College of Business and Technology
Department of Computing

CSCI 1210

Essentials of Web Development

Fall 2024

I reserve the right to change this syllabus and/or course at any time for any reason.

Instructor Information

Contact Information

Instructor: Dr. Christel Young (Doc Y, Dr. C, Dr. Christel, or **Dr. Young**)
Email: youngcd1@etsu.edu
Phone: 423-439-7413

Instructor Availability

Email Hours: 8:30 am – 4:30 pm
Student Office Hours: Student office hours are a time when we can meet to get to know each other better. You can ask questions or give me feedback about the course. I can also assist you with assignments and edit or review your previous work. We can also use this time to chat about your college experience as a whole.
These are the times that I am dedicated to being available to students. You do not need an appointment; you can just "show up" during these times.
Mondays: 12:00 pm to 1:00 pm
Thursdays: 3:00 pm to 4:30 pm
Fridays: 10:00 am to 11:00 am

If none of these times work for you, feel free to schedule an appointment with me using this link: **Schedule an appointment with me.**

Course Purpose/Goals

An introduction to the World Wide Web as both a user and a developer. This course is designed to take the user from creating Web pages to designing a multi-page Web site. Emphasis will be on the use of existing software applications that generate Web-ready code. Other topics will include style principles, HTML coding, multi-media integration, and browser plug-ins. Laboratory use of software is an integral part of this course.

Course Goals: This is an introductory course with the goal of teaching the fundamental design principles of designing web pages using contemporary markup language. This includes:
- terminology
- basic web-page coding syntax
- web page maintenance issues
- basic accessibility issues
- design principles regarding information architecture
- design principles regarding page layout
- the use of graphics in web pages
- the use of web page editors
- cascading style sheets
- user input using forms

Major Topics:

- FTP and servers
- Text editors
- Web history and terminology
- HTML
- HTML tags & text formatting
- Links
- Graphics
- Image links
- Tables
- Graphic design basics
- Site design
- Page design and layout
- Cascading style sheets (CSS)
- Forms
- Introduction to PHP
- Image types

Learning Outcomes

Upon completion of the course, the student will have developed and demonstrated a clear understanding of the following topics:
- the basics of Hypertext Markup Language (HTML) for the purpose of creating and debugging web pages (Student Outcome IT-1*);
- the process of planning and creating successful web pages so that the needs of the target audience and the objectives of the client are met (Student Outcome 1c, 4b, IT-1, IT-2, IS-2);

- web site design skills necessary to produce intelligible structure for quick and easy access to information for both expert and novice users (Student Outcome 1c, 4b);
- the types of graphics, their characteristics, and the means for selecting the right graphics for the right application (Student Outcome 1c*, 4b*);
- the types of multimedia and the methods for incorporating them into web pages (Student Outcome IT1a, IT1-b);
- the web design lifecycle and its application in the creation of successful websites (Outcome 2a, 5a); and
- the tools available to web designers and how to use them (Student Outcome 5c, IT-1).

Grading Information

Assignment Weights

Your final grade will be calculated as follows:

Lab exercises	20%	Final project	20%
Quizzes	10%	Midterm Exam	15%
Homework	20%	Final Exam	15%

Grading Scale

Numeric Grade	Letter Grade
93 – 100	A
90 – 92	A-
87 – 89	B+
83 – 86	B
80 – 82	B-
77 – 79	C+
73 – 76	C
70 – 72	C-
60 – 69	D
0 – 59	F

Reading Materials

Textbook: Duckett, J. (2014). HTML & CSS: Design and Build Websites. Indianapolis, IN: John Wiley & Sons. (ISBN: 978-1-118-87164-5) (Required) Its companion website, https://www.htmlandcssbook.com/extras/, includes the code samples from the book and a nice Extras & Tools section with videos. The 2011 edition is acceptable and available for free through the Sherrod Library eBooks (Safari) collection.

