GROSSMONT COLLEGE

COURSE OUTLINE OF RECORD

Curriculum Committee Approval: 04/20/2021

GCCCD Governing Board Approval: 05/18/2021

COMPUTER SCIENCE INFORMATION SYSTEMS 111 – BEGINNING WEB PAGE DESIGN

1. Course Number Course Title Semester Units

CSIS 111 Beginning Web Page Design 1.5

 Semester Hours

1 hour lecture: 16-18 hours 32-36 outside of class hours 1.5 hours lab*:* 24-27 hours

72-81 total hours

1. Prerequisites

None

Corequisite

 None

Recommended Preparation

 None

1. Catalog Description

A beginning web site creation course emphasizing creation and implementation using current web authoring software. This course is intended for the beginner at web page creation. This class provides hands-on instruction in the use of one or more state-of-the-art software Website Builder tools for creating simple business or personal web sites. This class will cover the essential skills involved in developing, modifying, and publishing web sites utilizing modern technology. Not open to students with credit in CSIS 132.

1. Course Objectives

The student will:

* 1. Comprehend and apply appropriate computer science concepts and production skills needed to create web sites, including knowledge of computer file types, folder organization, file transfer protocol issues, image optimization techniques, and computer display hardware (resolution) concepts.
	2. Prepare and create a simple web site of approximately 4 pages.
	3. Apply a current industry-standard Website Builder tool, such as Wix, Weebly, or SquareSpace.
	4. Differentiate among many popular tools available, such as Dreamweaver, Microsoft Expression Web, Notepad, WordPress, iWeb and many others.
	5. Arrange page content and layout by incorporating lists, images, links, and tables, into web documents.
	6. Explore the challenges and benefits involved with the addition of rich media, such as audio and video, to a web site.
	7. Comprehend the fundamentals and benefits of text formatting with CSS.
	8. Comprehend the history of Web Development with HTML and the evolution of the web to where we are today.
	9. Investigate an array of current web-related topics including legal issues and accessibility.
1. Instructional Facilities
	1. Access to the Internet
	2. Appropriate software
2. Special Materials Required of Student
Electronic storage media, such as a USB device.
3. Course Content
4. Elements of web page design
	1. Choosing a topic
	2. Targeting an audience
	3. Analyzing web sites
	4. Design for the intended audience
	5. Fundamentals of storyboarding
	6. HTML basics
	7. Comprehension of the effects of a variety of screen resolutions
5. Web publishing essential skills
	1. Web publishing software overview
	2. Computer science concepts and production skills review, including knowledge of computer file types, folder organization, file transfer protocol issues, file optimization techniques, and computer display hardware (resolution) concepts
	3. Creating a web site
	4. Absolute and relative links
	5. Insertion and modification of images
	6. Exposure to the fundamentals of Cascading Style Sheets (CSS) for text and page formatting,

 Meta tags and page description

* 1. Integration of multimedia content, such as audio and video files
1. Managing and publishing web sites
	1. Uploading files to a web hosting service
	2. Testing the published web site for accuracy in a variety of browsers
2. Method of Instruction

a. Hands-on computer exercises.

 b. Projects and scenario-based lab activities: To include multiple hands-on HTML and Web Design activities applied from the textbook and other sources, such as chapter-by-chapter projects.

 c. Objective examinations and quizzes including a final examination

 d. Practical application-based examinations and written quizzes that measure students’ ability to utilize and implement HTML and other introductory Web Development software as well as analyzing a scenario and choosing the best among alternatives and options.

1. Methods of Evaluating Student Performance

 a. Examinations and quizzes including a written or objective final examination.

 b. Skills demonstration.

 c. Hands-on lab assignments.

 d. Completed projects. To include multiple hands-on web development activities applied from the textbook, such as chapter-by-chapter website building projects utilizing HTML to structure the web pages and using modern software tools to create and format the elements of the web pages. In addition to the textbook activities, each student will be creating a personal minimum four-page website Final Project which incorporates the components of this class.

1. Outside Class Assignments

 a. Hands-on exercises, to include multiple hands-on web development activities, such as image editing and formatting, Search Engine Optimization tasks and Mobile Development tasks.

b. Respond to other students’ analysis and comments on the class discussion board.

c. Read and analyze instructor assigned case studies; post analysis and comments to the class discussion board.

d. Complete and pass section quizzes and course final exam.

11. Representative Texts

 a. Representative Text(s):

Campbell, Jennifer. *Web Design: Introductory* (6th Edition). Boston, Mass. Course Technology, 2018

ISBN-13: 978-1337277938

1. Supplementary texts and workbooks:

 None

 Addendum: Student Learning Outcomes:

 Upon completion of this course, our students will be able to do the following:

* 1. Analyze the concepts and utilize the appropriate tools to create a functional web site of at least four pages.

b. Analyze and discuss technologies available to edit digital images in order for them to be utilized effectively on the Internet.

1. Demonstrate the capabilities of incorporating audio and video on a functioning web site on the Internet.