

Student Syllabus and Course Outline CST 251 Web Graphics Design & Development Spring 2009

Assignment Sheet Spring 2009, Tuesdays, 5:20-9:10 PM, Class E119
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Web Graphics Design & Development
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Abbreviations on This Sheet

PS – Photoshop CS3 Classroom in a Book w/CD-ROM
 DW—Dreamweaver CS3 Classroom in a Book
 FL—Creating a Web Site with Flash CS3
 SB—Skill Builder Assignment

Week	Date	Demonstration/Lecture Topics	Exercise Pages	Skill Builder & Vista Discussions	Theme Assignment
1	1/27	Syllabus, Vista, Web Design history, Building a site, Color theory, Imagery, Interface and navigation, Work Area, Basic Photo Correction	PS 10-49 Work Area; 83-100 Basic Image Correction	Vista Disc- Welcome SB: Cloning & Repairing; post Lesson 3 to Vista	Superman
2	2/3	PS: Wire framing Web 2.0, Layers, Layer Masks	PS 139-168 Basic, 313-339 Advanced	SB: Post 05Flat.psd to Vista after p. 167	Spiderman
3	2/10	PS: Typography, Typographic design, Font sources, Smart Objects	PS 247-277	SB: Post the 08Working.psd, on p267 #3 change to your own name	Batman
4	2/17	PS: Vector Drawing, bitmap and vector graphics layer	PS 282-308	Vista Disc –Comics Quest SB: Post the 09b_Working.psd after p. 308	The Incredible Hulk
5	2/24	PS: Selections	PS 103-135	SB: Post 04Working.psd after p. 134	Daredevil
6	3/3	PS: Preparing Files for the Web: slices, rollover effects, animated GIFs, animation sequences, optimization	PS 383-405	SB: Post zipped file containing home.html and images folder after p 402	Bugs Bunny
7	3/10	DW: Web Design Theory, Wireframing revisited, Dreamweaver, Building the home page	DW 2-46	Vista Disc	Speed Racer
8	3/17	Spring Break - No Class Meeting			
9	3/24	PS: Midterm Exam Project – in class	Double attend-partic. points		Midterm Project
10	3/31	DW: Templates and cascading style sheets Building subpages	DW 59-79	SB: Upload project up to page 79	Archie
11	4/7	DW: Images, optimizing, Fireworks	105-128	SB: Upload project up to page 128	Popeye
12	4/14	DW: Interactivity, forms; E-commerce capability	DW 177-197	SB: Upload project up to page 198	Blondie
13	4/21	FL: Basics, the stage, adding text, email, using the timeline	FL 1-24	Vista Disc - ADA-IDEA-504 SB: Upload project up to page 25	The Flash-Golden Age
14	4/28	FL: Imported Objects, timelines	FL 25-50	SB: Upload project up to page 47	The Flash-Modern
15	5/5	FL: Navigation, animation, tween, behaviors	FL 51-91 (not the end of book)	SB: Upload project up to page 91	
16	5/12	PS, DW, FL: Final Exam Project - In-class			Final Project

The Quick List

This list highlights important points for your quick reference. The paragraphs following this section explain the details of grading and how the course is structured.

- Themed assignments and lessons – comic books and comic characters.
- myCommNet/Blackboard Vista - you will need to use the online learning management system throughout the course. Notes and assignments are placed there after the class meets but they do not and cannot explain everything covered in class.
- 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. Use this time for assignments.
- Books – all three texts are required and are used.
- Points driven class– Try to get as many points as possible by the end of the course. You get points by completing themed assignments, skill builders, the exams, discussions in Blackboard Vista, and participation in class. The more points you get the higher will be your final grade.
- Handouts – all are placed in Blackboard Vista after the class meeting.
- Attendance – each class meeting is critical since we are at four credit hours but only one meeting per week. Try to make them all.
- Weather – during inclement weather, check television, radio, the college website (www.trcc.commnet.edu) and Blackboard Vista for cancellations.

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Prepared by: Kem Barfield E-mail: kbarfield@trcc.commnet.edu

Office hours: Office hours are the times when I am at the college and available to work with you one-on-one. My office hours can be very flexible. I can arrange to meet with you during the day at most times, M-F, when I am not involved in training or other meetings. I may even be able to meet with you during some evenings other than during class. However, I have an active schedule at the college and *an appointment is necessary*. Do not hesitate to make an appointment with me if you are having difficulty or do not understand your grade(s).

