

MI 349 Web Design & Development

ONLINE AND HYBRID SECTIONS (CHECK SCHEDULE FOR EXACT TIMES)

Course Description

Web Design and Development is a comprehensive course on designing modern, professional websites. The course takes a holistic approach to web design focusing on the process of building effective websites from developing personas to launching the final design. Students will learn about each step in the design process, get exposure to professional tools like Git and Photoshop and learn how to operate within a larger development group.

Instructors

Jeff Siarto (siartoje@msu.edu)

Office: Virtual (Skype ID: jsiarto), Starbucks, Somewhere on campus?

Hours: By appointment

Course Prerequisites

- (CAS 204 and CAS 205)
- or MI 331
- or CSE 231

Required Materials

- Book: No book
- A GitHub account
 - <http://github.com>
- You will also need to get Git setup on your computer:
 - Mac: <https://help.github.com/articles/set-up-git>
 - Windows: <https://help.github.com/articles/set-up-git#platform-windows>
 - Linux: <https://help.github.com/articles/set-up-git#platform-linux>
- A notebook/journal for sketching and ideation (I like Moleskine notebooks and Pilot G2 pens)

What To Expect

- **Programming experience:** You do not have to have any formal programming experience to have success in this class. Some experience with JavaScript would be beneficial, but not required.

- **Web development experience:** You should have some familiarity with HTML and CSS (at an introductory level) and know how to create a new HTML documents with basic markup.
- **Computer proficiency:** A high-level of computer proficiency will be required for this class. You will need to create new plain text and PDF files, connect to remote servers, interact with the Terminal and in some cases install open source software. All live examples will be performed on Mac/Linux-based computers--you should understand how to translate those to your platform (e.g. Copy/Paste, New files and folders, etc).

Covered Topics

- HTML5 and markup best-practices
- CSS2/3
- JavaScript (jQuery)
- Content organization
- Information architecture
- Layouts
- Responsive design
- Color
- Usability
- Design frameworks
- Content management systems
- Deployment and hosting
- The Design Process
- Agile and other software development methodologies
- Working in the web development industry

Assignments

Labs (35%): Each week there will be one primary lab project and (in some cases) secondary work toward the final project. Labs will introduce you to the topics and skills you need to know to create useable websites and are typically pass/fail.

Final Project (65%): Your final project will be the design, implementation and publishing of a full website from start to finish. You will have a large amount of creative freedom to design something of your choosing as long as it meets certain criteria. More details will be given later in the semester (summer sections will receive final project information in the first week).

Late Work

Late assignments 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 we can help you.

Grading

- 35% Weekly Lab Assignments
- 65% Final Project

GPA Cutoffs

- 92% 4.0
- 87% 3.5
- 82% 3.0
- 77% 2.5
- 72% 2.0
- 67% 1.5
- 62% 1.0

Final percentages are rounded on the tenths place value (e.g. 91.4% would round down to 91%--a 3.5--whereas 91.5% would round up to a 4.0).

Tentative Schedule

Week 1: Intros, Class Setup and HTML5, CSS and JS Primer

Week 2: The Design Process / Project Management

Week 3: Project documents (One Pager)

Week 4: Wireframing

Week 5: User Experience and User Flows

Week 6: Designing 1

Week 7: Designing 2

Week 8: Production 1

Week 9: Production 2

Week 10: Production 3

Week 11: Testing

Week 12: Deployment and Hosting

Week 13: Working in the Industry / Final Projects

Week 14: Final Projects

Week 15: Finals Week / Final Projects