

UArts: CE
Web Design II
Instructor: Corky Brown

Take your basic web skills to the next level! This course will help you develop a practical knowledge of creating dynamic, functional, and usable web sites. We will review and advance our knowledge of XHTML and CSS, and move on to JavaScript and PHP to create dynamic applications for the web. Students will learn theory and “best practices” while building their code library with practical examples and hands-on instruction. Classes will be taught technically, focusing on design, coding, and development work. Discussion topics will include information architecture, media usage, content optimization, accessibility/usability, and optimal front and back end design.

This course assumes that the student has a working knowledge of HTML and a basic understanding of CSS.

Required Materials:

- USB drive for project files

Recommended Reading:

- *Designing with Web Standards (2nd Edition)* by Jeffrey Zeldman
- *JavaScript & DHTML Cookbook* (O’Reilly) by Danny Goodman
- *CSS Cookbook* (O’Reilly) by Christopher Schmitt

Supplemental Reading:

- *JavaScript: The Definitive Guide* (O’Reilly) by David Flanagan
- *Learning PHP and MySQL* (O’Reilly) by Michele E Davis and Jon A Phillips

Session 1: Welcome

- Welcome and Orientation
- Document organization/folder structure
- Effective project planning
- Collaborative development: coding “best-practices”, markup, and commenting
- Understanding and anticipating users: accessibility and usability
- Begin design of our course projects

Session 2: Review of HTML/CSS, Intro to XHTML

- XHTML syntax
- The DOM
- Advanced CSS properties and techniques
- Apply what we’ve learned to our projects

Session 3: Advanced CSS

- Advanced CSS Properties
- CSS Selectors
- External CSS Files
- Apply what we’ve learned to our projects

Session 4: Intro to JavaScript

- Javascript uses and standards
- Syntax
- Variables
- Simple examples and functions
- Apply what we’ve learned to our projects

Session 5: JavaScript & DOM Interaction

- How does JavaScript interact with our web pages?
- Manipulating the DOM by editing and adding elements
- Exercise: Object Factory
- Apply what we’ve learned to our projects

Session 6: JavaScript & CSS Interaction

- How does JavaScript interact with CSS?
- Manipulating CSS with JavaScript
- Exercise: Object Factory 2
- Apply what we've learned to our projects

Session 7: JavaScript using Object-Oriented Programming

- What is OOP?
- JavaScript OOP syntax and structure
- Exercise: Object Factory 3
- Apply what we've learned to our projects

Session 8: Review of the semester's material

- Individual code review
- Student lesson requests

Session 9: Working Session

- Focus on course projects
- Work in class, with instruction, on project completion

Session 10: Project Review

- Present finished student projects in class
- Semester wrap-up

Please Note:

The University of the Arts Continuing Education Program reserves the right to cancel or reschedule any course or to change the instructor. In the case of these circumstances, the university is not responsible for supplies that may be purchased in advance.

*To have ACT 48 Activity Hours for this course reported to the Pennsylvania Department of Education (PDE) you must complete and return the **Request for Activity Hours Submission Form** to the UArts Continuing Studies Office and meet all requirements outlined by the PDE.*