Suggested resource: W3Schools - http://www.w3schools.com/ (Excellent resource for both HTML and CSS)

Content

Your course content will be provided to you via a website – which will be provided in class. It will be updated with new content relevant to the material we are studying for the given week, including lecture notes in PowerPoint and Adobe Acrobat format, video offerings, homework assignments, code and design examples, glossaries, study materials, and downloadable course materials. It works really well to use the Web to learn about the Web. Much of the content will also be available on D2L or linked from D2L to the website. Quizzes and exams, as mentioned earlier, will also be hosted on D2L (in part or whole).

Assignments

Exercises and assignments are an integral part of the course. It is through these assignments that you apply the material taught.

A due date is given for each assignment. After the due date, an assignment will not be accepted. If, in the instructor's opinion, a reasonable effort has been expended on the assignment, but it is still incomplete, partial credit might be given. The instructor reserves the right to refuse to accept any assignment that he or she judges to be less than a reasonable attempt at completing the assigned work or that he or she judges to be copied (or paraphrased) from another.

Homework	Not accepted late
In-class Quizzes/Exercises	Cannot be made up
Tests	Cannot be made up; if a student must miss an exam, they must make prior arrangements with the instructor to make it up. The instructor reserves the right to determine whether a student's given reason for missing a test meets the level of a legitimate emergency

Final Semester Project

There is a major assignment each semester. For your semester project, you will be assigned to a 4 or 5-person team. In these cases, each team will turn in one solution, and all team members will receive the same grade, except for cases in which one member makes little or no contribution to his/her team's solution. In all cases, each student is responsible for understanding all aspects of the solution submitted.

The teams will be required to find a client and develop a website for the client based on the client's requirements. Instructions are available on the class website (https://csci1210.com/project.php) and will be discussed further over the course of the semester. To successfully complete the assignment, each team will have to communicate with their client and each other on a regular basis to apply the design and development concepts we will be learning this semester. Many clients in past classes have expressed an interest in continuing the development of their sites beyond the semester's conclusion.

One issue with academic team projects, historically, has been participation. Some members of a given team may not contribute a fair share to the effort. As a result, toward the end of the semester, each student will be required 'sign' his or her work and to complete an evaluation of their peers' contribution to the project. The evaluation totals for each student within each team will be averaged and, in the event a given student's contribution to the project was sub-par, a grade decrement will be applied to the student's overall project grade. The degree of the decrement will be determined on a sliding scale and will range from 0 – 200 points. In other words, anyone who contributes nothing to the project effort will receive a 0, regardless of what the overall team project grade is evaluated to be.

The project represents a major portion of each student's overall grade for the semester and should be taken seriously.

Weekly Quizzes/In-Class Lab Exercises

Student understanding of course topics will be measured through weekly quizzes and graded lab exercises. A graded lab exercise may be given in lieu of a quiz, in which students will be given an exercise to complete in a specified time frame (generally two hours or less).

Quizzes will be administered via ETSU's Desire 2 Learn platform and will consist of multiple choice, true/false, fill in the blank, and short answer questions.

Weekly quizzes and graded lab exercises cannot be made up. Therefore, missing class or arriving late to class on the day that a quiz/graded lab exercise is given will result in a grade of 0 being recorded for that quiz/graded lab exercise.

Students will also be given in-class lab exercises to complete each week in the scheduled lab time for the course. These exercises may NOT be completed outside of the lab time. Because these are designed to help you learn the material presented, you will have the opportunity to use any course materials

and ask a classmate or your instructor for assistance (this is not the case for the quizzes).

These are graded on the following scale:

- Completed and Correct (100%)
- Completed with errors (Page displays but there are errors in the code):
    - 1-2: 90%
    - 3-5: 85%
    - 6-10: 80%
    - 11+ 75%
    - At least 50% completed (50%)
    - File(s) uploaded to server, but either don't display or display with major errors Incomplete or did not attempt (0%)

Exams

Two exams will be given throughout the semester. Exams will be much longer than quizzes and will include the required demonstration of learned coding and troubleshooting skills. The final exam will be comprehensive.

