COURSE INFO

ART 128 Interface Programming 1
6 hours lecture/lab per week

Prerequisite(s): Art 112 with a grade of “C” or higher and satisfactory completion of the Interface Programming portfolio review or acceptance into a NMA AS specialization.

ART 128 Interface Programming 1 provides a foundation of skills, techniques, and principles necessary for students to create visually effective user-friendly web sites. Through lessons, demonstrations, and hands-on exercises, this course aims to develop skills in writing HTML (hypertext markup language), CSS (cascading style sheets), and JavaScript in pursuit of creating web standard compliant web sites.

COURSE OBJECTIVES/COMPETENCIES

Upon successful completion of ART 128, the student should be able to:

• Evaluate web sites for effective use of HTML, CSS, and JavaScript.
• Analyze user-centered designs that demonstrate a need for web standards.
• Identify and apply various HTML tags and appropriate syntax.
• Identify when JavaScript would enhance the effectiveness of web sites.
• Analyze XHTML and how it encompasses HTML, JavaScript, Cascading Style Sheets (CSS), and Document Object Model (DOM).
• Analyze the role of the server, FTP (file transfer protocol), and HTML, CSS, and graphics files as they pertain to the functionality of a web site.
• Identify advanced topics and future concerns pertaining to the World Wide Web such as accessibility, web standards, and the need for cross-browser and cross-platform interfaces.
• Use programming and design problem-solving strategies to complete the creative process from concept development through revisions to the final product.
• Develop strong group communication skills by effectively defending course work and speaking clearly during critiques.

COURSE CONTENT

A. HTML, CSS, & JavaScript: Possibilities

• Review the primary structure and syntax of HTML and CSS
• Analyze samples of standard JavaScript functions.
• Review the ability of JavaScript and DHTML to show and hide HTML objects, including images and text, on demand, without having to reload the page.
• Read and analyze the use of HTML, CSS, & JavaScript by professional Web site developers.
• Perform written and verbal critical analysis of HTML, CSS, & JavaScript used on contemporary Web sites.

B. HTML, CSS, & JavaScript: Techniques 50%
• Construct HTML pages and demonstrate how the content and presentation/style can be separated through the use of CSS.
• Enhance the usability of a site by adding meta tags into the header.
• Correctly hand code well formed HTML for a web site.
• Develop and enhance Adobe Dreamweaver skills.

TEXTS

There are no required texts for this course. Readings will be supplied by the instructor on a week to week basis, in either paper handout form or online.

Recommended, but not required, text:

• HTML, XHTML, and CSS, Sixth Edition (Visual Quickstart Guide) by Elizabeth Castro

MATERIALS

The primary software used in this class is Adobe Dreamweaver, which will be installed on all computers in class and in the labs. We will also use Adobe Photoshop and Illustrator.

In addition to coding, students will be required to submit sketches on paper. While it is not required, it is recommended that you purchase a cheap sketchbook and a set of black and/or grayscale markers.

Additional materials may include backup storage and disks (such as an external hard drive, blank cd’s, dvd’s, or a usb flash card) and printer paper.

INSTRUCTOR’S EXPECTATION:

Attendance and class participation are important to succeed in this course. Lectures will be given once. It is essential that you attend class, arrive promptly and remain for the full duration of the scheduled class period. Leaving class early without permission will result in an absence marked for that class period. Consistent lateness and absences may result in a lower grade for the semester due to the missed opportunities for participation in class discussions. If you are absent for medical reasons, please provide a note from your doctor or nurse. More than five unexcused absences will result in a final grade of a F. Three tardies will equal one unexcused absence. If there is a severe family problem, a long-term personal illness, or something else that may interfere with the course, please discuss this with me as early as possible. So long as I know about any potential problems in advance, there is usually a solution. Please do not wait until it is too late so as to avoid any repercussions to your grade. For unexcused absences, students will need to make arrangements with other class members regarding missed information.

Taking notes during lectures and demonstrations is recommended. Time outside of class will need to be consistently spent on projects in order to meet the requirements of the class.

There will be no email during class time! You can only check your email during class breaks.

METHOD OF INSTRUCTION

The method of instruction will include lectures, lessons, demonstrations, project development, individual instruction, group discussions, and critiques.
METHOD OF EVALUATION & GRADING POLICY:

A. Projects/Assignments 80%

a. Clarity of Conceptual Understanding 40%
   Students must demonstrate their conceptual understanding of project assignments by creating preliminary sketches and drawings and by meeting each project’s thematic and technical specifications. Students will be asked to defend their conceptual understanding of the course content through their group communication skills during critiques.

b. Quality of Execution of Assignments 40%
   Each student will be expected to conduct their own research and create their own documentation and design assets (sketches, creative briefs, graphical elements, photography, video, designs, etc.) based on project guidelines. Completing tutorials and assignments will demonstrate the ability to execute specific software techniques. The aesthetic quality of the designs will be assessed during critiques and during the final grade evaluation period based on the application of the visual elements of line, shape, value, color, texture, space, time and motion as well as the design principles of balance, rhythm, emphasis, contrast, variation, unity and motion.

B. Participation/Attendance 20%

Students will be expected to participate as active class members. This includes attending all classes; meeting weekly, midterm, and final project deadlines; completing production time outside of class and in the lab environment; and participating as dependable team members. During critiques, all students are required to participate as both presenters and critics.

Grading is based on assignments, projects, and class participation. It is the responsibility of the student to collect handouts, take notes, complete and turn in assignments on due dates. Make-up assignments will be administered only in cases where there is a valid medical reason accompanied by a doctor's note. Missing a deadline will result in a full letter grade reduction for that project unless there is a valid medical reason or a family emergency. Projects may be revised and turned in again for re-grading.

