Web Page Layout: Dreamweaver I
GCMW 102

Syllabus for Web Page Layout I (# 70841)

— CSU Transfer Course —

Instructors

Names: Judy Fontanella and Lillian Payn

Emails: jfontanella@palomar.edu and lpayn@palomar.edu

Office hours: **Judy Fontanella's**——By appointment, Please contact via email.

Lillian Payn's: Online: Thursdays, 8 am – 1 pm *(Please make an appointment to avoid double-booking.)*

Face-to-face: to be arranged.

ZOOM >>> Meeting ID: 374 202 5403. Password: GC *(If needed)*

https://palomar-edu.zoom.us/j/3742025403?pwd=bTk0eHU1Rk42NEkycWEzblZEUkZPZz09

If you would like some help, please let us know!

MEET & GREET + ORIENTATION

Monday, August 22, 2022   2:00 - 3:00 PM

ZOOM >> **https://palomar-edu.zoom.us/j/3742025403?pwd=bTk0eHU1Rk42NEkycWEzblZEUkZPZz**

Meeting ID: 374 202 5403. Password: GC (*If needed*)

Let's start the semester with a ZOOM "Meet & Greet" for a brief introduction to the Syllabus, the Canvas Classroom, and the Dreamweaver interface and time for Questions. [Not required: RECOMMENDED.]

Course Description

In GCMW 102 you will learn the basics of Web design: how to create your pages, how to optimize your graphics for use on your pages and how to upload them to a server so that they will be available for everyone to see. We will use the state-of-art Web Design tool used most often by Professionals, Adobe Dreamweaver. Dreamweaver creates your html code for you. It also helps keep your site files organized, creates links between them automatically and uploads your files to the hosting server. There is no prerequisite for this class.

Student Learning Outcomes

• Students will be able to create a Web site that uses current Web standards for content and styling.
• Students will be able to upload files to a remote server so that they can be viewed on the Web.

Goals and Objectives

1. Use html markup language to produce a Web page.
2. Implement CSS styling to layout their Web pages and to make them attractive.
3. Employ a WYSIWYG Web development program to create Web pages.
4. Apply CSS to style their text.
5. Create site navigation.
6. Apply CSS to style tables.
7. Use an image editing program to optimize images for use on the Web.

8. Create functional forms on a Web page.
9. Create a Web page that contains video.
10. Use javascript to Implement some interactivity on a Web page.
11. Upload Web pages to a remote server for publication on the Web.

Schedule of Units

Unit	Topic	Begins	Points	Due
Unit 1	Getting Started	Aug 22	50	Aug 28
Unit 2	Understanding How Web Pages Work	Aug 29	50	Sep 4
Unit 3	Site Setup and FTP in Dreamweaver	Sep 5	50	Sep 11
Unit 4	Site Structure and Linking in Dreamweaver	Sep 12	50	Sep 18
Unit 5	Styling Text and Tables with CSS	Sep 19	50	Sep 25
Unit 6	Styling Text and Lists with CSS	Sep 26	50	Oct 2
Unit 7	Images for the Web	Oct 3	50	Oct 9
Unit 8	Background Images and the Extract Panel	Oct 10	50	Oct 16
Unit 9	Page Layout with CSS	Oct 17	50	Oct 23
Unit 10	Templates	Oct 24	50	Oct 30
Unit 11	Working with CSS	Oct 31	50	Nov 6
Unit 12	Forms	Nov 7	50	Nov 13
Unit 13	Web Fonts, Transparency and Rounded Corners	Nov 14	50	Nov 20
Thanksgiving Break (11/21 - 26)				
Unit 14	Multimedia and Drop Shadows	Nov 28	50	Dec 4
Unit 15	Javascript and jQuery	Dec 5	50	Dec 11
Unit 16	Final Wrap-Up	Dec 12	50	**Dec 16 4:00PM**
	Total Points Possible:		800	

Teaching Methods

In most cases, we will have one unit/module of study per week. Each unit will include notes from the teacher, reading and an assignment to reinforce the learning for that unit topic.

Required Software - Dreamweaver CC

You will need to use **Dreamweaver CC** software for this class. This software updates automatically, so we will all be using the latest release. *You can get a student price on a license during this class. You can also go to open labs on campus or gain access to virtual labs via "Splashtop". Instructions to be posted for Splashtop.*

Required Texts

    Adobe Dreamweaver CC 2022: The Professional Portfolio - ISBN 978-1-946396-77-8
    by Against The Clock, Inc. **https://www.againsttheclock.com** to purchase and access videos, files, etc.
    (You can also use the 2021 version of the book.)

Assignments, