

Coffeyville Community College

COURSE SYLLABUS

FOR

COMP-297

Web Page Design: Adobe Dreamweaver

Mrs. Darla Thornburg

COURSE NUMBER:	COMP-297
COURSE TITLE:	Web Page Design: Adobe Dreamweaver
CREDIT HOURS:	Three (3)
INSTRUCTOR:	Mrs. Darla Thornburg
OFFICE LOCATION:	Room 108, Weinberg Hall
OFFICE HOURS:	Posted Outside Office Door
TELEPHONE:	620-251-7700, ext. 2122
E-MAIL:	darlat@coffeyville.edu
REQUIRED TEXT:	1. <u>Adobe Dreamweaver CS5 – Comprehensive</u> , Kelly Hart and Mitch Geller, Course Technology, Inc., 2011.
COURSE DESCRIPTION:	The main purpose of this course is to provide students with a comprehensive understanding of Adobe Dreamweaver and the knowledge, skills, and abilities necessary to create Web sites.
EXPECTED LEARNER OUTCOMES:	Upon successful completion of this course the student will be able to: <ol style="list-style-type: none"> 1. Explore the Dreamweaver environment 2. Plan and design a Web site 3. Add and format text 4. Use CSS for page layout 5. Work with graphics and tables 6. Create reusable assets and forms 7. Add behaviors and rich media 8. Create spry elements and alternate style sheets
LEARNING TASKS AND ACTIVITIES:	A list of competencies for each unit is attached. These will be discussed in class and will comprise the material covered assignments and projects. Class time will include lecture of selected chapters from the text, demonstration of software, and student exercises. Students may need to spend additional time in the lab in order to complete exercises. <ol style="list-style-type: none"> ○ Tutorial 1 – Getting Started with Adobe Dreamweaver ○ Tutorial 2 - Planning and Designing a Successful Web Site ○ Tutorial 3 - Adding and Formatting Text ○ Tutorial 4 – Using CSS for Page Layout ○ Tutorial 5 – Working with Graphics and Tables ○ Tutorial 6 – Creating Reusable Assets and Forms ○ Tutorial 7 – Adding Behaviors and Rich Media

- Tutorial 8 – Creating Spry Elements and Alternate Style Sheets
- Final Project

ASSESSMENT OF OUTCOMES:

Evaluation

The **grading scale** for the course will be:

A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	59-0%

The final grade will be determined by averaging the grades of the following:

60%	Assignments
40%	Projects

Attendance

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class.

Attendance will be taken at the beginning of the hour each class period. If you are not present when attendance is taken, you will be counted absent for the day.

It is the responsibility of the **student, not the sponsor**, to make definite arrangements with the instructor for makeup work **before** going on field trips or other College-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence before you leave, then you will be counted absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, and other College-sponsored events as approved by the Vice President for Learning.

The following scale will be used to determine your attendance adjustment for your final grade:

Number of Absences	Percent Adjustment
0	+5%
1	+3%
2	+2%
3	+1%
4	-3%
5	-6%
6	-9%
7	MUST Withdraw from class.

Example:

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade Average	93%
5 Absences	-6%
Final Grade	87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade Average	78%
5 Absences	+3%
Final Grade	81%

Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class. It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. *Please refer to "Withdrawal from Classes for Non-Attendance/Non-Participation" – page 21 of the College catalog.*

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. Cell phone usage, including text messaging, MP3 usage, or usage of any other electronic device is not allowed in class. Any student who cannot meet these expectations will be asked to leave the classroom and will be counted absent for that day.

This attendance policy is subject to revision by the instructor with prior notice to the student.

Academic Honesty

Absolutely no tolerance!

Each student is expected to do his or her own work. Appropriate action will be taken on any student who is found borrowing another student's work; this may include receiving a failing grade, being dropped from the class or being placed on academic probation.

This syllabus is subject to revision with prior notice to the student by the instructor.

