



Syllabus

CSC 122 Introduction to Web Page Development

General Information

Date

June 28th, 2018

Author

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Department

Computing Sciences

Course Prefix

CSC

Course Number

122

Course Title

Introduction to Web Page Development

Course Information

Credit Hours

3

Lecture Contact Hours

3

Lab Contact Hours

0

Other Contact Hours**Catalog Description**

This course is an introduction to the design and development of basic Web pages for non-computing sciences majors. Students will learn how to design and create Web pages that are in compliance with currently accepted standards. Students will learn how to use markup and formatting languages to create and customize Web pages. Sound Web design techniques will be examined and implemented as Web pages are developed. Web authoring tools will be introduced for the creation of Web pages, the manipulation of images and the creation of basic multimedia elements. Simple text editors, Web page converters and Web page editors will be employed to demonstrate their advantages and disadvantages in developing Web pages. Multiple browsers will be examined to demonstrate the differences in Web pages as they are rendered. Students will also learn how to evaluate and select services for publishing Web sites.

Key Assessment

This course does not contain a Key Assessment for any programs

Prerequisites

None

Co-requisites

None

Grading Scheme

Letter

First Year Experience/Capstone Designation

This course **DOES NOT** satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

None

Course Learning Outcomes

Course Learning Outcomes

1. Create a basic Web page using current markup and formatting languages, and editor tools
2. Manipulate photographic images
3. Create animated vector graphics
4. Integrate multimedia elements into Web pages
5. Identify and evaluate current browsers for displaying Web pages
6. Identify, evaluate and select Web page hosting services
7. Create well-designed Web pages meeting current professional practices and standards
8. Create well-written Web page content with regard to professional standards
9. Demonstrate oral communication skills by presenting a final Web page project to the class

Outline of Topics Covered

I. PHOTOSHOP - IMAGE-EDITING TOOL

- a. Explore the Photoshop workspace
- b. Image Files
 - i. Bitmap vs. Vector
 - ii. Files Size
 - iii. Color Modes
 - iv. Image Adjustments
 - v. File Formats
- c. Layer Content to Compose Images
- d. Add Content and Work with Color
- e. Select and Modify Content
- f. Use Text and Text Effects

II. FLASH - INTERACTIVE MULTIMEDIA TOOL

- a. Explore the Flash workspace
- b. Draw Shapes, Add Text, and Create Symbols
- c. Create Animations
 - i. Tween Animation
 - ii. Frame-by-Frame Animation
- d. Complex Animations
 - i. Masks
 - ii. Text Blocks
 - iii. Onion Skinning
 - iv. 3D Rotations
 - v. Inverse Kinematics
- e. Add Buttons for Interactivity

III. HTML/CSS

- a. History of the World Wide Web and HTML Web support organizations
- b. The structure of an HTML document
 - i. HTML tags
 - ii. Block-Level and Inline elements

- iii. Lists
- c. Web Site Structures and Relationships
 - i. Hyperlinks: within a Web page, to another Web page, to Internet Resources
- d. Cascading Style Sheets
 - i. History and Concepts
 - ii. Inline, Embedded and External Style Sheets
 - iii. Styles
- e. Special Effects with Cascading Style Sheets
 - i. CSS Selectors
 - ii. Page Layout
 - iii. Styles and Various Media

IV. DREAMWEAVER - WEB DEVELOPMENT TOOL

- a. Explore the Dreamweaver workspace
- b. Inserting HTML code
- c. Working with Cascading Style Sheets
- d. Create a Dreamweaver Web Page
- e. Web Page Layout
- f. Text, Lists, and Tables
- g. Insert Images
- h. Add Flash Animation
 - i. Navigation
- j. Publishing