Computer Technology Department
Business/Public Service Division
GREENVILLE TECHNICAL COLLEGE

COURSE SYLLABUS

Course Title: Advanced Tools for Website Design
Course Number: IST 238

READ THIS SYLLABUS CAREFULLY
You should read this syllabus carefully and ask your instructor about *any* aspects that you do not understand. The syllabus is an agreement between you and your instructor concerning course objectives, course content, grading, and other policies and procedures particular to this course. The following information is specific to the course. Three additional documents are provided as attachments and *are considered a part of this syllabus*:

Attachment I:

Each instructor will provide a supplement to this syllabus. The supplement will include: a week-by-week plan of instruction based on the section in which you are enrolled; your instructor's name, office hours and/or office location; and your instructor's contact information and recommended best methods to contact your instructor.

Attachment 2:

The Department responsible for developing and teaching has policies and procedures in place to assure quality instruction for all students. These are attached as "Departmental Policies and Procedures."

Attachment 3:

Please note that it is your responsibility to read the current Student Handbook included in Greenville Technical College's Catalog. (See website.) The Student Handbook addresses specific academic and student conduct policies and procedures. Excerpts from the Student Handbook representing the policies and procedures most often referred to in working with students are provided for your convenience as "Attachment 3."

Approved by: WBSanders 8-14-14
Beau Sanders, Department Head, Computer Technology Department
beau.sanders@gvltec.edu, (864) 250-8314, Barton Campus, Building 103/311

Approved by: _____ Date: 8/17/14
Joel D. Welch, Ph.D., PE
Dean, Technology Division

This syllabus will remain in effect until revised or reviewed no later than August 2015.

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Course Title: Advanced Tools for Website Design
Course Number: IST 238

Lecture hours per week: 3.0 **Lab/Clinic Hours:** **Semester credit hours:** 3.0

Prerequisites: IST 227 and IST 237. Computer Technology students must obtain a minimum grade of "C" in all CPT and IST courses.

Catalog Course Description: This course is a study of an advanced (fourth generation) web authoring tool (such as Dreamweaver) to develop increased efficiency and sophistication in website design and web project management. Note: Course taught via College Online only.

Purpose of the Course:

1. To develop skills and methodologies for producing professional quality websites using a full-functioned round-trip HTML editor, Dreamweaver.
2. To strengthen site management expertise that ensures efficient, error-free files and file structures.
3. To control web designs at the HTML level developing clean code while making best use of WYSIWYG development tools.
4. To analyze website meta-issues of access and cataloging in order that search engines make optimum inclusions of the site in search results accompanied by highly communicative descriptions.

Required text(s) or other materials:

1. The Web Collection Revealed CS6, Standard Edition; Bishop, Shuman, Waxer; Cengage Learning; ISBN: 978-1-133-81507-5
2. *Software tools needed:*
   - *Adobe Creative Suite 6 CS6. Adobe CS6 is available in the Engineering Technologies Building (Building 103) - Room 113 computer lab. Four computers are available for student use.*
3. NOTE: Students in traditional classes must access Blackboard for course-related information. Students in hybrid and online classes will access their online content through Blackboard.

COLLEGE-WIDE STUDENT LEARNING OUTCOMES

1. Communication – Students will demonstrate the ability to use active reading and listening skills and to produce effective written and oral communication for varying audiences.

2. Information Technology and Technological Literacy – Students will demonstrate competency in using computer technology within a field of study.

3. Critical Thinking/Reasoning – Students will demonstrate the ability to apply the scientific method, mathematical processes, and research skills to analyze and solve problems/issues by using reflection and reasoning to justify conclusions.

4. Professional and Personal Responsibility – Students will demonstrate the ability to exhibit conduct, attitudes, and etiquette appropriate to the student's community and chosen career. Students will demonstrate the ability to manage time, to use effective interpersonal skills, and to display responsible behavior.

5. Diversity – Students will demonstrate the ability to recognize diversity and to demonstrate respectful conduct and attitudes toward all. Students will demonstrate the ability to explain how global issues impact life, work, and opportunities.

Revised December 31, 2012

COMPUTER TECHNOLOGY PROGRAM LEVEL STUDENT LEARNING OUTCOMES

Upon successful completion of the Computer Technology Degree students will be able to:

1. Install computer and network hardware.

2. Install computer operating systems and application software.

3. Design, create and test computer programming solutions.

4. Demonstrate the ability to take initiative, assume responsibility, and work under pressure with minimum supervision by successfully completing "hands-on" computer assignments.