Web Page Design: Adobe Dreamweaver

EXPLORE THE DREAMWEAVER ENVIRONMENT

1. Explore the structure and history of the Internet and the World Wide Web.
2. Become familiar with the roles of Web servers and Web clients.
3. Learn the basic components of a Web page.
4. Open a Web page in a browser.
5. Use hyperlinks.
6. Review the history and design approaches of Web design software.
7. Start Dreamweaver and select a workspace layout.
8. Create a Local Site Definition.
9. Explore the Dreamweaver tool set.
10. Investigate the Dreamweaver Help features.
11. Exit Dreamweaver.

PLAN AND DESIGN A WEB SITE

12. Determine the site goals.
13. Identify the target audience.
14. Conduct market research.
15. Design the information architecture.
16. Create a flow chart and site structure.
17. Create a site concept and metaphor.
18. Design the site navigation structure.
19. Develop the aesthetic concept for the site.
20. Create a site definition for a new site.
21. Add pages to a site.
22. Review basic HTML tags.
23. Set page properties.
24. Preview a site in Web browser.
25. Upload a site to a remote server and preview it on the Web..

ADD AND FORMAT TEXT

26. Add text into a page.
27. Copy text from a document and paste it into a page.
28. Check for spelling errors.
29. Create hyperlinks
30. Examine HTML tags for hyperlinks
31. Explore CSS Styles and style sheets
32. Modify HTML tags
33. Create custom style classes
34. Create styles for the <a> tag pseudoclasses
35. Create an external style sheet
36. Attach and external style sheet to a Web page
37. Edit styles
38. Use CSS Enable/Disable and CSS Inspect
39. Delete Styles

40. Examine the code for styles and style sheets
41. Examine HTML tags use to format text

USE CSS FOR PAGE LAYOUT

42. Explore CSS layout
43. Compare types of floating layouts
44. Examine code for CSS layouts
45. View prebuilt CSS layout pages
46. Insert floating divs and nest divs
47. Duplicate pages
48. Draw AP divs
49. Select, resize, and move AP divs
50. Add content to AP divs
51. Adjust AP div attributes
52. Examine code for AP div tags
53. Modify AP div stacking order
54. Align and position AP divs
55. Nest AP divs
56. Inspect code with CSS Inspect

WORK WITH GRAPHICS AND TABLES

57. Review graphic formats and compression
58. Add, format, edit, and replace graphics
59. Create graphic hyperlinks and an image map
60. Create a rollover
61. Create and update a Smart Object
62. Insert part of a Photoshop file
63. Create tables and enter table content
64. Work with tables and table elements
65. Explore the HTML code of tables
66. Insert a table for page structure

CREATE REUSABLE ASSETS AND FORMS

67. Explore the head content of a page
68. Add keywords to a page
69. Add a meta description to a page
70. Explore libraries and create a library item
71. Create a template
72. Create Web pages from a template
73. Edit a template
74. Create a nested template
75. Add a form to a Web page
76. Set form attributes
77. Add form objects to a form

ADD BEHAVIORS AND RICH MEDIA

78. Learn about behaviors
79. Add behaviors to a page
80. Add a custom script to a page
81. Learn about adding media to a Web site
82. Insert a Flash movie and adjust its attributes
83. Insert a Shockwave movie and adjust its attributes
84. Learn about different sound formats
85. Embed a Flash movie with sound
86. Create a link to an MP3 sound file
87. Learn about digital video and video file formats
88. Add Flash video to a Web page
89. Add Mark of the Web to Web pages

CREATE SPRY ELEMENTS AND ALTERNATE STYLE SHEETS

90. Learn about Spry elements
91. Add and format a Spry widget
92. Add a Spry effect
93. Learn about Spry data sets
94. Add and format a Spry data set
95. Understand alternate style sheets
96. Create a print style sheet
97. Create an alternate style sheet for mobile devices