SYLLABUS

DATE OF LAST REVIEW: 02/2013

CIP CODE:	11.0801
SEMESTER:	Departmental Syllabus
COURSE TITLE:	Advanced Web Page Design
COURSE NUMBER:	CIST0230
CREDIT HOURS:	3
INSTRUCTOR:	Departmental Syllabus
OFFICE LOCATION:	Departmental Syllabus
OFFICE HOURS:	Departmental Syllabus
TELEPHONE:	Departmental Syllabus
EMAIL:	Departmental Syllabus KCKCC issued email accounts are the official means for electronically communicating with our students.
PREREQUISITE(S):	CIST-0137 (HTML Web Page Development)

REQUIRED TEXT AND MATERIALS: Please check with the KCKCC bookstore, <u>http://www.kckccbookstore.com/</u>, for the required texts for your particular class.

COURSE DESCRIPTION:

Advanced Web Page Design teaches advanced techniques in the construction and maintenance of a web page/site through application software. Students learn how to design and develop the goals, audience, functions, and content for the project. The creation of template pages speed HTML production and unify the site's design. Students will learn that in order to distinguish a site from its competition, designers must create unique experiences, using a variety of Web technologies.

METHOD OF INSTRUCTION: A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

COURSE OUTLINE:

- I. Introduction to advanced web page design
 - A. Introduction to the software used in the course.
 - B. The process of web page design.
- II. The Drawing Program
 - A. Introduction to the tools of this program
 - i. Navigate a multi-page document.
 - ii. Use of pager ruler and guides.
 - B. Working with the program
 - i. Copy, place, and resize graphic.
 - ii. Blend multiple objects.
 - iii. Apply an editable transparent lens effect.
 - iv. Learn how to join objects and flow text into a complex shape.
 - v. Create and use style sheets.
 - vi. Create fast, vector animation for a Web site.
 - vii. Convert text into a vector graphic and then scale, distort and blend objects.
 - viii. Add layers and create a Flash movie.
 - ix. Create and lay out buttons.
 - x. Export and demonstrate Web files as an Adobe Acrobat PDF file.
 - Producing High-Impact Vector-Based Web Sites
 - A. Introduction to drawing tools
 - B. Layers, Imported Art, Symbols
 - i. How to create, name, hide, and lock layers.
 - ii. Copy and Paste between layers.
 - iii. Importing bitmap images.
 - iv. Converting artwork to a symbol.
 - v. Edit symbols and modify instances.
 - C. Animation

III.

- i. Create key frames for each layer.
- ii. Testing the movie.
- D. Scenes, Actions, and Buttons
 - i. Insert a scene.
 - ii. Rename a scene.
 - iii. Changing the order of scenes.
- E. Sound
 - i. Import sounds.
 - ii. Assign sound to a button.
 - iii. Stream sound.
- F. Publish
 - i. Export an HTML file.
- IV. Creating and Delivering Multimedia
 - A. Introduction to Program
 - B. Animation
 - i. Varying animation.
 - ii. Modify an animation path.
 - C. Real-time Recording
 - i. Create a path.

- ii. Simulating Handwriting.
- D. Film Loops
 - i. Create Film Loops.
 - ii. Animation with the Film Loop.
 - iii. Create a Shockwave movie.
- E. Using Behaviors
 - i. Behaviors.
 - ii. Adding Transitions.
- F. Using Video
 - i. Digital Video.
- V. Quickly design and manage Web sites
 - A. Introduction
 - i. Get acquainted with interface and floating palettes.
 - B. Building a Web Site
 - i. Create new document and add text.
 - ii. Insert paragraph and break tags.
 - C. Adding Images, Hyperlinks, and Image Maps
 - i. Insert GIF and JPEG images on a page.
 - ii. Link to other locations on a page.
 - iii. Set links to email addresses.
 - iv. Create image maps.
 - D. Templates and Multimedia Files
 - i. Design and apply templates.
 - ii. Add Multimedia files to your pages.
 - E. Designing with Tables and Frames
 - i. Create tables and insert images and text in table cells.
 - ii. Design pages with frames and set links and targets.
 - F. Using cascading styles sheets and DHTML
 - i. Define and apply cascading style sheets.
 - ii. Create a rollover effect using DHTML.