5. Analyze, troubleshoot, and correct computer related technical problems.

Revised August 2012

IST 238 COURSE OUTCOMES

Students who successfully complete this course will have demonstrated the skills required to accomplish the following objectives with a minimum competence level of 70 percent.

1. Design, create, test and publish a website to prescribed specifications, following established standards using Adobe CS6.
2. Demonstrate best practices using site management, roundtrip HTML features, and other tools to produce cleanly coded, readily updated webpages.
3. Understand and make best use of META tags for search engine finds.
4. Verify designs to address browser issues.
5. Make best use of graphic and media elements and libraries to produce integrated page designs, including use of Fireworks for visual effects and Flash objects to add dynamics.
6. Demonstrate fundamental team building, project management, and presentation skills by participating in a team project that includes team goals and values, a development methodology for page creation, group presentations, and exposure to topics such as diversity, time management, and goal setting.

7. Demonstrate the ability to take initiative, assume responsibility, and work under pressure, with minimum supervision, by successfully completing "hands-on" computer lab assignments.

The objectives of the IST 238 course are intended to meet the CPT program level student learning outcomes.

IST 238 – MAIN TOPICS

PLAN OF INSTRUCTION:

TEXT

CHAPTER **MAJOR TOPICS**

Bridge

Chapter 1: Using Adobe Bridge to Manage Assets
Lab Assignment

DreamweaverChapter 1: Getting Started with Dreamweaver
Lab Assignment

Chapter 2: Developing a Web Page
Lab Assignment
Chapter 3: Working with Text and Cascading Style Sheets
Lab Assignment

Test Project 1: Dreamweaver

Chapter 4: Adding Images
Lab Assignment

Chapter 5: Working with Links and Navigation
Lab Assignment
Chapter 6: Positioning Objects with CSS and Tables
Lab Assignment

Test Project 2: Dreamweaver
FlashChapter 1: Getting Started with Flash
Lab Assignment

Chapter 2: Drawing Objects in Adobe Flash
Lab Assignment

Chapter 3: Working with Symbols and Interactivity
Lab Assignments

Chapter 4: Creating Animations
Lab Assignment

Chapter 5: Creating Special Effects
Lab Assignment

Chapter 6: Preparing and Publishing Applications
Lab Assignment

Test Project 3: Flash

Fireworks
Chapter 1: Getting started with Adobe Fireworks
Lab Assignment

Chapter 2: Working with Objects
Lab Assignment

Chapter 3: Importing, Selecting, and Modifying Graphics
Lab Assignment

Test Project 4: Fireworks

FINAL EXAM PORTFOLIO PROJECT

The instructor reserves the right to modify the Plan of Instruction by changing the sequence of text material or testing content.

IST 238 – COURSE SPECIFIC REQUIREMENTS

It is recommended that you purchase your own copy of Adobe Creative Suite6 (Adobe CS6) to use for this class. If you choose to purchase the Adobe CS6, purchasing the Teacher and Student edition is the cheapest option. The Teacher and Student Edition is for non-commercial use only. You also have the option of paying a monthly fee for access to the Adobe CS6 cloud based version. Make sure you read and understand the user agreement if choosing to use the Adobe CS6 cloud based software.

The textbook for this class is based on Adobe CS6. If you are purchasing new software, buy the current Adobe CS6 version. The Adobe CS6 software is also available for your use in the Business Division Student Lab located in the Engineering Building (#103), Room 113, on the Barton Campus. Four computers will have the Adobe CS6 software on them. Consult the ET 115 Lab Assistant if necessary to locate the computer with the installed Adobe CS6 software.

*****There will be homework assignments with each unit which WILL require lab time in ADDITION to class time.**

IST 238 – EVALUATION AND GRADING INFORMATION

Grades for this course will be calculated as follows:

Forty (40) percent of the final grade will be based on the average of the unit projects.
Forty (40) percent of the final grade will be based on the average of unit tests.
Twenty (20) percent of the final grade will be based on the grade for the Portfolio project. The final project takes the place of the final exam for this course.

All assignments (i.e., labs, projects, research papers, etc.) for this course must be completed and submitted to the instructor by the due date established in order to receive credit for the assignment.

Final letter grades will be issued as follows:

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