

ATCM 3395 - Internet Studio 1

Fall 2017 · Section 003 · Tuesday 10:00am-12:45pm · ATEC 2.914

The Internet is our convergence point. Increasingly, jobs require a basic understanding of the core technologies behind the internet. This course will provide you with a working knowledge of HTML, CSS, domain registration, web hosting, JavaScript, serverside scripting, FTP, and more. We will explore these technologies and work toward designing a functional, user friendly website.

CATALOG COURSE DESCRIPTION

This course presents core web technologies and the process of website development. Topics explored include but are not limited to prototyping and design, development, information architecture and website launch. *Prerequisite: ATEC 2382.*

STUDENT LEARNING OUTCOMES

1. Identify common roles and responsibilities in web development
2. Be able to use core languages of the web
3. Create core documents and process for web development
4. Employ design patterns and practices
5. Manage domains, web hosting, working with internet services and servers

STUDENT RESPONSIBILITIES (WHAT'S EXPECTED OF YOU)

- Attend all classes – Attendance is mandatory. Lack of attendance will affect your grade because absences will not only leave holes in understanding of the lesson contents but also degrade the benefit to other students in regard to discussions and work sessions. Coming to class late or leaving early will also be counted as absences without prior approval from the instructor.
- All assignments need to be completed on time – Assignments not turned in on time (7:00pm on the due date) will be docked 1.0 point (i.e., from 2.3 to 1.3). Assignments not turned in by 7:00pm one week after the due date will receive a 0.
- All students need to participate individually and as a contributing member of the class, especially in sharing discoveries with one another.

CLASSROOM CONDUCT

- Students are to focus their attention on the subjects at hand in the classroom, i.e., lectures, presentations, discussions, and set aside all other activities.
- All open communication (talking) should be relevant to the subject at hand and have value to the class as a whole.
- Competitiveness between students will be friendly and encouraging at all times.
- All other rules of behavior will be discussed and agreed to by the class on the first day.

INSTRUCTOR

Simon Kāne
Assistant Provost
simon.kane@utdallas.edu
Office Hours by Appointment (AD 2.202)

COURSE GRADING

- Attendance
 - Participation in class
 - Home and Mini Assignments (including the quality of work)
 - Semester Project+Presentation
- Assignments will be discussed throughout the course, with specific requirements spelled out.*

POINT DISTRIBUTION

16 points.....	Attendance
26 points	Mini Projects
12 points	Code Challenges
11 points.....	Design Assignments
15 points	Final Project (Website)
10 points...	Final Presentation/Report
8 points	Class Participation
2 points.....	Evaluation
? points.....	Bonus

GRADE SCALE

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Excellent

A+	96.66-100.0
A	93.33-96.65
A-	90.00-93.32
B+	86.66-89.99

Above Average

B	83.33-86.65
B-	80.00-83.32
C+	76.66-79.99

Average

C	73.33-76.65
C-	70.00-73.32

Poor

D	60.00-69.99
F	00.00-59.99

ASSIGNED READING

Reading assignments are assigned to cover the topics for the NEXT class. The specific list of chapters are posted in the #assignments channel after class. We will not use the textbook in chapter order. On occasion additional webpages and/or videos may be recommended.

CODE CHALLENGES / 12% of Grade

Six freecodecamp.com “challenges” are assigned during the early weeks of the course. The specific list of challenges are posted in the #assignments channel after class. To receive credit, submit a screenshot of your achievement list to the pages.utdallas.edu website.

TECH PROJECTS / 26% of Grade

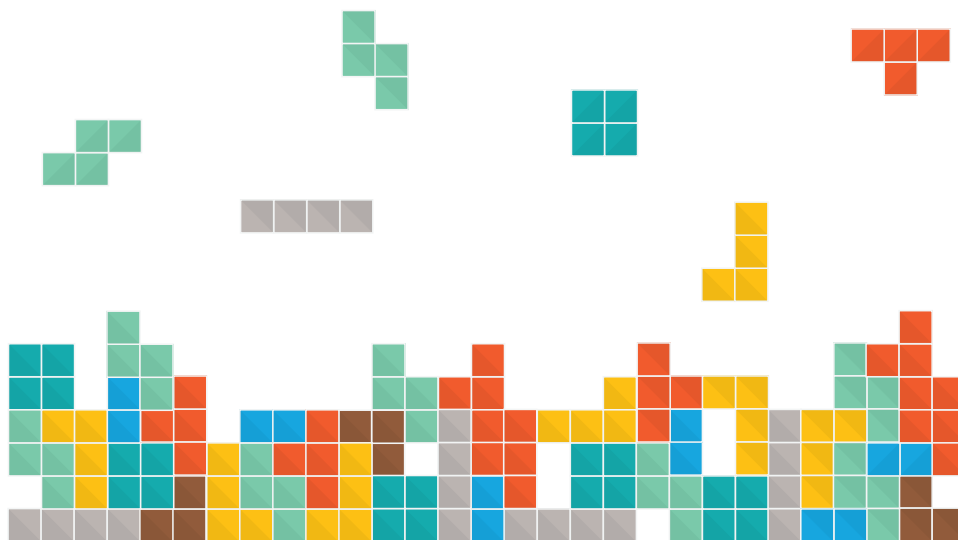
Seven “mini” projects are assigned during the course. Project requirements and specifications are reviewed at the end of each class. In addition, detailed requirements are posted in the #assignments channel on slack. Projects emphasize the weekly technical topic. Completed projects must be submitted to the pages.utdallas.edu website before the start of the next class session unless otherwise specified.