Attendance Policy

East Tennessee State University provides students/faculty with an **official attendance policy**, which will be enforced in this class.

It is difficult to catch up once you fall behind. Because of the strong correlation between attendance and success in this course, the following attendance policy will be enforced. Absences beyond 3 directly affect your final grade as follows:

ABSENCES	PENALTY
1-3	None
4	5-point decrement to the final grade
5+	An additional 5 points for each additional absence

You must attend at least two-thirds of a day's scheduled class time to be considered present. Repeated lateness or early departures may be counted as an absence at the discretion of the instructor and following a warning. If you are late to class, it is your responsibility to ensure (after class) that you were counted on the roll. Else, your tardiness will be recorded as an absence.

When you are absent, you are still responsible for material, assignments, finding out what was missed, making sure that any work due that day gets to the instructor, and getting any assignments or materials handed out during your absence so that you can prepare for the next class. You must obtain this information from classmates. Emails to the instructor inquiring 'What did I miss?' or the equivalent, will be ignored.

Since the class session may be long a long time to sit and listen to lecture (and a very long time to talk nonstop!), please take care of your personal needs. Feel free to take a bathroom break and stretch your legs as needed. Please use your **best** judgment. Students who are missing for long periods of time, will be counted as absent from the class.

Class Expectations

Students and instructors should have expectations of one another, many of which are mutual. Students should expect the instructor to be in class on time, to be prepared and attentive to students, to be available to answer questions and provide help related to the course, and to make a genuine effort to help students achieve course objectives. On those rare occasions when the instructor must miss class, students should expect suitable arrangements for the class to continue in the instructor's absence. Students should expect the instructor to devote considerable time and effort to the course.

Similarly, the instructor expects students to be in class on time, be prepared, be attentive and participate in class, complete assignments on time, make a genuine effort to meet the course objectives and devote considerable time and effort to the course. Be prepared to spend a minimum of 2-3 hours outside of class for each hour in class.

You are encouraged to ask appropriate questions and to participate in class discussions and activities. You may learn as much from one another as from the instructor. If you are confused about some point, chances are that others are also confused and will appreciate that you asked for clarification.

Use of Personal Computing Devices During Lecture/Lab

Students shall not use computing devices during lectures. However, based on circumstances (e.g., students with special needs or in-class activities), exceptions to this rule may be granted. Students are welcome to use their personal devices during lab meetings to complete labs.

Cell Phones: Students are responsible for ensuring that their cell phones are set to "silent" or "vibrate" for the duration of each class meeting. Texting or other

use of cell phones during class is prohibited. However, if you receive a call that is or may be important, you should step outside the classroom before answering the call to avoid disrupting the class. Anyone seen texting or browsing on the phone will be given a warning. For the second time, you will be asked to leave the classroom for the remainder of the day.

Academic Integrity Policy

East Tennessee has in place an official policy regarding Academic Integrity and Misconduct, which you should review. The instructor will apply/enforce this policy for this class should circumstances require it.

With this policy in mind, you are encouraged to discuss material addressed in the course, including assignments, with members of the class and others. Helping one another find and understand problems in assignments is permitted as long as an honest individual attempt has been made to solve the problem. Everyone, however, must do their **own** work. Completing an assignment "by committee" and submitting it as an individual work is academic misconduct unless the assignment has been designated as a team assignment. Your name on submitted work is an affirmation that the work is yours.

As the session progresses, I will try to make some advanced code (mostly JavaScript and/or JQuery) available for you to use in your semester projects, if you wish. Alternatively, you may wish to look for (open source) material on the web on your own. This is acceptable, as long as you
1) add comments to the code that indicate your understanding of what it does **and**
2) place a citation, either in comment form embedded in the code or displayed on the page, attributing it to its original author(s). Failure to follow these directives will result in a charge of academic misconduct (described below).

