

Internet Studio 2

ATCM 3335

Section 001

Fall 2017

Mondays, 1:00 – 3:45pm

ATC 2.914

Ken Starzer, Lecturer

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Course Website: <http://www.starzer.net/is2>

Office Hours: by appointment

Course Description

Explores advanced methods and techniques related to web design and production. Students will explore and implement a range of new web technologies and how to best serve user needs with these new interactions.

Coursework

Your coursework will consist of:

- Weekly web publishing assignments
- Reading assignments
- In-class technology research presentation to learn
- Final Rich Interactive Project

Learning Outcomes

Upon completion of this course, you will be able to meet the following learning outcomes:

- **Build** sites based on web standards and using human-centered design
- **Create** dynamic interactions using jQuery and JavaScript
- **Critique** web designs based on design principles rather than feelings or hunches

What I Expect of you

- Attendance to all classes*
- All assignments need to be completed on time**
- All students need to participate individually and as a contributing member of the class, especially in sharing discoveries with one another

Grading

Because this course builds on concepts learned week-to-week, it's important that you participate individually and collectively to insure that everyone has a successful learning experience.

You'll be evaluated on:

- 20% — Attendance and participation, (actively discussing, asking questions)

- 30% — Weekly assignments,
- 20% — Completion of your research presentation, and
- 30% — Completion of your final project.

Classroom Conduct

- Students are to focus their attention on the subjects at hand in the classroom, i.e., lectures, presentations, discussions, and set aside all other activities.
- All open communication (talking) should be relevant to the subject at hand and have value to the class as a whole.
- Competitiveness between students will be friendly and encouraging at all times.
- All other rules of behavior will be discussed and agreed to by the class on the first day.

Required Supplies

Book: [JavaScript & jQuery: The Missing Manual \(3rd edition\) by David Sawyer McFarland](#). [Buy it on Amazon](#)

- Purchase of domain and hosting web space (\$10/month or \$100/year)
- High-capacity USB flash drive or online storage account, such as Dropbox.
- Sketchbook

Course Schedule

Aug 21 – Aug 28 2 weeks	Intro and review Intros, syllabus, overview, goals, expectations, supplies, etc. Review foundations of HTML and CSS
Sept 4 1 week	Labor Day Holiday
Sep 11 – Sep 25 3 weeks	Web Standards & Javascript Week 1 Advanced HTML5 and CSS3/Intro to Javascript Week 2 The Grammar of Javascript Week 3 JS Logic and Control
Oct 2 – Oct 23 4 weeks	jQuery Week 1 Falling in Love with jQuery Week 2 jQuery Events Week 3 Animations & Effects Week 4 Common jQuery Tasks
Oct 30 – Nov 13 3 weeks	jQuery UI Week 1 Expanding Your Interface Week 2 Customizing the Look of jQuery UI Week 3 jQuery UI Interactions and Effects

Nov 20 **Thanksgiving Holiday**
1 week

Nov 27 – Dec 11 **Wrap-Up and Final Presentations**
3 weeks Week 1 Wrap-Up
 Week 2 Lab Time for Projects
 Week 3 Final Project Presentations

Research Presentation

We understand concepts more fully when we teach it. You will select a topic and research a minimum of 10 different source materials (web sites, magazines, book, etc.) and provide two examples of use. Students must understand the content and present it to the class.

Below are some suggested topics:

- 3D visualization
- Accessible Rich Internet Applications
- APIs
- Bandwidth
- Cloud-based OS
- Cloud services
- Cookies
- Future devices
- OpenID
- Privacy
- Responsive Images
- Semantic Web
- OS proliferation
- Web Services
- UI/UX - User interface, user experience
- XHR (XMLHttpRequest)

Semester Project & Presentation

You will form groups to create a rich, interactive experience. Groups may include the following team members:

- Front-end designer (HTML, CSS)
- Back-end designer (JavaScript, MySQL)
- User experience, interaction designer
- Usability analyst

Grading Scale

A 91-100 Excellent
B 81-90 Above Average

C	71-80 Average
D	61-70 Poor
F	00-60 Failing

Grading Weights

20 Points Attendance (15 at .75 points each)*

30 Points Assignments (13 at 2.3 points each)**

20 Points Research Presentation

30 Points Final Project & Presentation

*Attendance and Tardy Policy – Attendance is mandatory. Lack of attendance will affect your grade because absences will not only leave holes in understanding of the lesson contents but also degrade the benefit to other students in regard to discussions and work sessions. Coming to class late or leaving early will also be counted as absences without prior approval from the instructor. Use of classroom computer(s) or personal laptops during class for any use other than to take notes or complete in-class assignments will result in docked attendance points.

**Assignments not turned in on time (7:00pm on the due date) will be docked 1.0 point (i.e., from 2.3 to 1.3). Assignments not turned in by 7:00pm one week after the due date will receive a 0.

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus.

Please go to <http://go.utdallas.edu/syllabus-policies> for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.