *and* develop websites. We will start with an overview of the technologies used for web development and reflect on how and why we use websites ourselves. Following this, we will cover the fundamentals of interactive website design, and you will be provided with a corresponding in-depth presentation of HTML and CSS. Our class will end with you building a website of your very own to apply everything you've learned! All you need to get started is some patience, drive, and a little creative spirit.

By the end of this course, you will be able to explain the fundamental concepts that are essential to web design, including but not limited to:

1. How to create responsive websites

2. The basics of digital design, including affordances, interactivity, and interfaces

3. The use typography, color, and composition to create engaging websites

4. How to leverage HTML elements to implement a project

5. The application of CSS to HTML elements

6. How to deploy your website to a live site

7. Using GitHub repositories

3 | Course Structure & Expectations

This class is fully online and will be taught asynchronously through videos and other online learning activities. At the start of each new week (Sunday at midnight) the upcoming week's lecture videos, other materials, and assignments will be made available to you on Moodle. Most weeks will feature both design topics and development topics.

All assignments will be posted to the class Moodle page. As this is an online course, please frequently check the Moodle page and your student email. You can use my email or Calendly to reach me (see the first page of this syllabus for email & Calendly link).

4 | Requirements

As this is an online class, reliable internet connection and a device that you can use to complete coursework is essential.

There is no required textbook for this class. However, if you are interested, I highly recommend the book [HTML & CSS: Design and Build Websites by Jon Duckett.](#)

5 | Taking Care of Yourself

There's a lot going on in the world right now. If you or someone you care about is experiencing hardships, feeling overwhelmed, depressed, or in need of support, you can view resources available to you at UM [here](#). If you want help figuring out what resources might be helpful to you, you can always contact me at [shanel.locke@umontana.edu.](#)

6 | Grades

100 - 93	A		76-74	C
93-90	A-		73-70	C-
89-87	B+		69-67	D+
86-84	B		66-64	D
83-80	B-		63-60	D-
79-77	C+		59-below	F

7 | Assignments

All assignments are due via Moodle Sunday evening by 11:55pm, with the one exception of your final project, which will be due the last Friday of the semester.

Please do not hesitate to reach out to me if you have any questions about assignments! If you are struggling with the course content or managing your time, please come talk to me and I will help you get back on track. The point of this class is for you to learn, and I am happy to help in any way that I can if you find yourself confused or having problems!

LATE POLICY: No late assignments will be accepted without prior approval. Please let me know if you are going to be turning in something late — I know things happen in life and we can work something out! I would rather you complete the work and learn from it than not do it at all.

⇒ In the case of a technical issue at the deadline, you MUST send me a screenshot of the error message AND a copy of your assessment to my email at the time of occurrence. If you leave it to the last minute and simply time out while uploading, this is NOT an acceptable reason for late submissions.

Engagement: 20%

Turn in homework on time, complete all Moodle lessons, and complete any other class activities.

Assignments: 50%

There will be weekly assignments in this class where you will practice the technical skills we learn and incorporate any relevant design concepts. There will be specific instructions and (most of the time) tutorial videos detailing each assignment posted on Moodle.

Due: Sundays at 11:55pm.

Final Project: 30%

Build a website of your very own for a real or imaginary organization, person, or business. The goal of this assignment is to demonstrate your knowledge of both the technical skills and the design concepts you learned throughout the semester.

Due: Friday, May 8th at 11:55pm.

Details for each assignment will be posted on Moodle.

8 | Accommodations

Students with disabilities may request reasonable modifications by contacting the DSS office. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). For more information, please consult http://www.umt.edu/disability

9 | Academic Integrity

Collaboration is great, and I encourage you all to work together and learn from one another! If you work together with someone else, please make sure that you let me know and note it on your assignment. However, cheating and plagiarism **will not** be tolerated. Plagiarism is defined as,

"...representing of another's work as one's own. It is a particularly intolerable offense in the academic community and is strictly forbidden. Students who plagiarize may fail the course and may be remanded to Academic Court for possible suspension or expulsion… Students must always be very careful to acknowledge any kind of borrowing that is included in their work. This means not only borrowed wording, but also ideas. Acknowledgement of whatever is not one's own original work is the proper and honest use of sources. Failure to acknowledge whatever is not one's own original work is plagiarism."

You should familiarize yourself with UM's Student Code of Conduct.

10 | Late Drops & Incompletes

Late Drops:

> The University's policy on drops after **45** days of instruction is very specific. Please refer to the Registrar's office for more details. There are five circumstances under which a late drop might be approved: registration errors, accident or illness, family emergency, change in work schedule, no assessment of performance in class after this deadline. There must be documented justification for one of these circumstances.

Incompletes:

> Incompletes are only given at the discretion of the instructor. Guidelines for receiving an incomplete are listed in the catalog which includes having **a passing grade up to three weeks before the end of the semester** and being in attendance. "Negligence and indifference are not acceptable reasons." Also note that there may be financial aid implications.

11 | Schedule

The Environment of the Web	**Week 1** 1/17-1/23	Web design vs. Web development *Setting up GitHub*
	Week 2 1/24-1/30	Websites as a medium *Directories & file structure*
	Week 3 1/31—2/6	The Internet *How do you use websites?*
	Week 4 2/7—2/13	Introduction to HTML *Your first webpage*
	Week 5 2/14—2/21	Interfaces, Part 1 *HTML Elements, Part 1*
	Week 6 2/22—2/27	Interfaces, Part 2 *HTML Elements, Part 2*
	Week 7 2/28—3/6	Interactivity *HTML Images, Tables, & Forms*
	Week 8 3/7—3/13	Affordances *HTML Media*
	Week 9 3/14—3/20	Wireframes *HTML Styles*

NO CLASS 3/21-3/27 — SPRING BREAK!

Visual Design & CSS	**Week 10** 3/28—4/3	Color & Mood *CSS Fundamentals*
	Week 11 4/4—4/10	Typography *CSS Fonts & Alignment*
	Week 12 4/11—4/17	Layout & Composition *CSS Positioning*
	Week 13 4/18—4/24	Shape & Texture *Building a CSS website*
Wrap Up	**Weeks 14 & 15** 4/25—5/8	Understanding Your User *Final projects & workshopping*