(1) Overview

Websites are everywhere. You can hardly visit a supermarket, shaved ice shop, store, bank, movie theater, or other location without finding references to websites and other web-related technologies.

This class will be awesome – no extra charge! – and will enable you to impress your friends, family, and potential employers with your savvy web design skills. Think that’s too good to be true? As a pre-teen Brother Smith landed his first “tech job” through web design, which launched a 20+ year career, including teaching the fabulous students at BYU-Hawaii.

However, despite the awesomeness, this class will not provide a comprehensive review of every web technology or possibility in web design (though the interested learner is encouraged to study further). Instead, class instruction will focus on the basics with specific learning outcomes described in Section (3) below.

(2) Course Information

CREDITS: Three (3)
CLASS SCHEDULE: TTh 7:40 a.m. – 10:50 a.m. (GCB 111)
FINAL EXAM: Thu, Sep 1, 7:40 a.m. – 10:50 a.m.
CATALOG DESCRIPTION: Concepts of multimedia design and creation for the internet using web programming tools to develop web pages for the internet.

REQUIRED TEXT:

SUPPLEMENTARY READINGS:

1 An incomplete preview version is available at http://books.google.com/books?id=589iSbn9WYkC.
2 The entire book is available free at http://diveintohtml5.org/
(3) Learning Outcomes

As members of BYU—Hawaii, we affirm that with appropriate preparation, engagement of our faculties, and openness to improvement, we will maximize our education, which learning occurs best when we are:

1) Motivated by faith, guided by the Holy Spirit, and centered on serving God;
2) Active in the learning process;
3) Self-directed and take responsibility for our learning;
4) Engaged in meaningful reflection and self-assessment;
5) Open to changing how we think, feel, and act; and,
6) Constantly improving our capacity to study and learn effectively.

Accordingly, assignments and discussions will include specific consideration for our collective preparation, engagement, and continual improvement. Throughout the term we will focus primarily on two learning outcomes:

a) Effective design, implementation, and evaluation of web designs, including security, privacy, legal, and ethical considerations, with special emphasis on audience definition, communication, and usability awareness; and,

b) Clear understanding of best practices for web design to simplify and facilitate integration with complex systems in traditional “n-Tier” architectures.

(4) Calendar

We meet 13 times this term in ~3hr chunks; expect 1-2 breaks or some type of “movement” activity each class. The book has 15 chapters so we will cover 1-2 chapters each class. Readings and overnight assignments are due at the beginning of class (see below); in-class work is due at the end of the class period.

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<thead>
<tr>
<th>4</th>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
<th>Week 4</th>
<th>Week 5</th>
<th>Week 6</th>
<th>Week 7</th>
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<tr>
<td>TUE</td>
<td>Jul 21</td>
<td>26/28</td>
<td>Aug 2/4</td>
<td>9/11</td>
<td>16/18</td>
<td>23/25</td>
<td>30/Sep 1</td>
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<tr>
<td>INTRO</td>
<td>Ch. 1 &amp; 2 Due</td>
<td>Ch. 4 &amp; 5 Due</td>
<td>Ch. 7 &amp; 8 Due</td>
<td>Ch. 10 &amp; 11 Due</td>
<td>Ch. 13 &amp; 14 Due</td>
<td>HTML5 Due</td>
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Classes will begin with a brief quiz (cumulative, including readings); some classes may have a quiz after a mid-class break. The quiz will be available at 7:30 a.m. and will be due by 8:00 a.m., and is closed book/computer. After the morning quiz we’ll have a devotional and review the quiz, followed by learning activities (i.e. lecture, group discussions, activities, projects, et cetera).

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3 See Section 7 for ABET & WASC required learning outcomes.
4 The specific schedule may vary based off classroom discussions and student interests.
(5) Grading

In conformity to our learning outcomes, Brother Smith agrees to come prepared to facilitate learning. However, you are primarily responsible for what learning occurs. Poor preparation to learn will reduce learning and classroom participation.

