

**Coffeyville Community College**

**COURSE SYLLABUS**

**FOR**

**COMP-297**

**Web Page Design: Adobe Dreamweaver**

**Mrs. Darla Thornburg**

<b>COURSE NUMBER:</b>	COMP-297
<b>COURSE TITLE:</b>	<b>Web Page Design: Adobe Dreamweaver</b>
<b>CREDIT HOURS:</b>	Three (3)
<b>INSTRUCTOR:</b>	Mrs. Darla Thornburg
<b>OFFICE LOCATION:</b>	Room 108, Weinberg Hall
<b>OFFICE HOURS:</b>	Posted Outside Office Door
<b>TELEPHONE:</b>	620-251-7700, ext. 2122
<b>E-MAIL:</b>	<a href="mailto:darlat@coffeyville.edu">darlat@coffeyville.edu</a>
<b>REQUIRED TEXT:</b>	1. <u>Adobe Dreamweaver CS3 – Comprehensive</u> , Kelly Hart and Mitch Geller, Course Technology, Inc., 2009.
<b>COURSE DESCRIPTION:</b>	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.
<b>EXPECTED LEARNER OUTCOMES:</b>	Upon successful completion of this course the student will be able to: <ol style="list-style-type: none"> <li>1. Explore the Dreamweaver environment</li> <li>2. Plan and design a Web site</li> <li>3. Add text and format text with CSS Styles</li> <li>4. Work with graphics, rollovers, and tables</li> <li>5. Utilize shared site formatting using the navigation bar and frames</li> <li>6. Use layers for page layout and behaviors for functionality</li> <li>7. Create animation with dynamic layers and behaviors</li> <li>8. Add rich media to a Web site</li> <li>9. Build advanced sites</li> </ol>
<b>LEARNING TASKS AND ACTIVITIES:</b>	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.

- Tutorial 1 – Getting Started with Adobe Dreamweaver
- Tutorial 2 - Planning and Designing a Successful Web Site
- Tutorial 3 - Adding and Formatting Text with CSS Styles
- Tutorial 4 – Organizing Page Content and Layout
- Tutorial 5 – Adding Shared Site Elements
- Tutorial 6 – Creating Dynamic Pages
- Tutorial 8 – Adding Rich Media to a Web Site
- Tutorial 9 – Creating Reusable Assets and Forms
- 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:

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

**Example:**

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

<b>Grade Average</b>	93%
<b>5 Absences</b>	-6%
<b>Final Grade</b>	87%

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

<b>Grade Average</b>	78%
<b>5 Absences</b>	+3%
<b>Final Grade</b>	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 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. Create end-user scenarios.
16. Design the information architecture.
17. Create a flow chart and site structure.
18. Create a site concept and metaphor.
19. Design the site navigation structure.
20. Develop the aesthetic concept for the site.
21. Create a new site.

### ADD TEXT AND FORMAT TEXT WITH CSS STYLES

22. Add text to a page.
23. Format text using font tags.
24. Create and format text links.
25. Learn about the underlying HTML involved with text.
26. Create HTML styles.
27. Create Cascading Style Sheets.
28. Export CSS Styles.
29. Examine a style sheet in Code view.
30. Upload a site to the web server.

### WORK WITH GRAPHICS, ROLLOVERS, AND TABLES

31. Add and format a graphic.
32. Create graphic hyperlinks and an image map.
33. Create rollovers.
34. Add and format tables.
35. Add and format tables in Layout view.
36. Use invisible graphics as spacers.

## UTILIZE SHARED SITE FORMATTING USING THE NAVIGATION BAR AND FRAMES

37. Insert a navigation bar using the Dreamweaver Navigation Bar.
38. Modify a navigation bar.
39. Create a Web page with frames.
40. Adjust frame properties and attributes.
41. Add content to frames.
42. Create hyperlinks with targets.
43. Troubleshoot common problems with frames.
44. Explore the HTML behind frames, framesets, and targets.

## USE LAYERS FOR PAGE LAYOUT AND BEHAVIORS FOR FUNCTIONALITY

45. Insert a layer into a Web page.
46. Select, resize, and move a layer.
47. Add content to a layer.
48. Adjust layer stacking order.
49. Adjust the attributes of a layer.
50. Align layers.
51. Nest layers.
52. Add behaviors to a page.
53. Edit behaviors.

## CREATE ANIMATION WITH DYNAMIC LAYERS AND BEHAVIORS

54. Learn about animation.
55. Create a timeline and add layers to a timeline.
56. Move and resize animation bars.
57. Add keyframes to animation bars.
58. Adjust the visibility of layers.
59. Preview a timeline in Dreamweaver and in a browser.
60. Adjust layer stacking order.
61. Move and resize a layer.
62. Delete an animation bar.
63. Start a timeline with a button.
64. Add behaviors to the Behaviors channel.
65. Create multiple timelines.

## ADD RICH MEDIA TO A WEB SITE

66. Learn about adding media to a Web site.
67. Insert a Flash movie into a Web page.
68. Insert Flash text into a Web page.
69. Review Flash button styles.
70. Insert Shockwave into a Web page.
71. Insert a video into a Web page.
72. Insert sound into a Web page.

## BUILD ADVANCED SITES

73. Explore the head content of a page.
74. Add keywords to a page.
75. Add a meta description to a page.
76. Explore libraries and create a library item.
77. Add a library item to Web pages.
78. Create a template.
79. Create Web pages from a template.
80. Add a form to a Web page.
81. Add form objects to a form.