CMPS 218 PUBLISHING ON THE WEB I (CRN1670) ONLINE

☖ COURSE INFORMATION
   ☞**Units:**   4.0 Credit Hours
   ☟**Pre-Req.:**   None
   ☖ **Distance Learning:** Varied Media Schedule Type
   ☟**Requirements:**   **Core** Requirements for **E-Commerce, Information Technology majors**
                          and for a **concentration** in **Internet Programming,**
                          Computer Science B.S. Elective
   ☖**Class Location:**   Asynchronous Online
   ☖**Course Time:**   Distance Learning

☻ INSTRUCTOR INFORMATION
   ☺**Instructor:**   Prof. Dr**.** Eng**.** Jozef Goetz
   ☞**Office:**   Founders Hall 108 B
   ☎**E-mail:**   JGoetz@laverne.edu
   ☎**Phone:**   (909) 448-4663
   ⌛**Office Hours:**   W: 4:00 – 6:00 p.m. on Zoom/WebEx by appointment at https://ulvadvising.as.me/jgoetz

📖 REQUIRED TEXT ([Bookstore Online](#))
[1] Terry Felke-Morris, *Web Development & Design Foundations with HTML* 5 **10/E**, Pearson Education, **2021**, Print ISBN-13: 9780135919996.

✍COURSE CATALOG DESCRIPTION
   Demonstrates the ability to code static websites in [HTML](#) and CSS by **hand** with practical interactive lab exercises and projects. Covers hard skills such as building static websites in HTML5 and CSS3, links, tables, color and graphics, inline frames, forms and web multimedia. The learning course covers emphasizes hands-on practice through lab exercises within the chapters and building complete static websites through ongoing real-world case studies using development life cycle, the modern design principles and Web design best practices to design websites for some small business organization. The final part of the course consists of a presentation, a written final report and a demo of the final website published on a web server.
   Web Development Tools: Notepad++ (https://notepad-plus-plus.org/downloads/) or Adobe Dreamweaver, WinSCP (https://winscp.net/eng/download.php) or FileZilla at https://filezilla-project.org/, Google Chrome, Mozilla Firefox, HTML validator http://validator.w3.org , CSS validator http://jigsaw.w3.org/css-validator/ and add-ons for Firefox such as Web Developer.

✍SPECIFIC GOALS FOR THE COURSE
   a. Specific outcomes of instruction:
1. Gain historical perspectives of the Internet and World Wide Web.
2. Learn and understand the **concepts** and **building blocks** of Web pages with HTML 5 and CSS 3.
3. Learn new HTML 5 elements with an emphasis on coding Web pages that work in browsers.
4. Acquire the **knowledge** and **skills** of how to design, write and test **static** websites including mobile websites.
5. **Gain hands-on experience** by hand coding text configuration, color configuration, links, graphics, multimedia components, tables, forms, frames, and page layout, with an enhanced focus on the topic on design, accessibility, and Web standards.
6. Use tools such as Adobe Dreamweaver CS, Web Developer Toolbar for Mozilla Firefox/Chrome, Notepad++, WinSCP, HTML and CSS Validators, and modern browsers.
7. Learn and build a complete static website using **development life cycle**, the **modern design principles**, and

web design best practices.
8. Able to create and publish websites.
9. Gain hands-on learning HTML and CSS via practical lab *exercises, and projects and exams*.

b. Outcomes addressed by the course:

Course Contribution	Student Learning Outcomes
	1. Ability to **analyze** a complex computing problem and to **apply** principles of computing and other relevant disciplines to identify solutions (**AA**).
*	2. Ability to **design, implement, and evaluate** a computing-based solution to meet a given set of computing requirements in the context of the program's discipline (**DIE**).
*	3. Ability to **communicate effectively** in a variety of professional context (**CE**).
	4. Ability to recognize professional responsibilities and make informed judgment in computing practice based on **legal** and **ethical** principles (**LE**).
	5. Ability to function effectively as a member or **leader** of a **team** engaged in activities appropriate to program's discipline (**LT**).
	6. Ability to **apply** computer science **theory** and software **development** fundamentals to produce computing-based solutions (**ATD**).

