

IST 361 | WEB DEVELOPMENT | SUMMER 2009

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Course URL: <http://www.albany.edu/~aa645188/ist361/>
Check for up-to-date info on assignments and readings!

Days: Tu,Th 2:00PM - 5:30PM | Location: SL G03

Course Description: Design and development of producing information for the World Wide Web. Lectures include information on basic program languages for web development and web-authorizing software. Design, planning, security, administration and management of web sites will also be examined. *Prerequisites:* IIST 100 and IIST 301, or permission of the instructor.

Course Objectives

IST361 course is designed for developing web sites with software applications, markup code, digital images, and basic web programming. This course will cover HTML, SHTML, UNIX, Cascading Style Sheets (CSS), Adobe Photoshop Creative Suite (CS3), Dreamweaver CS3, Flash CS3, and Fireworks CS3. We will also explore web programming concepts with JavaScript. Throughout the course we will consider issues related to usability and accessibility, and content development.

IST361 meets in the Science Library G03 (SLG03) and combines structured computer labs with open workshop time for developing original web pages and projects. This format is designed to introduce students to new web design concepts every week and to allow for time in class to explore the programs. Students are also expected to spend time outside of class on all pages and projects, and to arrive to class prepared based on readings and practice with the programs.

Goals of this course

- Create web pages focusing on content, design, usability and accessibility
- Effectively use Cascading Style Sheets (CSS) to manage all page styles
- Use Dreamweaver, Photoshop, Fireworks and Flash to develop professional web sites
- Gain a critical understanding of web development to evaluate other web sites
- Explore new approaches to web design and gain troubleshooting skills
- Write clean code and validate all pages
- Produce final projects that reflect student interests while considering issues of audience, purpose, usability, and accessibility.
- Develop content for the web site
- Determine which design elements are appropriate, according to the content of the site
- Gain skills in project planning, teamwork, and oral presentation
- Effectively work together in a supportive lab environment

Course Readings

You should plan on purchasing a book on Dreamweaver and/or a book on Photoshop for your own reference. You should also use online help for Dreamweaver, Fireworks and Flash as much as you can. **Check the course schedule page** <http://www.albany.edu/~aa645188/ist361/> for recommended reading materials for each class.

Recommended book as a reference: **Web Design in a Nutshell** by Jennifer Niederst
Available online from UAlbany library page <http://library.albany.edu/>

Course Software

SLG03 is NOT an open lab and is only available during class time. You can find the software and hardware elsewhere on campus (Interactive Media Center, Science Library, and Main Library). You are not required to purchase the software for this class. However, you will have assignments each week using the software so it is essential you have access to it personally or on campus. Software is available at <http://www.journeyed.com> at a highly discounted rate. Alternatively, you can download free 30 day trials of the software at <http://www.adobe.com/downloads/>

List of software that will be used in this course:

- *Secure Shell (SSH)* - the files you create in this course will be uploaded to your personal space on the university server. You will use SSH client for connecting to your UNIX cluster. You can download SSH on your PC at <http://www.albany.edu/its/index.html>
- *Dreamweaver CS3* - HTML editor that is one of the standard web development tools.
- *Photoshop CS3* - a program used to process photo images for the Web including: banners, sidebars, logos, altered images, and image maps.
- *Fireworks CS3* - allows to build interactive web sites with bitmap and vector graphics.
- *Flash CS3* - a vector graphics program for creating objects, animation, and mini-movies.

Course Grading

5 Short assignments, 5 points each – 25 points

Team Project – 15 points

Team Project Presentation – 10 points

Final Project – 30 points

Final Project Presentation – 10 points

Class attendance and participation – 10 points

- Points will be deducted for unexcused absences, lateness, and early departures.

Please see the course web site for up-to-date details on assignments and requirements

<http://www.albany.edu/~aa645188/ist361/>

Course Policy

Attendance: You are expected to attend every class. Points will be deducted from your final grade for late arrival, early departure or each unexcused absence. Attendance on the evenings of your peer presentations is mandatory. Because our time is limited and resources on campus are scarce, I encourage you to not only attend class each week, but participate to your fullest. You should plan to take advantage of the time you have on the computers in class. Likewise, this means you should spend this time on the course work for this course, not email, web surfing, etc.

Homework: You are expected to turn in your homework before the class it is due (email it to me) or at the start of class. This means that the current class is not the time to do today's homework.

Academic Honesty: I encourage you all to learn from each other. However, your grades are ultimately, your grades. Therefore, you are expected to produce your own drafts and projects (except for the team projects). So while you may consult your fellow students, you must turn in your own work. All writing, design, html code and research must be your own. Please cite all references. Please refer to the [Undergraduate Academic Regulations of the Undergraduate Bulletin](#)

Responsible Computing: Students are encouraged to read the "[University at Albany Policy for the Responsible Use of Information Technology](#)" available at the Academic Computing Web Site. Students will be expected to apply the policies discussed in these documents to all computing and electronic communications in the course.

Failure to comply with course policy will result in a failing grade for this course.