TC 349 - Client Side Web Design

Course Description

Client Side Web Design aims to be a comprehensive course on designing modern, professional websites. The course takes a holistic approach to web design touching on everything from design theory and grids to html5 and Javascript. Students will also be exposed to professional tools like Git and learn how to operate within a larger development group.

Course Requirements

- CAS 204
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- Open to students in the Department of Telecommunication, Information Studies and Media or in the Design Specialization or in the Information Technology Specialization.

What To Expect

- Computer time: 100%
- Programming experience: **No** (some scripting will be covered)
- Web design experience: Understanding of HTML and CSS, web publishing
- Computer proficiency: High

Covered Topics

- HTML5 and markup best-practices
- CSS2/3 Cascading Stylesheets
- JavaScript (JQuery, d3)
- Content creation and organization
- Information architecture
- Layouts and grid systems
- Responsive design
- Color theory
- Usability
- Design frameworks
- Content management systems
- Deployment and hosting

Instructor

Jeff Siarto (siartoje@msu.edu)

Twitter: @jsiarto

Office: Virtual (Skype ID: jsiarto)

Hours: By appointment

Required Materials

• Book: No dead trees here—this class is online

• A GitHub account

• You will also need to get Git setup on your computer (Mac, Windows, Linux)

Assignments

Screencasts: Most of the weekly lessons will be delivered in Screencast format —consider this your "lecture" and take notes where appropriate. I'll also provide a rough outline of the material, any additional reading you need to complete and a list of key points and concepts from the lesson.

Labs: Each week there will be one primary lab project and some secondary work toward the final project. This work will be hands-on, markup-slinging web design and will amount to 65% of your final grade.

Writing: Writing assignments (5% of final grade) will vary from week to week and will most likely consist of site critiques, reviews and content exercises. All writing assignments will be delivered in plain text format via Git (more on this soon) and are graded as pass/fail.

Final Project: 30% of your final grade will be a final project/site. This will be the design and implementation of a full website from start to finish.

Late Work

Late assignment lose 20% each day they are not turned in. If you have a special circumstance or are struggling with the class, please let me know as early as possible so that I can help you.

Grading

- 65% Weekly "Lab" Assignments
- 30% Final Project

• 5% Writing/Blogging Assignments

Final grade distributions are based on class performance, in past classes a 4.0 typically has required an overall score of 92-94%.

Lab Breakdown

- 100 total points each week:
 - Followed instructions and submitted on time: 50 points
 - Code runs/page displays without error: 20 points
 - Instructor points (for design and usability): 20 points
 - Spelling/grammar/structure: 10 points

Not all labs will have heavy design requirements, use this as a guide for how I will approach grading design and code work.

Writing Breakdown

20 total points each week graded on a pass/fail basis. Instructions and requirements for the writing assignments will be presented in the first lesson.

Tentative Schedule

Welcome (1/8-1/14) - Class setup and accounts

Week 1: (1/15-1/21) - Introduction

Week 2: (1/22-1/28) - Languages of the web (HTML, CSS, JS primer)

Week 3: (1/29-2/4) - HTML 1

Week 4: (2/5-2/11) - CSS 1

Week 5: (2/12-2/18) - Card Sorting

Week 6: (2/19-2/25) - HTML 2, CSS 2

Week 7: (2/26-3/4) - CSS 3

Week 8: (3/5-3/11) - (No class, spring break)

Week 9: (3/12-3/18) - Working with Media

Week 10: (3/19-3/25) - JQuery

Week 11: (3/26-4/1) - Mobile 1

Week 12: (4/2-4/8) - Mobile 2

Week 13: (4/9-4/15) - Final Project

Week 14 (4/16-4/22) - Final Project

Week 14: (4/23-4/29) (Last day of class is 4/26, final due on 5/3) - Final

Project