# Student Syllabus and Course Outline
## CST 251 Web Graphics Design & Development Spring 2007

**Assignment Sheet**

**Instructor:** Kem Barfield  
**Email:** kbarfield@trcc.commnet.edu  
**MO Room:** 309  
**Web:** http://vista.ctdlc.org

<table>
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<tr>
<th>Week</th>
<th>Date</th>
<th>Topics</th>
<th>Text Lab</th>
<th>Theme Assignment</th>
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| 1    | 1/25  | Syllabus, Web Design history, Building a site, Color theory, Imagery   | TL1: Starting + opening file PS 11, 13  
Using tools PS 15-17  
Selecting PS 17-22  
****Turn In*** | Top Model                  |
| 2    | 2/1   | Photoshop and ImageReady                                               | TL2: Previewing + Opening multiple files PS 24  
Setting tool properties PS 25  
Using palettes and menus PS 26 | My Name Is Earl          |
| 3    | 2/8   | Photoshop, Interface and navigation                                   | TL3: Viewing layers PS 147  
Copying, naming layers PS 150  
Changing mode PS 154  
Linking Layers PS 155  
Gradient layer PS 157  
Animated GIFs PS 587-603  
****Turn In*** | American Idol              |
| 4    | 2/15  | Photoshop, Image maps, Rollovers                                       | TL4: Rollovers PS 555-563  
Slices PS 483-491, 563-580 | Everybody Hates Chris    |
| 5    | 2/22  | Photoshop, Page loading efficiency and speed                            | TL5: Optimizing PS 290-291, 515-523                                      | C-S-I: Crime Scene  
Investigation          |
| 6    | 3/1   | Dreamweaver, Web Design Theory                                         | TL6: Static/Dynamic DW 30-44  
Page Properties DW 61-69 | Dancing With the Stars       |
| 7    | 3/8   | Dreamweaver, Building the home page                                    | TL7: Creating CSS DW 196-201, 201-202  
Templates DW 260-261 | Midterm Project (In  
class)                  |
| 8    | 3/15  | Dreamweaver, Templates and cascading style sheets                      |                             |                           |
| 9    | 3/22  | Spring Break - No Class                                               |                             |                           |
| 10   | 3/29  | Dreamweaver, Building the subpages                                     | TL8: Page Properties DW 261-270                                      |                           |
| 11   | 4/5   | Dreamweaver, Adding movement and interactivity                         | TL9: Dynamic Images DW 217-220                                      | Grey's Anatomy          |
| 12   | 4/12  | Dreamweaver, Create forms and E-commerce capability                    | TL10: Forms DW 308-310  
Table DW 311-314  
Form and Table DW 314-323  
****Turn In*** | Extreme Makeover:  
Home Edition          |
| 13   | 4/19  | Flash                                                                   | TL11: Flash Movies DW 239-250                                     | Law & Order: Special  
Victims Unit          |
| 14   | 4/26  | Adding Wow                                                              | TL12: Frames DW 123-125  
Custom Frames DW 126-134 | N-C-I-S                |
| 15   | 5/3   | Uploading to the web                                                   |                             | Final Project Due       |
| 16   | 5/10  | Project Completions                                                    |                             |                           |
The Quick List
The paragraphs following this section explain the details of grading and how the course is structured. This list highlights important points for your quick reference.

- Themed assignments and lessons - in general television or music.
- WebCT Vista - you will need to use the online course management system throughout the course.
- Redo assignments – possible after they have been graded but there are some restrictions.
- Midterm retake - you can have a take-home mastery project which is averaged with your original score.
- Lab time – you will have time at the end of each class to work on projects. Keep pace.
- Books – both texts are required and are used.
- Points driven – try to get as many points as possible by the end of the course. You get points by completing assignments, the exams, discussions in WebCT Vista, and participation in class.
- Handouts – all are placed in WebCT Vista after the class meeting.
- Attendance – each class meeting is critical since we are at four credit hours. Try to make them all.
- Weather – during inclement weather, check television, radio, the website and Vista for cancellations.

Student Syllabus and Course Outline
CST 251 Web Graphics Design & Development Spring 2007

Prepared by: Kem Barfield
Office hours: Do not hesitate to make an appointment
E-mail: kbarfield@trcc.commnet.edu

Catalog Description: Upon successful completion of the course, the student will be knowledgeable of computer-based graphics creation, editing, animation, and manipulation techniques as vehicles for creation and optimization of web graphics, creation of professional Web animations using an object-based approach, and for independent animation of attributes such as position, opacity, rotation, scale, skew, and color, among other elements.