☞ **COURSE OUTLINE**
- Intro to the Internet & WWW
- HTML Basics
- Configuring Color and Text with CSS
- Visual Elements & Graphics
- Web Design
- Page Layout
- Responsive Page Layout
- More on Links, Layout, and Mobile
- Dreamweaver. Publishing on the WEB using browsers and WinSCP
- Tables, Forms
- Web Media & Interactivity, Web Development
- Web Promotion, E-Commerce Overview
- Publishing on the WEB.

✍ **EVALUATION AND GRADING**
There will be lab assignments, projects, quizzes, midterm and a final. The course grade will be calculated as follows:

Lab and home assignments	25%
Final project	15%
Online participations	05%
Quizzes	15%
Midterm	20%
Final Exam	20%
TOTAL	100%

The assignments will include the **seven** HOPs (Hands-On Practice) and **six** projects (HOP2, ChP2, HOP3, ChP3,

HOP4, ChP4, HOP6, ChP6, HOP7, ChP7, HOP8-10, ChP8-9, HOP11+13 – each HOP is worth 10 points and each chapter project is worth 20 points, except ChP8-9 is worth 30 points), phase 1 – 6 (Ph1 - 2, Ph4 - 6 – are worth 10 + 10 points and Ph3 is worth 5 points) and 2 assignments (A1, A2 – each one is worth 10 points). There are two online participations, each one is worth 5 points (Par1, Par2). The quizzes include chapters 1 - 4, 6 - 9, 11, 13 (each chapter quiz Ch1Q, Ch2Q,…,Ch13Q is worth 10 points).

Final course grades will be assigned as follows:

94 – 100 = **A**	90 – 93 = **A-**	87 – 89 = **B+**
84 – 86 = **B**	80 – 83 = **B-**	77 – 79 = **C+**
74 – 76 = **C**	70 – 73 = **C-**	67 – 69 = **D+**
64 – 66 = **D**	0 – 63 = **F**	

ᕮᕮ**NATURE OF ACTIVITES IN THE CLASS**

1. 🗁 **Course and Module Structure:**
   The course has been organized into **weekly modules** with weeks beginning on **Monday** and ending on **Sunday**. All assignments are **due at 11:59 pm on Sundays but all students are encouraged to complete each weekly module by Friday night**. A **subsequent module (week)**, starting from WEEK 2 will open **on Saturday at 8 am**. You are expected to **keep up with the weekly requirements** and **deadlines**.
   Each module - WEEK is comprised of the following major components. Though some modules will have additional components, all modules will have the following **STEPS**:
   1. **Road Map (Required).** This will provide you with an overview of what is expected from you for the week including readings, lectures to view, quizzes, and discussions to contribute to.
   2. **LEARN and PRACTICE (Required).** The LEARN and PRACTICE step will generally include the following components:
      - **Chapter Reading:** The chapter will introduce important skills that will be developed in the Hands-On-Practice (HOP) Activities.
      - **Lecture Notes:** This provides additional notes to familiarize you with the skills and ideas found in the chapter.
      - **Hands-On Practice Activities (HOP):** In almost all chapters are Hands-On-Practice (HOP) activities. These are important activities to develop your skill set.
   3. **ASSESS.** The ASSESS step is where you will demonstrate your skills. In most weeks you will do the following. There are additional assessments intermittently distributed throughout the weeks.
      - **Self-Test (Recommended):** Completing the Chapter Summary and Self-Test is a recommended step for ensuring you are prepared for the quiz and project.
      - **Chapter Quiz:** This is a ten-question quiz to review key concepts.
      - **Chapter Project:** This is a website development project that you will develop throughout the course.