EXPECTED LEARNER OUTCOMES:

- A. The student will be able to describe the process of web page design.
- B. The student will be able to identify the tools of the program used.
- C. The student will be able to describe how to produce a vector-based web site.
- D. The student will be able to describe how to apply an editable transport lens effect.
- E. The student will be able to explain how to convert text to vector graphics.
- F. The student will be able to explain the creation and layout of buttons.
- G. The student will be able to explain the production flowing text
- H. The student will be able to layers and how to work with them.
- I. The student will be able to explain how animation is created.
- J. The student will be able to explain the creation and delivering of Multimedia.
- K. The student will be able to identify the steps to quickly design a web site.

COURSE COMPETENCIES:

Upon successful completion of this course:

The student will be able to describe the process of web page design.

1. The student will be able to describe the process of web page design.

The student will be able to identify the tools of the program used.

- 2. The student will be able to identify the tools of the program used.
- 3. The student will be able to demonstrate the use of the tools.
- The student will be able to describe how to produce a vector-based web site.
- 4. The student will be able to describe how to produce a vector-based web site.
- 5. The student will be able to describe layers and how to work with them.
- 6. The student will be able to demonstrate the ability to work layers.
- The student will be able to describe how to apply an editable transport lens effect.
- 7. The student will be able to describe how to apply an editable transport lens effect.

8. The student will be able to demonstrate how to apply an editable transport lens effect.

- The student will be able to explain how to convert text to vector graphics.
- 9. The student will be able to explain how to convert text to vector graphics.
- 10. The student will be able to demonstrate how to convert text to vector graphics.

The student will be able to explain the creation and layout of buttons.

- 11. The student will be able to explain the creation and layout of buttons.
- 12. The student will be able to demonstrate the use of buttons on a web site.
- 13. The student will be able to demonstrate the programming of buttons.

The student will be able to explain the production flowing text.

- 14. The student will be able to explain the production flowing text.
- 15. The student will be able to demonstrate the production of flowing text.

The student will be able to layers and how to work with them.

- 16. The student will be able to describe layers and how to work with them.
- 17. The student will be able to demonstrate the creation of layers.

18. The student will be able to demonstrate the ability to copy and paste between layers.

The student will be able to explain how animation is created.

- 19. The student will be able to explain how animation is created.
- 20. The student will be able to create key frames for each layer.
- 21. The student will be able to test and modify the animation.
- The student will be able to explain the creation and delivering of Multimedia.
- 22. The student will be able to explain the creation and delivering of Multimedia.
- 23. The student will be able to demonstrate creating multimedia animation.
- 24. The student will be able to do real-time recording.
- 25. The student will be able to create animation with film loops.

The student will be able to identify the steps to quickly design a web site.

- 26. The student will be able to identify the steps to quickly design a web site.
- 27. The student will be able to demonstrate the use of templates.
- 28. The student will be able to define cascading style sheets.
- 29. The student will be able to demonstrate web design using CSS.
- 30. The student demonstrates ability to submit work on time.

ASSESSMENT OF LEARNER OUTCOMES:

Student progress is evaluated by means that include, but are not limited to, exams, written assignments, and class participation.

SPECIAL NOTES:

This syllabus is subject to change at the discretion of the instructor. Material included is intended to provide an outline of the course and rules that the instructor will adhere to in evaluating the student's progress. However, this syllabus is not intended to be a legal contract. Questions regarding the syllabus are welcome any time.

Kansas City Kansas Community College is committed to an appreciation of diversity with respect for the differences among the diverse groups comprising our students, faculty, and staff that is free of bigotry and discrimination. Kansas City Kansas Community College is committed to providing a multicultural education and environment that reflects and respects diversity and that seeks to increase understanding.

Kansas City Kansas Community College offers equal educational opportunity to all students as well as serving as an equal opportunity employer for all personnel. Various laws, including Title IX of the Educational Amendments of 1972, require the college's policy on non-discrimination be administered without regard to race, color, age, sex, religion, national origin, physical handicap, or veteran status and that such policy be made known.

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All enrolled students at Kansas City Kansas Community College are subject to follow all rules, conditions, policies and procedures as described in both the Student Code of Conduct as well as the Student Handbook. All Students are expected to review both of these documents and to understand their responsibilities with regard to academic conduct and policies. The Student Code of Conduct and the Student Handbook can be found on the KCKCC website.