DESIGN ASSIGNMENTS / 11% of Grade

Four design assignments are assigned during the course. Assignment requirements are discussed in class and posted in the #assignments channel on slack. Assignments 1, 3, 4 must be submitted in PDF format to pages.utdallas.edu website before due date.

ATTENDANCE / 16% of Grade

1 Attendance point (=1% of grade) may be deducted for each of the first three unexcused absences. Subsequent absences will cost 2 points each. Eight or more unexcused absences will result in the loss of all attendance points, and all participation points.)



The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor

COURSE SUPPLIES

- Required Textbook: *HTML & CSS – Design and Build Websites* – John Duckett – ISBN: 978-1-118-00818-8
- Web hosting + domain (\$10/year)
- slack.com account (free)
- freecodecamp.com account (free)
- codepen.com account (free)



SLACK TEAM (atec-utd.slack.com)

We will be using Slack (slack.com) for course communication, submission of assignments, and as a general place to meet online. An invitation to join the class “team” will be sent to student’s university email address.

PAGES.UTDALLAS.EDU

Some projects will be submitted via the pages.utdallas.edu website. University NetID and password required to access.

UNIVERSITY POLICIES

Additional policies including information on student conduct, academic integrity, copyright/plagiarism, disability services, student grievances, class attendance/withdrawal, and a list of resources to help students is available at go.utdallas.edu/syllabus-policies

COURSE SCHEDULE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	FINAL
22-Aug	29-Aug	5-Sep	12-Sep	19-Sep	26-Sep	3-Oct	10-Oct	17-Oct	24-Oct	31-Oct	7-Nov	14-Nov	21-Nov	28-Nov	12-Dec
TOOLS & RESOURCES															
HTML 5						PAGE LAYOUT USING HTML+CSS+POSITIONING LAYOUT									
	CSS3														
WDP					WEBSITE DESIGN, DEVELOPMENT, DOCUMENTATION						WDP				
							LIBRARIES & FRAMEWORK			PHP	JS	CONTENT MANAGEMENT SYSTEMS			
	CODE 1	CODE 2	CODE 3	CODE 4	CODE 5										
	MINI 1		MINI 2		MINI 3		MINI 4	MINI 5		MINI 6		MINI 7			
		DESIGN 1		DESIGN 2		DESIGN 3			DESIGN 4						
													WORKSHOP		
															FINAL PRES

DATE	WEEK	MAIN TOPICS
2017-08-22	W01	Course Overview; What is web? What is webpage? HTML intro; WDP Overview
2017-08-29	W02	Coding; Text; Links; CSS Color Models; CSS Units; WDP:Discover
2017-09-05	W03	Images; Attributes; blocks vs inline blocks; CSS Selectors; id/class attributes; CSS Cascading
2017-09-12	W04	Lists; Video; Audio (Media); CSS Font control; Type libraries
2017-09-19	W05	Tables; CSS Positioning; Domain Registration; Hosting; cPanel; FTP
2017-09-26	W06	Forms; Form Controls; Taste of PHP; WDP: Specify
2017-10-03	W07	Page Layout; Table, Inline Block
2017-10-10	W08	Page Layout: Grid Layout
2017-10-17	W09	Libraries & Frameworks
2017-10-24	W10	Skeleton, Bootstrap, ATEC-1
2017-10-31	W11	Adventures with PHP
2017-11-07	W12	Experiments with JavaScript
2017-11-14	W13	Content Management Systems; WDP2: Design;
2017-11-21	W14	External Web Add-Ons, Embedding, Plugins; Project Lab (Workshop)
2017-11-28	W15	Project Lab (Workshop)
2017-12-05	FINAL	Final Exam (i.e. Project Presentations)