2. ☝ **Time Plan:**
   One of common misconceptions of online degree programs is that they are easy to complete or take less time than traditional college classes. Students should plan to spend a **minimum** of **24 hours a week** on a four credit **course**. CMPS 218 online is taught for 8 weeks (instead of 16 weeks). You are enrolled in a course that is practically an 8 units. The **workload** and **speed** of the session/term CMPS 218 is **twice as big** as the workload and speed of a regular 16 week course. Reading the textbook is required and expected. The class consists of Lecture Notes study, hands-on practice (HOP), assignments, weekly projects, weekly quizzes, online participation, midterm exam, final exam, and final project report.

3. ☺**Collaboration:**
   One of the goals **of studying at the university is to learn how to learn. Learning is a long life process. One of the** computer-science educational methods is an **Extreme Learning** method. Extreme Learning integrates **problem-based learning, pairing learning, collaborative learning** practices to help students gain more **hands-on experience** and **in-depth knowledge** on specific topics. **Collaborative** learning in pairs allows **open interaction, educating each other** and **sharing of ideas, knowledge and experience.** You need **to** work with a team on projects to **learn collaboration skills**.

Guidelines:
You should use the **Extreme Learning** method by giving each other technical **support**, help on the debugging process, understanding the assignment and brainstorm general solution but each student must submit **your own detailed project solution.**

4. ◘ **Quizzes:**
Brief quizzes, one per chapter will be given during the session. **Expect two chapters, two quizzes per week**. The quizzes are 10 multiple choice questions. The **quiz is** timed for **10 minutes, once your time has expired you cannot take it again. Each quiz is** worth **10 points.** The quiz will be on the material covered in the lectures and assigned readings and assignments.
Recommended **study sequence for a quiz**: (1) read a chapter => (2) study the Lecture Notes till to the next HOP => (3) repeat (1) – (2) above for each HOP => (4) submit your HOPs for this chapter => (5) complete the Chapter Checkpoint questions, review the Chapter Summary and complete the Review Questions => (6) complete the Chapter Quiz. Please **keep up** with the course material. ==Makeup quizzes== are not allowed. However, your lowest quiz score will be dropped in determining your grade score. Please check your grade each week and notify me if you see any discrepancies.

5. ✎ **Hands-On Practice Activities (HOPs) and Projects:**
The class is presented online as a ==combination of reading== the ==textbook, Lectures Notes, assignments,== ==online participation== and ==hands-on activities== (HOPs). Several labs (HOPs) and approximately **six** project assignments (website case studies) will be given over the course of the semester. Each project is **developed incrementally** by adding new or better functionality to a website. **Small development increments approach is your ==key for your== ==programming==** and **==for your life.==** All project assignments will be graded on a scale from **0 to 20** after presenting the assignments to the instructor.

HOPs and project assignments are the **key** to your **success**. You will **build** your knowledge and skills **based** on the **previous HOP** and **project assignments**.

You will need to **create** and submit the **final** project proposal of your **own** website (your final project), see the schedule below. The **goal of** the **final project** is to apply standard-driven knowledge and skills learned in this course to your own website published on the webserver. You need to submit **project phases** and turn in your projects according to the description found in ==1_Project Submittals_Final-Proj.doc== at **http://classes.jgspectrum.com/** (click menu item Classes at the top and then **CMPS 218: Publishing on the Web I for Fall 2022,** then click the **Guidelines** directory)**. Please **do not** attempt to **turn in** any **assignment by email.**

Service Learning: The purpose of the community-based service-learning[1] project is for teams of students to design and build fully functioning websites for a **social service organization** or for a **specific business**. The community-based service learning project will apply web design skills and group learning to a client web design situation.
You will need to ==develop (in 9 phases), write== and ==implement website proposal as a== **final** project**;** see the schedule below==.== At the end of the semester you will **present** your final project website to the class. The final website project will be developed according to **phases 1 to 9** included in the **1_Project Submittals_Final-Proj.doc** at **http://classes.jgspectrum.com/** (click menu item Classes and then **CMPS 218: Publishing on the Web I for Fall 2022,** then click the **Guidelines** directory)**.**

6. ☺ **Make-up and Late Assignments**:
No credit will be given for assignments turned in after the due day specified online. **No-makeup assignments** and **email submissions** are allowed. **Do not get left behind**.