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 Photoshop CS3, Classroom in a Book, Adobe Press, 2007, ISBN-13: 978-0-321-49202-9
Adobe Dreamweaver CS3 Classroom in a Book, Adobe Press, 2007, ISBN-13: 978-0-321-49981-3
Creating a Web Site with Flash CS3 Professional, Morris, D., Peachpit Press, 2007, ISBN-13:978-0-321-50300-8

Materials

Graphics files typically are quite large in comparison to word or text files. In order to ensure you have sufficient storage capacity, you should plan to bring electronic storage media to class each meeting or learn to use college-provided storage services. Floppy disks are too small. USB flash drive (a.k.a. “stick,” thumb drive, key drive, or pen drive) and Zip disks (if drive is available) are the best types of storage. 1 GB should be sufficient. Your name, class and section number must be shown on the storage you bring. Two storage services are available, the “I” drive and Blackboard Vista (My Files). The “I” drive will only give you access on campus. My Files gives you access from any computer.

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 hands-on exercises and projects during the semester.

There will be midterm and final exam projects.

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

You are required to be able use Windows-based personal computers when in class. You may bring in a laptop, either Windows or Apple, but you may not be able to connect to the Internet or network services. You must use the classroom computer for exams.

You must show competency in and use the Photoshop CS3, Dreamweaver CS3, and Flash CS3 applications. Other comparable applications you may have on your personal computer may be insufficient. Versions earlier than CS3, including older Macromedia applications, may not have all the functionality of the versions 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 classroom or lab to complete assignments. (The open computer lab in E114 has a row of computers along the back wall that have the CS3 applications installed.) Newer versions, such as the Adobe CS4 suite, may have extended functionality that the classroom computers do not have. Make sure you know how to use the classroom versions so that you score well on exams.

Course Evaluation

Course evaluation will be based on attendance-participation, performance on hands-on themed assignments, skill builders, Blackboard Vista discussions, and project exams.

Teaching methodology used and activities

You will:

1. Attend class meetings, read and discuss the assigned material, participate in computer classroom sessions utilizing Photoshop, Flash, Dreamweaver and other assistive software applications.
2. Be prepared to hand in exercises and homework demonstrating completion of reading and assignments.
3. Utilize the classroom computers or other machines personally available to supplement class computer time.

Evaluation Criteria and Grading Information

1. Evaluation will be based on your degree of mastery of the competencies listed above as demonstrated in projects, classroom work, and Vista discussion items.
2. You will demonstrate your abilities performing assigned tasks in PhotoShop, Flash, and Dreamweaver. Tasks are specified in the skill builders 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 grid.

Grade Component Grid.			
	Total Percentage		Each
Theme	1200	20.0%	100
Discussions	600	10.0%	150
Midterm	1200	20.0%	1200
Final	1200	20.0%	1200
Skill Builder	1200	20.0%	100
Attendance Participation	600	10.0%	40
Total	6000	100%	

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 attend and participate in a full class. Then, check the number on the Grade Grid to see where you stand. You will have a total number of points shown in the Vista grade book as each assignment is graded.

Grade Grid (Week-by-Week Tracker)

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Final Possible	Final Grade
Max	390	630	870	1260	1500	1740	2030	2030	3310	3550	3790	4030	4420	4660	4800	6000	5600	Max
A (Min)	371	599	827	1197	1425	1653	1929	1929	3145	3373	3601	3829	4199	4427	4560	5700	5320	A (Min)
A- (Min)	351	567	783	1134	1350	1566	1827	1827	2979	3195	3411	3627	3978	4194	4320	5400	5040	A- (Min)
B+ (Min)	339	548	757	1096	1305	1514	1766	1766	2880	3089	3297	3506	3845	4054	4176	5220	4872	B+ (Min)
B (Min)	324	523	722	1046	1245	1444	1685	1685	2747	2947	3146	3345	3669	3868	3984	4980	4648	B (Min)
B- (Min)	312	504	696	1008	1200	1392	1624	1624	2648	2840	3032	3224	3536	3728	3840	4800	4480	B- (Min)
C+ (Min)	300	485	670	970	1155	1340	1563	1563	2549	2734	2918	3103	3403	3588	3696	4620	4312	C+ (Min)
C (Min)	285	460	635	920	1095	1270	1482	1482	2416	2592	2767	2942	3227	3402	3504	4380	4088	C (Min)
C- (Min)	273	441	609	882	1050	1218	1421	1421	2317	2485	2653	2821	3094	3262	3360	4200	3920	C- (Min)
D+ (Min)	261	422	583	844	1005	1166	1360	1360	2218	2379	2539	2700	2961	3122	3216	4020	3752	D+ (Min)
D (Min)	246	397	548	794	945	1096	1279	1279	2085	2237	2388	2539	2785	2936	3024	3780	3528	D (Min)
D- (Min)	234	378	522	756	900	1044	1218	1218	1986	2130	2274	2418	2652	2796	2880	3600	3360	D- (Min)
F Below	233	377	521	755	899	1043	1217	1217	1985	2129	2273	2417	2651	2795	2879	3599	3359	F Below
Available:	390	240	240	390	240	240	290	0	1280	240	240	240	390	240	140	1200	6000	

