

JEFFERSON COLLEGE

COURSE SYLLABUS

CIS160

WEB DEVELOPMENT TOOLS DREAMWEAVER GOLIVE

3 Credit Hours

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CIS160 Web Development Tools DreamWeaver GoLive

I. CATALOGUE DESCRIPTION

Students master the web development tools DreamWeaver and GoLive. The skills in this class provide a fast development of web pages and graphics. Web Page construction of basic web design structures including tables, frames, tables, forms and graphics. Successfully learn Rapid development of web pages and graphics. Master structuring, formatting, file compression, and the theory behind good web site development. The student will use the integration software GoLive as a package for explanations of rapid development for graphics and animation problems.

II. GENERAL COURSE OBJECTIVES

- A. Explore DreamWeaver Workspace
- B. Develop a Web Page
- C. Working with Text and Graphics
- D. Creating Links and Graphics
- E. Creating Tables
- F. Collecting Data with Forms
- G. Page Layout
- H. Multimedia
- I. Styles and Stylesheets
- J. Interactions
- K. GoLive Animation

III. OUTLINE OF TOPICS

- A. Explore DreamWeaver Workspace
- B. Develop a Web Page
- C. Working with Text and Graphics
- D. Creating Links and Graphics
- E. Creating Tables

- F. Collecting Data with Forms
- G. Page Layout
- H. Multimedia
- I. Styles and Stylesheets
- J. GoLive Animation

IV. UNIT OBJECTIVES

- A. Explore DreamWeaver Workspace
 - 1. Introduction to interface
 - 2. Navigation techniques
- B. Developing a Web Page
 - 1. Create head content and Page properties
 - 2. Create import and format text
- C. Working with Text and Graphics
 - 1. Create ordered and unordered lists
 - 2. Cascading style sheets
 - 3. Insert and align graphics
- D. Creating Links and Graphics
 - 1. Create internal and external links
 - 2. Insert flash text
 - 3. Manage web site links
- E. Creating Tables
 - 1. Create and format tables
 - 2. Insert and align graphics
- F. Collecting Data with Forms
 - 1. Plan create and format a form
 - 2. Form objects
 - 3. Jump menu
- G. Page Layout
 - 1. Create a frameset
 - 2. Configure frames
 - 3. Link frames
- H. Multimedia
 - 1. Flash objects
 - 2. Rollover images
 - 3. Sounds and pop-up messages

- I. Styles and Stylesheets
 - 1. Inline styles
 - 2. External CSS style sheets
 - 3. Filter a Selection
- J. GoLive Animation
 - 1. Animation development
 - 2. Incorporating animation in a website
 - 3. Graphics development

V. METHOD(S) OF INSTRUCTION

- A. Teaching Methods:
 - 1. Lectures: Important material from the text and outside sources will be covered in class. The major objective is to prepare you for the Project assignments during the lecture. Discussion is encouraged as is outside material relevant to topics being covered.
 - 2. Assignments: Projects will be periodically assigned to reinforce material in the text.
 - 3. Exams: Two Web Development Projects will be used as testing material. This will be very similar to Projects that are assigned in class. The exams will be open book and open notes.
 - 4. Student demonstrations of projects: Students develop their own projects and give a demonstration and explanation in class of the construction process.

VI. REQUIRED TEXTBOOK(S)

DreamWeaver MX 2004 - Course Technology - ISBN 0-619-18838-3

VII. REQUIRED MATERIALS

None

VIII. SUPPLEMENTAL REFERENCES

Additional graphic file examples provided by the instructor.

IX. METHOD OF EVALUATION

- A. Grading:

Letter grades will be determined using a standard percentage point evaluation as outlined below.

- A 90%-100%
- B 80%-89%
- C 70%-79%
- D 60%-69%
- F Below 60%

B. Course Policies

Missed Classes:

Please notify me as soon as possible if you are going to be absent. The student is responsible for obtaining material distributed on class days when he/she was absent. This can be done through contacting a classmate who was present or by contacting the instructor by email during his office hours or other times.

Assignments:

All assignments are due at the beginning of class on the date due.

Academic Dishonesty:

Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and or expulsion from the College For more information refers to the "Academic Dishonesty" policy in the College Catalog.

IX. ADA AA STATEMENT

Any student requiring special accommodations should inform the instructor and the Coordinator of Disability Support Services (Technology Center 101; phone 636-481-3169).

X. ACADEMIC HONESTY STATEMENT

All students are responsible for complying with campus policies as stated in the Student Handbook (see College Website <http://www.jeffco.edu>).

XI. ATTENDANCE STATEMENT

Regular and punctual attendance is expected of all students. Any one of these four options may result in the student being removed from the class and an administrative withdrawal being processed: (1) Student fails to begin class; (2) Student ceases participation for at least two consecutive weeks; (3) Student misses 15 percent or more of the coursework; and/or (4) Student misses 15 percent or more of the course as defined by the instructor. Students earn their financial aid by regularly attending and actively participating in their coursework. If a student does not actively participate, he/she may have to return financial aid funds. Consult the College Catalog or a Student Financial Services representative for more details.

XII. OUTSIDE OF CLASS ACADEMICALLY RELATED ACTIVITIES

The U.S. Department of Education mandates that students be made aware of expectations regarding coursework to be completed outside the classroom. Students are expected to spend substantial time outside of class meetings engaging in academically related activities such as reading, studying, and completing assignments. Specifically, time spent on academically related activities outside of class combined with time spent in class meetings is expected to be a minimum of 37.5 hours over the duration of the term for each credit hour.