Graphic Design: Interactive II – Spring 2016

Meeting Location: Fox Fine Arts Graphic Design Lab B
Meeting Times: Mondays and Wednesdays – 4:30 pm to 7:20 pm

Instructor Contact Information

Name: Brandon Silverstein
E-mail: bmsilverstein@utep.edu

Course Description

This course will teach students about responsive web design and modern technologies used by agencies that specialize in interactive work. While an emphasis will be placed on building responsive websites, this course will also teach students the basics of technologies like the command line, Git, Ruby on Rails, and App Development.

The course style can be described as a "hands on" studio/lab with demonstrations, lectures, and in-class work time. In-class work time is structured in order to provide individualized instruction and assistance. Students should plan on spending 6 hours per week in class. Time may need to be spent outside of class to satisfy the requirements of this course.

Course Goals and Objectives

At the conclusion of the course, students will have enough knowledge to be confident applying for a job at an interactive agency. Students will:

- Be very familiar with the responsive web design process and will be able to program fully responsive websites.
- Have a good understanding of Git and how version control fits into the web development workflow.
- Have basic knowledge of the popular web development framework Ruby on Rails.
- Have basic knowledge on how to build a simple app based around a responsive website.

Required Text

No books required! This course will use a collection of resources that are available online for free.

Materials and Personal Equipment

Students will register for the following free accounts that will be used throughout the course:

- GitHub
- CodePen.io
- Nitrous.io
- Heroku.com

Students will store and turn in their course work in a GitHub account. Students are expected to take notes throughout the course. It is recommended that students type their notes, as code will be discussed frequently. Students can store their typed notes in GitHub.

Grading Standards and Criteria

All grades are calculated using percentages and converted into letter grades according to the following scale:

- 90% and above: A (Excellent quality work)
- 80% and below 90%: B (Above average work)
- 70% and below 80%: C (Average work)
- 60% and below 70%: D (Below average work)
- Below 60%: F (Unsatisfactory work)

Assignments will be given due dates for completion and grades will be given for each assigned task. Late work is not accepted.

This course is a grade-based course and is not available for audit or pass/fail options.

Cheating/Plagiarism

Cheating is unethical and not acceptable. You will automatically fail the course if you are caught cheating. Do not submit work under your name that you did not do yourself. You may not submit work for this class that you did for another class. If you are found to be cheating or plagiarizing, you will be subject to disciplinary action, per UTEP catalog policy. Refer to http://www.utep.edu/dos/acadintg.htm for further information.

Attendance and Participation

Attendance, punctuality, participation and appropriate class conduct are considered performance criteria for this class. Failure to perform to required standards will result in strong grade penalties and can cause failure of this course.

Attendance Policy

- Each student is permitted 3 absences during the semester without penalty. Students with more than 3 class absences should consider dropping this course and retaking it at a time when the student can commit the proper attention to the course.
- Each unexcused absence after 3 will result in the final course grade being lowered 1 full letter grade. Absences after the first 3 can be excused only if the first 3 absences are excused.
- Excused absences are defined as documented illness or serious illness or death in the immediate family.
- Coming to class late or leaving class early is regarded and graded as being absent. All students are required to attend class on-time and to remain in class the entire time. Entering class late and leaving early is disruptive to the learning environment.
- Coming to class unprepared or attending class and not working is regarded as absent.
- Information missed during an absence is the sole responsibility of the student.

Course Conduct

- Everyone enrolled in this course is expected to behave in a professional manner. Your classmates are your colleagues; treat them with the respect they, and you, deserve. Disruptive and/or inattentive behavior is inappropriate; as a rule, such behavior will be treated as an absence.

- Class time, including both studio and lab time, is provided for work on projects assigned in this course. Work on projects assigned in other courses, without permission, will be treated as an absence.
- When using the lab, always observe the posted lab rules. Never enter a studio or a lab when another class is in session without the instructor's permission, (as a rule, it is best to get that permission ahead of time.)
- Students must act in a safe and reasonable way at all times in the studio and computer lab.
- Talking on a cell phone, texting, instant messaging, tweeting, etc. are disruptive and disrespectful.
- iPods, MP3 players, and other personal entertainment devices are allowed during work periods, so long as the volume is adjusted so that it doesn't disturb your colleagues. In other words, if your neighbor can hear your music, it's too loud.
- iPods, MP3 players, and other personal entertainment devices are not allowed during lecture, demonstrations, class discussion, or critique. Remove the ear buds and pay attention. Remember that inattentive behavior will be treated as an absence.
- The class meets for two hours and 50 minutes. Breaks will be provided. Leaving early, without permission, will be treated as an absence. Failure to return promptly from a break will be treated as an absence.
- Cell phones should be silenced, turned off, or put on the vibrate mode. If you absolutely need a cell phone for an emergency, please alert the instructor.
- Plagiarism in any form will not be tolerated. Work completed in another class may not be substituted for work assigned in this class, and will be treated as plagiarism. See the note concerning University policy below.
- Any questions regarding safe and reasonable behavior and practices should be directed to the instructor and only the instructor.