- Any student missing the mid-term/final semester critique or not turning in a midterm/final project without prior permission will have a full letter grade taken off the final semester grade.

All projects are worth 100 points each. Letter grades are dictated as follows:

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<thead>
<tr>
<th>Grade</th>
<th>Points</th>
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<tbody>
<tr>
<td>A</td>
<td>90-100</td>
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<tr>
<td>B</td>
<td>80-89</td>
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<tr>
<td>C</td>
<td>70-79</td>
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<tr>
<td>D</td>
<td>60-69</td>
</tr>
<tr>
<td>F</td>
<td>59-0</td>
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</tbody>
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The final course grade will be calculated as follows:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Weekly Assignments</td>
<td>40%</td>
</tr>
<tr>
<td>Mid-Term Assignment</td>
<td>20%</td>
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<tr>
<td>Final Assignment</td>
<td>20%</td>
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<tr>
<td>Class Participation</td>
<td>20%</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>100%</strong></td>
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SPECIAL STUDENT SERVICES (SSSO)

Extended time in a distraction-free environment is an appropriate accommodation based on a student's disability. If you do have a disability and have not disclosed the nature of your disability and the support you need, you are invited to contact the Special Student Services Office, 734-9552, 'Ilima 105.
STUDENT CONDUCT CODE

A college campus is a community with specific behavior expectations designed to allow all students, faculty, and staff to flourish. Please familiarize yourself with KCC’s Student Conduct Code in the course catalog. You should know your rights and responsibilities on campus. The Student Conduct Code describes specific campus policies related to: drug and alcohol use, smoking, lethal weapons, sexual harassment and sexual assault, academic honesty, nondiscrimination, and family privacy.

In all campus environments, Disruptive Behavior will not be tolerated. This means: any speech or action that (1) is disrespectful, offensive, and/or threatening; (2) interferes with the learning activities of other students; (3) impedes the delivery of college services; and/or (4) has a negative impact in any learning environment.

THIS CLASS IS A “SAFE ZONE”

Discriminatory or rude comments of any kind, particularly regarding gender, ethnicity, sexual orientation, or religion, will not be tolerated.

SCHEDULE

Throughout the semester we will be covering a variety of interface programming topics and principles. Topics will include:

- Overview of software (Adobe Dreamweaver)
- The full web design process
- Simple mark-up language and its advantages
- Ordered, unordered, and in-line lists
- An introduction to XHTML & CSS
- Div’s as block level elements
- Normal flow
- Absolute & relative positioning
- Image rollovers
- Image replacement techniques
- Javascript show/hide layers

Week 1 :: introduction

Topics covered:
- Intro to the course
- Intro to Dreamweaver
- How to set up a class web page

Assignment:
- Set up a class web page – due week 2
- Post a simple HTML page – due week 2
- W3school’s tutorials – due week 2

Week 2 :: HTML & CSS

Topics covered:
- HTML syntax and fundamentals
- Linking to external CSS
- Intro to the block-level <div> element

Assignment:
- HTML page w/ linked CSS file – due week 3
- Div element tests – due week 3
Week 3 :: CSS Positioning

Topics covered:
- CSS Positioning: static, absolute, & relative
- Floating
- Normal Flow

Assignment:
- Two pages: - both due week 4
  - one long scrolling page (preserving normal flow);
  - one fixed height page (using absolute positioning)

Week 4 :: Lists & Navigation

Topics covered:
- Unordered lists & navigation techniques

Assignment:
- Three types of navigation systems (top nav, left nav, footer) – due week 5

Week 5 :: Hover and CSS Image Replacement Techniques

Topics covered:
- A:hover rollovers
- CSS Image Replacement

Assignment:
- Two CSS Image replacement examples: - both due week 6
  - Mike Rundle technique
  - Seamus Leahy technique

Week 6 :: Photoshop to HTML

Topics covered:
- The coding process from design to code

Assignment:
- NMA redesign test HTML page – due week 7

Week 7 :: Mid-term Project

Topics covered:
- CSS layout techniques

Assignment:
- MID-TERM: Redesign the NMA web site using CSS – due week 10

Week 8 :: Mid-term Project

Topics covered:
- CSS layout techniques

Assignment:
- MID-TERM: Redesign the NMA web site using CSS – due week 10

Week 9 :: Mid-term Project

Topics covered:
- CSS layout techniques
Assignment:
  • MID-TERM: Redesign the NMA web site using CSS – due week 10

Week 10 :: Mid-term Project

  MID-TERM CRITIQUE:
  • Redesign of the NMA web site using CSS due

Week 11 :: NO-CLASS – SPRING BREAK

Week 12 :: Final Project

  Topics covered:
  • Photoshop to HTML
  • CSS Layout techniques
  • Image Slicing and Optimization

Assignment:
  • Final Designs Due

Week 13 :: Final Project

  Topics covered:
  • CSS Layout techniques

Assignment:
  • Coded Home Page Due

Week 14 :: Final Project

  Topics covered:
  • CSS Layout techniques
  • Tables

Assignment:
  • Coded Sub Page Due

Week 15 :: Final Project

  Topics covered:
  • CSS Layout techniques
  • Forms

Assignment:
  • 1st Draft of the Coded Web Site Due

Week 16 :: Final Project

  WORK WEEK

Week 17 :: Final Project

  MID-TERM CRITIQUE:
  • Final Coded Web Site Due