Policies for this course

All work MUST be your OWN work! This applies to homework assignments, quizzes, tests, and in-class lab exercises.

In cases of academic misconduct, the following rules will apply and shall be enforced:
1. The 1st offense will result in a grade of 0 assigned for the assignment/exercise/quiz/test for all involved and a formal Academic Misconduct Charge will be filed with the University according to the University's Academic Misconduct Policy.
2. A 2nd offense will result in an 'F' for the course, and a formal Academic Misconduct Charge will be filed with the University according to the

University's Academic Misconduct Policy. A second Academic Misconduct Charge throughout the entire time that the student is enrolled at ETSU may result in expulsion from the University.

Syllabus Attachment

Please use the following link to access the syllabus attachment from ETSU for all students. It has helpful links about diversity, services for students with disabilities, the honor code, the honor pledge, academic misconduct, email, prerequisites, permits and overrides, and many other useful tips to help you succeed. https://www.etsu.edu/reg/academics/additional-resources.php

What If I Need Something?

Finding all the resources available to you can be overwhelming (there are so many). I want you to know that you belong here! Your success is very important to me. I'm happy to help you navigate and connect to any and all of those resources, so please reach out.

AUGUST		
Date	**Class/Lab Session**	**Due Dates**
26	Introductory Class – syllabus review Introduction to the Web	Syllabus Agreement
28	Introduction to the Web – Lab Day	Syllabus Creative Activity
SEPTEMBER		
2	HTML Introduction	Lab 0; HW #1 **Due**: *Sep 3, 2024*
4	HTML Introduction – Lab Day	Lab 1
9	HTML Continued	HTML & CSS: Design and Build Websites Ch.1; Quiz 1; Lab 1; HW #2 **Due**: 9/9/24
11	HTML Continued – Lab Day	
16	Links and Images	HTML & CSS: Design and Build Websites Ch. 2, 3; Lab 2; HW 3; Quiz 3 **Due**: 9/16/24
18	Links and Images – Lab Day	
23	CSS, Classes, and IDs	HTML & CSS: Design and Build Websites Ch. 4, 5; Lab 3; Lab 4; HW #4 **Due**: 9/23/24
25	CSS, Classes, and IDs – Lab Day	
30	More CSS, Colors, and Tables	HTML & CSS: Design and Build Websites Ch. 10 & 12; Lab 5; HW #5; Quiz 3; Project Phase 1 **Due**: 9/30/24
OCTOBER		
2	More CSS, Colors, and Tables – Lab Day	
7	Site Design	HTML & CSS: Design and Build Websites Ch. 6 & 11; Lab 6; HW 6; Quiz 4 **Due**: 10/7/24
9	Site Design – Lab Day	
14	Semantics and IA	HTML & CSS: Design and Build Websites Ch. 13 & 15; Lab 7; Midterm; Project Phase 2 **Due**: 10/18/2024
16	**FALL BREAK – No class**	
21	Accessibility	HTML & CSS: Design and Build Websites Ch. 17; Lab 8; Quiz 5; HW 7; Project Phase 3 **Due**: 10/21/24
23	Accessibility – Lab Day	
28	Fonts and Domains *No in-person class session*	Lab 9; HW 8 **Due**: 10/28/24
30	Fonts and Domains *No in-person class session*	
NOVEMBER		
4	HTML Forms	Lab 10; Quiz 6; Project Phase 4 **Due**: 11/4/24
6	HTML Forms – Lab Day	
11	Logos	Lab 11; Quiz 7 **Due**: 11/11/24
13	Logos – Lab Day	
18	Work Week	Lab 12 **Due**: 11/18/24
20	Work Week	
25-27	**THANKSGIVING BREAK**	
DECEMBER		
2	Presentation Week	Lab 13 **Due**: 12/2/24
4	Presentation Week	
9	FINALS	