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[1] Jacoby, B. (1996). Service-learning in today's higher education. In B. Jacoby & associates (Eds.), *Service-learning in higher education: Concepts and practices* (pp. 3-25). San Francisco, CA: Jossey-Bass.

7. ✑Midterm and Final Exams:

There will be two exams to complete the course work and obtain a grade for the course. **There will be no make-ups for the midterm** and **final examinations**.

If you are absent from a **midterm** and have a **valid excuse**—an illness, a death in your family, injury or another equally compelling reason - your final exam will be counted only. You must provide **adequate** and **verifiable** documentation. Without a valid excuse, you will receive a **zero score for** the **midterm** and the final's weight will remain unchanged.

A missed **final** will be dealt with according to University regulations on incompletes and withdrawals. Midterm and final **exams** will cover specified chapters (see schedule for dates and coverage). The final will be comprehensive. These exams are a combination of multiple choices questions, true/false questions, short answer questions and writing programs/developing a website.

8. 🗁Course Material:

Please login to the ULV Blackboard with your ULV (Laverne.edu) email**: https://bb.laverne.edu** to access this course, all handouts and my Syllabus, Assignments, Guidelines, Lecture Notes, Links and grades will be posted there. Moreover, all CMPS 218 OL materials (Online Course Syllabus, Lecture Notes, Book Source Code, Assignments, Guidelines and Links) are easy available in one place for you and kept at **http://classes.jgspectrum.com/** (click menu item Classes and then CMPS 218: Publishing on the Web I for Fall 2022). The track of all assignments is kept in the most important document **Assignment.OL.doc** at **http://classes.jgspectrum.com/classes/218_F22**/Assignment.doc/.

9. ♫Communication and Email Policy:

I'd prefer that students ask questions on the discussion board where I can at least get a notice that they've posted to it. The best way to communicate with me is via email at JGoetz@laverne.edu. I usually reply to emails that require a fast answer within 24-48 hours on weekdays. I will not reply to email messages that are unclear or disrespectful. Please include your class name and section in the **subject** field and a **salutation** (e.g. Dear Professor Goetz), so that it is clear that the message is not junk mail or is deleted. **Students must check their e-mail messages on a daily basis. I will only use your Laverne e-mail address.**

10. ✎Course Community Guidelines:

The success of this course and every student in it is affected by the commitment and contributions of each of you. Please help make this course a success by doing the following:

- Create and maintain an environment conducive to learning
- Participate actively and take an initiative
- Cooperate and collaborate with peers
- Ask questions and respond to Q&A forums on the discussion board.

11. ☺Student Responsibilities:

To be **successful** in this course, plan to do each of the following:

- Set aside approximately **24 hours during the week** to work to complete course-related materials and activities
- Log-in on the **first day of each week** or **even earlier on Saturday**, review due dates and **plan your week**
- Ensure regular access to reliable, high-speed Internet
- Check **announcements** and **e-mail messages on a daily basis.**

Good luck in your course! Your success in class is my success.

12. ⊕Tentative Schedule (subject to change):

WEEK	TOPIC	READINGS	ASSIGNMENTS
Week 1 **Mon (10/24) - Sun (10/30)**	Syllabus. Intro to Course. Intro to the Internet & WWW **HTML Basics**	Chapter 1 Chapter 2	Chapter 1 Quiz Chapter 2 Quiz Hands-On Practice Chapter 2 Project
Week 2 **Mon (10/31) - Sun (11/6)**	Configuring Color and Text with CSS Visual Elements & Graphics	Chapter 3 Chapter 4	Chapter 3 Quiz Hands-On Practice Chapter 3 Project **Online participation LVO1** - answer questions a.-f. on p.190 Chapter 4 Quiz Chapter 4 Project
Week 3 **Mon (11/7) - Sun (11/13)**	Web Design	Chapter 5	**Assignment 1** **MIDTERM**
Week 4 **Mon (11/14) - Sun (11/20)**	Page Layout	Chapter 6	Chapter 6 Quiz Hands-On Practice Chapter 6 Project
Week 5 **Mon (11/21) - Sun (11/27)**	Responsive Page Layout	Chapter 7	Chapter 7 Quiz Hands-On Practice Chapter 7 Project (After completed chapter 7 **submit** a Conceptualization **phase 1** and Planning Analysis **phase 2** of your final project

