

WEB DESIGN AND ANIMATION

Mrs. Theresa Sterling

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Office Hours: Monday, Tuesday, 2:45-3:30 pm (or by appointment)



COURSE DESCRIPTION:

This course focuses on the planning, development and production of professional level web sites. We will concentrate on three areas: 1) web design/structure, 2) site construction, and 3) publishing. In the process, students will learn web site planning, digital image production and compression concepts, html coding, CSS (Cascading Style Sheets) and animation to create interactive websites using DreamWeaver, Photoshop, Fireworks and Flash.

REQUIRED MATERIALS

- None

TYPES OF ASSIGNMENTS:

Assignments will include both group and individual projects. In addition, you will have a number of short response homework/discussion papers. Quizzes will include basic and advanced terminology and software usage. The final “exam” will consist of a group website project to be announced.

Following is a list of the topics included in the course:

- Web Design principles & Effective Page Layouts
- Principles of web site navigation and organization
- Web research methodology & site analysis
- HTML coding
- Advanced formatting styles using CSS (Cascading Style Sheets)
- Adobe Suite (Dreamweaver, Fireworks and Flash)
- Tables and Div’s for layout
- Specialized formatting such as accordion, dropdown and fly-out menus
- Graphic production and compression for the web using Photoshop
- Animation design and execution

GRADING POLICY:

Most of your work will be done in class, so a majority of your grades will come from these in class exercises. Quizzes and homework will be assigned points that reflect the time I expect you to spend on them. Other grading factors will be based on your participation and conduct during class time.

NOTE: Excessive tardies and/or absences may affect your grade.

LEARNING GOALS

Upon completion of the requirements of this course, students will be able to:

- Understand the history and overview of the Internet
- Understand the structure of web site pages
- Identify design elements of well-designed web sites
- Prepare a layout plan for a web site
- Present design plans for a site to a “client”
- Know the basics of html coding and CSS rules
- Understand the timeline and action scripting in animation (Flash)
- Understand how web sites are “posted” and advertised on the Internet
- Know specialized web terminology
- Understand graphic compression for the web
- Know how to use and embed third-party applications (youtube, twitter, forms, etc.)

CLASSROOM EXPECTATIONS:

In Class:

Please be mindful of other students’ work. Do not access information or folders that are not yours. Be attentive in class and take notes when needed.

Make up work:

If you are absent, you are responsible for completing assignments that you miss in a timely manner. If you are absent, please see me immediately on your return to find out the due date of a missed assignment. Also, check my website and NetClassroom for updated information.

COMPUTER SCIENCE ACADEMIC CONTENT STANDARDS:

Upon completion of the Web Design and Animation Course, students will:

1. Demonstrate a sound understanding of the operation of technology systems and become proficient in the use of technology.
2. Understand the ethical, cultural, and societal issues related to technology.
3. Practice responsible use of technology systems, information, and software.
4. Develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.
5. Use technology tools to enhance learning, increase productivity, and promote creativity.
6. Use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.
7. Use a variety of media to communicate information and ideas effectively to multiple audiences.
8. Use technology to locate, evaluate, and collect information from a variety of sources.
9. Use technology tools to process data and report results.
10. Evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.
11. Use technology resources for solving problems and making informed decisions.
12. Employ technology in the development of strategies for solving problems in the real world.