There will be approximately 500 points possible during the term, roughly 40 per day. Points are accumulated through quizzes (35%), assignments or in-class activities (50%), participation (10%), and the final examination (5%). Students will be assessed individually (i.e. no “curve”), with the traditional undergraduate scale:

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<thead>
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<th>Grade</th>
<th>A</th>
<th>A-</th>
<th>B+</th>
<th>B</th>
<th>B-</th>
<th>C+</th>
<th>C5</th>
<th>C-</th>
<th>D+</th>
<th>D</th>
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<td>87%</td>
<td>83%</td>
<td>80%</td>
<td>77%</td>
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No alternate final exam date or time will be permitted. No late assignments will be accepted. No make-up work will be provided. Govern yourself accordingly.

Occasional opportunities for extra credit may be available throughout the term and will be announced in class (if not explicitly defined in quizzes).

(5.1) Alternate Syllabus

Yes, you read that correctly. Subject to Brother Smith’s approval, you may devise an alternate syllabus.

Your syllabus must satisfy the same learning outcomes as listed in Section (3) above. An approved syllabus could, for example, allow for more in-depth study and implementation of interesting principles without daily classroom attendance and quizzes. Brother Smith reserves the right to approve proposed syllabi.

Alternate syllabi must be approved within the first 15% of the overall course length, by Jul 26th 5:00 p.m. If interested, contact Brother Smith for specifics.

In the absence of an approved, signed, and filed alternate syllabus with Brother Smith, you are subject to the terms and grading as outlined in this syllabus.

(6) University Policies

Violations of University policies or Honor Code will be handled individually per appropriate policy guidelines. You are encouraged to familiarize yourself with the policies and Honor Code requirements.

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5 A grade of “C” or better is required for acceptance into the IS or IT degree programs.
(6.1) Academic Honesty

Plagiarism, fabrication or falsification, cheating, and other academic misconduct:

http://services.byuh.edu/honorcode/Academic_Honesty_Policy;

(6.2) Dress and Grooming

Men. A clean and neat appearance should be maintained. Shorts must cover the knee. Hair should be clean and neat, avoiding extreme styles or colors, and trimmed above the collar leaving the ear uncovered. Sideburns should not extend below the ear-lobe. If worn, moustaches should be neatly trimmed and may not extend beyond or below the corners of mouth. Men are expected to be clean-shaven and beards are not acceptable. (If you have an exception, notify the instructor.) Earrings and other body piercing are not acceptable. For safety, footwear must be worn in all public places.

Women. A modest, clean and neat appearance should be maintained. Clothing is inappropriate when it is sleeveless, strapless, backless, or revealing, has slits above the knee, or is form fitting. Dresses, skirts, and shorts must cover the knee. Hairstyles should be clean and neat, avoiding extremes in styles and color. Excessive ear piercing and all other body piercing are not appropriate. For safety, footwear must be worn in all public places.

http://services.byuh.edu/honorcode/Dress_and_Grooming

(6.3) Special Needs

Brigham Young University Hawaii is committed to compliance with the Americans with Disabilities Act (ADA) and Section 504 of the Rehabilitation Act of 1973. The university makes every effort to accommodate individuals with disabilities within the scope of existing laws.

http://counseling.byuh.edu/special_needs

(6.4) Sexual Harassment

Unlawful Sexual Harassment is contrary to the teachings of The Church of Jesus Christ of Latter-day Saints, the university’s Honor Code and applicable civil rights laws and regulations. BYUH’s Honor Code requires that university personnel and students abide by Title VII of the Civil Rights Act of 1964 and Title IX of the Educational Amendments of 1972 which prohibit sexual harassment.

http://services.byuh.edu/honorcode/CES/Live_a_Chaste_and_Virtuous_Life
(7) ABET & WASC Learning Outcomes

Upon successful completion of IT 240, Fundamentals of Web Design & Technology, you will be able to:

- Apply knowledge of computing and mathematics appropriate to the discipline;
- Analyze a problem, and identify and define the computing requirements appropriate to its solution;
- Design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs;
- Communicate effectively with a range of audiences;
- Analyze the local and global impact of computing on individuals, organizations, and society;
- Use current techniques, skills, and tools necessary for computing practice;
- Apply design and development principles in the construction of software systems of varying complexity;
- Use and apply current technical concepts and practices in the core information technologies;
- Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based systems; and,
- Effectively integrate IT-based solutions into the user environment.

In addition to learning outcomes already identified, you will also understand:
- Professional, ethical, legal, security, and social issues and responsibilities;
- Processes that support the delivery and management of information systems within a specific application environments; and,
- Best practices and standard and their application.