WEEK	TOPIC	READINGS	ASSIGNMENTS
			proposal according to **1_Project Submittals_Final-Proj.doc)**
Week 6 **Mon (11/28) - Sun (12/4)**	Tables Forms Web Development	Chapter 8 Chapter 9 Chapter 10	**Assignment 2** Chapter 8 Quiz Chapter 9 Quiz Hands-On Practice Chapter 8 - 9 Project (After completed chapter 8, 9 according **submit** a Design **phase 3** of your final project according to **1_Project Submittals_Final-Proj.doc)**
Week 7 **Mon (12/5) - Sun (12/11)**	Web Media & Interactivity, Web Promotion	Chapter 11 Chapter 13	Chapter 11 Quiz Chapter 13 Quiz Hands-On Practice (After completed chapter 11, 13 **submit** a Production **phase 4**, Testing **phase 5** and Publishing **phase 6** with your final project report according to **1_Project Submittals_Final-Proj.doc)** FINAL PROJECT
Week 8 **Mon (12/12) - Sun (12/18)**	E-Commerce Overview	Chapter 12	**Online participation: LVO2** - Exercise: exc. 2 p. 490 FINAL EXAM

13. ♪PLAGIARISM POLICY:

Students are encouraged to collaborate, discuss and debate course concepts. However, **all assignments MUST be completed and written up individually.** If the assignment has been designated a team assignment by the instructor, **each student is required to turn in his or her own solutions.**

A grade of "F" will be assigned for the course for any occurrence of the **academic dishonesty either in exam, quiz or assignments**. It is all right to ask someone else about how to solve a problem, but it is not all right to copy their code. **Any cases of someone turning in work that is not originally theirs will be dealt with by assigning zeros to both parties involved.** Each student is **responsible** for performing academic tasks in such a way that **honesty** is not in question, unless an exception is specifically defined by an instructor, students are expected to maintain the following **standards of integrity**:

1. **All** tests, term papers, oral and written assignments, and recitations are to be the **work of the student** presenting the material.
2. Any use of the wording, ideas, or findings of other persons, writers, or researchers requires the **explicit citation of the source**; use of the exact wording requires "quotation" format.
3. Deliberately supplying material to a student for purposes of plagiarism is also culpable. The dean may place on probation, suspend, or expel any student who violates the academic honesty policy. (See ULV catalog).

14. ☝SOCIAL JUSTICE AT LA VERNE:

The Social Justice Incident Report Form is available to any University of La Verne community member wishing to report an incident of social injustice or discrimination (these may be acts that promote hate, fear, intimidation, unfair treatment, or oppression against an individual or a group). **Please note that reports can be submitted anonymously. Prior to submitting a social justice form, consider** if the reason is academic (classroom related) or something beyond that as all classroom related issues should be taken up with the Chair of the Department**.** The social justice incident/issue may be a non-emergency or emergency incident and can be reported to an agency (e.g. 911, La Verne Police Department, or University of La Verne Campus Safety Office). More information and the online reporting forms can be found on the web page of the Office of Diversity and Inclusivity or using the link below: https://cm.maxient.com/reportingform.php?UnivofLaVerne&layout_id=25.

15. ☝REMOTE COURSE PRIVACY:

It is an invasion of privacy and a violation of the course policies for anyone to **record and/or distribute** another class participant's photographs, videos, screenshot saves, or any other method for capturing an image or audio, moving or still, with or without sound, without the participant's written consent.

Registration in this course **and acceptance** of this **syllabus** constitutes acknowledgement by **holder that the student has read** and **agrees** to the p**rovisions** of the **foregoing** agreement between student and professor.