

MAGD 270-01 Web Development

Spring 2022

Classroom

Web based course. All material on Canvas.

Meeting Times

Course material and information will be delivered via Canvas, online.

Instructor

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Office Hours

Mondays and Wednesdays 11:15am to 1:45pm by appointment. Meetings can be schedule for alternate times, by appointment. If you plan on scheduling a meeting for a time not during regular office hours, please email the Instructor in advance, with a requested day and time. Because this is a Web Based course, meetings can be scheduled to take place via Webex.

Office

L1217G, Andersen Library, located in the L1217 corridor (near TV Station).

Prerequisites

MAGD 150 and 210

Course Format

Online asynchronous class information available on Canvas. Mixed format, lectures, demonstrations and discussions. Course content, supporting information and assignments will be available on Canvas.

Course Schedule

The course schedule is in the Calendar on Canvas and will be updated throughout the semester, providing additional information and course materials. Information for course resources, assignments, and relevant class schedule information will be on Canvas.

Course Overview

In this course, students will design, develop, and deliver working web pages and web sites. Content will be chosen by students, within the parameters and goals for an assignment or project. Students will learn to develop web pages using hand-coding techniques using Sublime Text for writing HTML and CSS code, along with web browser development tools, for example, Google Developer Tools, for previewing pages and editing code. Planning for web sites and interaction design, as it applies to the web, will also be included in the course content. Assigned readings and research will be relevant to current trends in web design and development. The course will focus on the web technologies including HTML5, CSS3, and web development frameworks (Bootstrap).

Course Objectives

By the end of the course, students will:

Be able to design and develop web pages by hand coding HTML and CSS using an HTML editor and web browser development tools.

Understand and utilize HTML5 and CSS3 for developing web pages, and be introduced to coding for websites.

Know how to how to work with HTML and CSS code to achieve intended results in web page designs.

Be able to use web browser development tools to view, analyze, and adjust working web pages.

Work with a development and design process.

Incorporate principles of Interaction Design in creating web pages and sites.

Apply principles of Visual Design in creating web pages and sites.

Develop web pages that feature rich media including audio and video assets.

Apply techniques that allow web pages to automatically adjust to different screen sizes (Responsive Design).

Understand differences in web browsers and how this affects development.

Analyze websites to identify organization and apply principles of information design to develop website content.

Effectively communicate organization of website content using site maps.

Be able to develop web pages using the Bootstrap framework.

Develop skills in providing meaningful, constructive feedback for fellow students in class critiques.

Required Readings

Readings and resources will be made available during the semester on Canvas.

Online Sources

w3.org

w3schools.com

lipsum.com

CSSZenGarden.com

GetBootstrap.com

Additional online resource will be made available during the semester on Canvas.

Materials

Software will be available on computers in McGraw 127 and remotely via Citrix. Any software tools used beyond what is available through the University will be free or open-source software.

Students should have some means of saving files, for example, your University Google Drive space.

Canvas will be used for exchanging files.

All relevant course information will be located on Canvas.

Software

[Sublime](#) will be the main HTML text editor used for this course. Google Development Tools will also be used. Lab software will be available via Citrix, and will include software for editing media (images, audio, and video) and other web development tools.

Grading Opportunities

The final course grade will be calculated from the following areas:

40% assignments

60% projects

There will be four graded assignments that will each be worth 10% of the final grade. Assignments are for building development skills and reflect the ability to understand and utilize technical aspects of course material. Details for each assignment will be given in the assignment description on Canvas.

There will be two graded projects. The first project will be worth 25% of the overall course grade. The second project will be seven weeks in duration and will be worth 35% of the final grade. Projects are for creating websites that reflect the ability to synthesize development and design skills learned in the course. Details for each project will be given in the project description on Canvas.

Class Mode

This will be a course that meets via the web (asynchronous). Course material and related assignments that support class meetings will be available on Canvas.

Safety / COVID-19

This is an online course, but if you are on campus for other courses or events, please follow [University guidelines](#) for minimizing your risk and that of others to infection.

Grading Standards

Letter Grades:

A (93 and above) – Outstanding

A- (90 – 92) – Excellent

B+ (87 – 89) – High Achievement

B (83-86) – Good

B- (80 – 82) – Meets Requirements

C+ (77 – 79) – Acceptable

C (73-76) – Average

C- (70 – 72) – Below Average

D+ (67 – 69) – Below Average

D (63 – 66) – Below Average

D- (60 – 62) – Below Average

F (59 or below) – Failure

Criteria for evaluation of assignments and projects:

Quality of work relating to concepts, ideas and research, as well as effective and creative use of tools for required tasks. All graded work assignments, and projects, will clearly state the objectives and areas of grading. This information will be included in the assignment, or project description. Feedback for graded work will communicate how a student performed and how the grade was calculated following the stated criteria. If there is any question during the semester as

to why a grade was given or how it was determined, please see the instructor during office hours or other scheduled appointment time.

Attendance Policy

For this web based course, it is important to stay current with the course schedule and related information, so that you can learn the course subject matter and complete assignments. If you are having difficulty with the pace of the course, or, if you have an excuse for missing assignments, please contact the instructor.

Student Conduct

The University of Wisconsin-Whitewater is dedicated to a safe, supportive and non-discriminatory learning environment. It is the responsibility of all undergraduate and graduate students to familiarize themselves with University policies regarding Special Accommodations, Academic Misconduct, Religious Beliefs Accommodation, Discrimination and Absence for University Sponsored Events (for details please refer to the Schedule of Classes; the "Rights and Responsibilities" section of the Undergraduate Catalog; the Academic Requirements and Policies and the Facilities and Services sections of the Graduate Catalog; and the "Student Academic Disciplinary Procedures (UWS Chapter 14); and the "Student Nonacademic Disciplinary Procedures") (UWS Chapter 17).

Students with Disabilities

Learning support services for students with disabilities is provided.

Students can get more information at the Center for Students with Disabilities:

<http://www.uww.edu/csd>