Credit Hours: 4

Texts
Adobe Press. Classroom in a Book

Materials
Graphics files typically are quite large. In order to ensure you have sufficient storage capacity, you should bring a USB flash drive (a.k.a. thumb drives or pen drives) to class each meeting. Floppy disks are woefully inadequate. Zip disks (if drive is available) may help for storing files and assignments for each class meeting. Your name, class and section number must be shown on each form of storage you bring. You may use your I drive. Do not store files on the hard drive of the classroom computer because they will be erased. Lastly, you may use the storage in My Files on WebCT Vista.

Course Objectives
To provide you with basic knowledge of web graphic creation and manipulation for use on the web.

Course Requirements
Each student will be expected to complete a series of lab hands-on exercises and projects during the semester.

There will be midterm and final exam projects.

Students must plan to spend a minimum of four (4) hours per week outside of class to work either in the computer lab or at home to finish their projects by the assigned deadlines.

You are required to be able use IBM style personal computers when in class. You may bring in a laptop either IBM or Apple but you will not be able to connect to the Internet or your I drive. You must use the classroom computer for exams.
You must use Photoshop, ImageReady, Dreamweaver, and Flash. Other comparable programs may be insufficient. Versions earlier than CS or 7.0 may not have all the functionality of the version we are using. If you do not have these software tools on your own PC you may be required to spend additional time in the lab to complete assignments. Newer versions of the software may have extended functionality that the classroom computer versions do not have. Make sure you know how to use the classroom versions for exams.

Course Evaluation
Course evaluation will be based on attendance, participation, Vista discussion items, and performance on hands-on exercises, and projects.

Teaching methodology used and activities
You will:
1. Attend class meetings, read and discuss the assigned material, participate in computer lab sessions utilizing Photoshop, ImageReady, Flash, and Dreamweaver.
2. Be prepared to hand in exercises and homework demonstrating completion of reading and assignments.
3. Utilize the lab computers in the labs or otherwise personally available to supplement class computer time.

Evaluation Criteria and Grading Information
1. Evaluation will be on a degree of mastery of the competencies listed above as demonstrated in projects, labs, and Vista discussion items.
2. You will demonstrate your abilities performing assigned tasks in PhotoShop, ImageReady, Flash, and Dreamweaver. Tasks are specified in the Text Labs and Theme Assignment Sheets.
3. The grading system is point based. You will have the ability to earn up to 6000 points through all activities.
4. Your final grade takes into account all components on the following Grade Component Grid.

5. The following grid can help you track your own progress each week. Add all of your points from each assignment including 40 points each day you attended a full class. Then, check the number on the grade grid to see where you stand.

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<th>Grade Component Grid</th>
<th>Total</th>
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Grade Grid (Week-by-Week Tracker)

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Rules and Regulations
Absences—Excessive absences can result in dismissal from the course, a final grade of “F.” There is no distinction between excused and unexcused absences. Plan your time accordingly.

Class time—Time in class, in-class participation, and WebCT Vista online time is vital to mastering the material in this course. Make sure to meet deadlines for the online discussions. Absences will result in a loss of the points for attendance and participation.

Honesty—Plagiarism will result in an ‘F’ on the assignment as a minimum and can also result in dismissal from the class and the college.

Make-ups—You may and are encouraged to make up any work missed due to absence regardless the reason.

Online chatting, web surfing and emailing during a group lesson or the demonstration portion of the class is prohibited.

Exams, final exam—The mid-term exam and final exam are listed on the attached schedule sheet. The final exam is a test of your comprehensive knowledge. You must earn 70% or above on the final exam to earn an “A” for the course, no matter what your end of semester average. In order to pass this course, a score of 50 percent or greater must be earned on the computer literacy final exam. If you are dissatisfied with your own performance on any quiz, discuss with me a mastery project.

Redo—You may redo any Daily or Discussion assignment from the first half up to the midterm exam. You may redo any Daily or Discussion from the second half of class up to the Final Exam. All work turned in must be neat and legible.

Save Your Work—It is important to save your assignments on disk or on the I drive and save graded printed copies. This helps you see your progress, verify the grades you receive, and prove your work is your own. Also, save your work frequently if taking an exam or quiz. You will have less to redo if any abnormal computer problem occurs.

Sound Producing Electronic Devices—Electronic devices are allowed as long as they do not produce sounds that disturb others.
--Cell phones, beepers and any other personal electronic device must be turned off during class. If you forget and your cellular phone rings, silence the ringing quickly and excuse yourself from class to take your call.
--Mp3, iPods and other portable listening devices are allowed during the lab time at the end class, not during the group lesson.

Weather—During inclement, if the college is open we will meet. If I am unable to make it, I will post in WebCT Vista and/or activate our phone tree. Check television, radio, the website (www.trcc.commnet.edu) and Vista (http://vista.ctdlc.org) for cancellations. You may also call the college, 886-0177.