Make-up Work and Exams

Make-up work and make-up exams are only afforded in the case of excused absences by arrangement and approval of the instructor.

Disabilities

I will make any reasonable accommodations for students with limitations due to disabilities, including learning disabilities. Please see me personally before or after class in the first two weeks or make an appointment, to discuss any special needs you might have. If you have a documented disability and require specific accommodations, you will need to contact the Disabled Student Services Office in the East Union Bldg., Room 106 within the first two weeks of classes. The Disabled Student Services Office can also be reached in the following ways:

Web: http://www.utep.edu/dsso
Phone: 915-747-5148
Fax: 915-747-8712
E-Mail: dss@utep.edu

Course Planning Calendar

The course will be divided into multiple projects:

Project 1

Students will design and program a responsive website for a restaurant. The website will consist of the following pages:

- Homepage
- Menu
- Photo Gallery
- Contact

Project 2

Students will design and program a responsive website for a retail store. The website will consist of the following pages:

- Homepage
- Products
- About
- Contact

Project 3

Students will integrate their retail store website with basic Ruby on Rails content management functionality to create a dynamic website.

Project 4

Students will create a simple mobile application based on their retail store website.

Date	Class Description (Subject to Change)
Wednesday 1/20/16	Introduction to course and introduction to Git.
Monday 1/25/16	HTML and CSS review.
Wednesday 1/27/16	Introduction and design considerations for responsive websites.
Monday 2/1/16	Finish design and start programming a responsive restaurant website.
Wednesday 2/3/16	Project 1: Program a responsive website.
Monday 2/8/16	NO CLASS
Wednesday 2/10/16	Project 1: Program a responsive website.
Monday 2/15/16	Project 1: Program a responsive website.
Wednesday 2/17/16	NO CLASS
Monday 2/22/16	Project 1: Program a responsive website. **Project 1 Due 2/23 at 7:00 pm.**
Wednesday 2/24/16	Introduction to Bootstrap.
Monday 2/29/16	Introduction to Sass and Web Fonts.
Wednesday 3/2/16	Finish design and start programming a responsive retail store website.
Monday 3/14/16	Project 2: Program a responsive website using Bootstrap and Sass.
Wednesday 3/16/16	Project 2: Program a responsive website using Bootstrap and Sass.
Monday 3/21/16	Project 2: Program a responsive website using Bootstrap and Sass.
Wednesday 3/23/16	Project 2: Program a responsive website using Bootstrap and Sass. **Project 2 Due 3/25 at 7:00 pm.**
Monday 3/28/16	Introduction to Ruby on Rails.
Wednesday 3/30/16	More Ruby on Rails.
Monday 4/4/16	Project 3: Program a responsive website using Ruby on Rails.
Wednesday 4/6/16	Project 3: Program a responsive website using Ruby on Rails.
Monday 4/11/16	Project 3: Program a responsive website using Ruby on Rails.
Wednesday 4/13/16	Project 3: Program a responsive website using Ruby on Rails. **Project 3 Due 4/15 at 7:00 pm.**
Monday 4/18/16	Introduction to Mobile App Development.
Wednesday 4/20/16	More Mobile App Development.
Monday 4/25/16	Project 4: Program a simple mobile app.
Wednesday 4/27/16	Project 4: Program a simple mobile app.
Monday 5/2/16	Project 4: Program a simple mobile app.
Wednesday 5/4/16	Project 4: Program a simple mobile app. **Project 4 Due 5/6 at 11:59 pm.**

Syllabus Acknowledgement and Course Contract Acceptance

I have received and reviewed the attached syllabus. I have had the opportunity to ask questions for clarification and I understand and agree to the conditions of this syllabus.

Name (print) _____

Signature _____

UTEP Student ID # _____