Rules and Regulations

Absences—Excessive **absences** can result in our failure of the course due to your inability to comprehend the work and/or to make up all assignments. Plan your time accordingly.

Class time—Time in class—in-class participation and Blackboard 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. Although materials are posted, all details of the in-class lesson cannot be included. Midterm: Because of the nature and importance of the midterm exam, you may receive double points for attendance-participation on that date.

Due Dates—Assignments should be completed and turned in within two classes of the date received. All work turned in must meet the criteria expressed in the assignment. Discuss with me privately any extenuating circumstances so that we can work out a catch-up plan.

Honesty—Plagiarism or otherwise directly copying assignments and projects violates college policy and in some cases intellectual property, trademark, or copyright law. Such academic dishonesty will result in an 'F' on the assignment as a minimum and can also result in dismissal from the class and the college.

Incomplete Grade—A grade of *incomplete* is a way for you to finish up class work so that you receive the grade you earned. It is a planned process and not an automatic result of your failing to meet all of the class requirements. If it becomes necessary for you to receive an incomplete, you must complete a formal study plan with me that must be approved by the dean of academics before the end of the semester. You will have up to 11 weeks to complete all the work as outlined to prevent your grade from automatically becoming an "F."

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

Online chatting, blogging, web surfing and emailing during a group lesson, question-answer session, the demonstration or lecture portion of the class is counter-productive, disrespectful to classmates and instructor, and prohibited.

Exams, final exam—The mid-term exam and final exam dates are listed on the assignment sheet on page one. 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 % or greater must be earned on the final exam project. If you are dissatisfied with your own performance on the midterm, discuss with me a *mastery project* immediately after you receive your grade.

Quality of Work-- All work turned in must be of professional caliber as demonstrated in text and class examples. Handwritten, hand drawn, and haphazardly produced assignments will be returned to you without grades.

Reading—reading assignments are provided on the assignment sheet. In general, try to complete them in advance of the class meeting which will allow you to participate more fully in class.

Redo—You may redo any Theme or Skill Build assignments from the up to two classes beyond the original issue date.

Save Your Work—It is important to save your assignments electronically and to 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. You will have less to redo if any abnormal computer shutdown or freeze-up 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 should be turned off during class. Devices may be left on in vibrate or a mode that does not produce sound. Vibrate-mode devices should not be placed on the table or desk where their vibrations can be transmuted to airborne sound. If you forget and your cellular phone rings, silence the ringing quickly. If necessary, quietly excuse yourself from class to take your call.

--*Mp3 players, iPods, headphones*, and other portable listening devices are allowed during the independent class time at the end class (lab time), not during the group lesson, question-answer sessions, lecture or demonstrations.

Weather—During inclement weather, if the college is open, we will meet. If I am unable to make it, I will post in Blackboard Vista, attempt to send a message to the college, and/or activate our phone tree. Check television, radio, the website (www.trcc.commnet.edu) and Vista (<http://my.commnet.edu>>> CST*-K251 - 10628.109111-Web Graphics Desgn and Developmt) for cancellations. You may also call the college, 886-0177. If class is cancelled, on the day after our class was to meet I will post materials for you inside Blackboard Vista so that we can stay on target. Make sure that you review and perform any required assignments in Blackboard before the subsequent class meeting.