

IST 286: Web Development and Design
Spring 2006 Syllabus

INSTRUCTOR

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Office hours: Thursday 1pm– 4pm
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GRADER:

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COURSE DESCRIPTION

This course covers basic techniques for designing and building websites. Topics include: w3c standards, separation of content and format, xhtml, css, JavaScript, web editors, graphics creation tools, accessibility, and principles of usable web design.

TEXT

User-Centered Website Development
Authors: Daniel D. McCracken and Rosalee J. Wolfe
Publisher: © 2004 [Pearson Education, Inc.](#)
ISBN: [0-13-041161-2](#)

PLANNED LEARNING OBJECTIVES

1. How to test the usability of a site.
2. Arranging the content, multimedia, and colors of a site to be usable and eye pleasing.
3. Guidelines to follow for accessibility.
4. Tips to help speed up the loading of your pages.
5. An understanding of why it's useful to have knowledge of Web Development and Design.
6. The ability to build a web page quickly and post it on the Web using Macromedia Dreamweaver.
7. The ability to create basic graphics for the World Wide Web using Macromedia Fireworks.
8. The ability to display a web site's structure using Microsoft Visio.
9. A working knowledge of the Basic Building blocks of HTML and XHTML.
10. A working knowledge of HTML files, page structure, and linking techniques.
11. A working knowledge of the basic components of cascading style sheet (CSS) coding.
12. A working knowledge of how to use CSS for formatting.
13. A working knowledge of how to use CSS for page layout.

14. The ability to create creative and dynamic effects using Macromedia Fireworks.
15. The ability to create basic drawings and animations using Macromedia Flash.

MAJOR TOPICS OF COURSE

1. A fundamental knowledge of web design principles and how to put them in use.
2. Various tips to attract users and to creating usable sites.
3. Accessibility and guidelines.
4. A basic knowledge of user testing for usability.
5. A working knowledge of tools to build web interfaces quickly and efficiently.
6. A fundamental knowledge of underlying web interface coding methods and techniques.
7. An increased appreciation and motivation for web development and design.

TENATIVE SCHEDULE FOR CLASS

This plan may be changed from time to time as the semester progresses.

Week	Topic	Reading
1	Why HCI, Overview of User-Centered Development Cycle; Human Memory and Perception	Chapters 1,2
2	User and Task Analysis	Chapter 3
3	Prototyping	Chapter 7
4	User Testing, Test 1	Chapter 8
5	XHTML & Cascading Style Sheets, 1	Appendix
6	Content Organization	Chapter 4
7	XHTML & CSS, 2	Appendix
8	Visual Organization & Navigation; Test 2	Chapters 5, 6
9	XHTML & CSS, 3	Appendix
10	Topics in Color & Typography	Chapters 9, 10
11	Multimedia	Chapter 11
12	Accessibility; Test 3	Chapter 12
13	Globalization	Chapter 13
14	Personalization and Trust	Chapter 14
15	Final lab assignment	
16	Review for final, Final	
Finals Week	Nothing; final given during previous week.	

CLASS COMPONENTS

Lectures

- 5 point quizzes will be given 1 or 2 times a week covering a topic in the previous lecture. The 5 lowest grades will be discarded (allowing you to miss 5 classes without the quizzes lowering your grade).
- A design principle/guideline/tip is introduced during lecture period.

Labs

A development method/tool/technique is introduced and demonstrated.

There will also be time to work on the web assignment with instructor and TA present to assist you

The web assignment will be due by 5:00 pm Friday of the same week. Assignments that are not posted by the time they are due lose 2 points automatically. If they are not posted within 24 hours of the due date (more than 1 day late) they lose 4 points; within 48 hours (more than 2 days late) they lose 6 points. Labs posted more than 72 hours after the due date will not be accepted. Web assignments are worth 20 points each.

Review Questions

Specific review questions will be assigned at the end of each chapter. These may or may not be collected for a grade but will be discussed in class. All test questions will come from this question pool. You are expected to have the questions completed so that you can participate in the discussion in class.

Quizzes

In-class quizzes will take once or twice a week. They will usually consist of one or more questions relative to major points of the immediately previous lecture. They will be worth 5 points each. At the end of the semester, the 5 lowest scores will be thrown out and the rest will be used for grade calculations, so it IS possible to miss a quiz or two and not be hurt.

Tests

Review questions and terms will be used to create the tests. Tests will be 100 points each. You can make up the tests, but it is strongly discouraged. The make up tests will be all open-ended short answer and essay questions. They will not be the same as the regular tests.

GRADING

Grades will be assigned as follows:

A = 90% - 100%

B = 80% - 89%

C = 70% - 79%

D = 60% - 69%

DISABILITIES

Any student who has a disability should contact Disability Support Services (dss@umr.edu), who will work with the instructor to accommodate the disability and ensure that we provide students with equal educational opportunities.

CHEATING POLICY

We shouldn't need this, but I've been encouraged to state a policy. Any student caught cheating or plagiarizing (using improper material or not giving credit properly) or providing improper assistance to another student will receive a 0 score on the given assignment, quiz, or test. A memo describing the incident will also be placed in the student's permanent academic record. A second incident will be submitted to the Student Discipline process, with a recommendation that the student be given an "F" for the class. The given assignment, quiz, or test will not be accepted at all (with consequences for grades).

Reference:

UMR Student Handbook:

http://campus.umn.edu/studentlife/involvement/UMR_Student_Handbook.pdf

Student Standard of Conduct: page 106.

Procedures for Dealing with Student Conduct Violations: page 108.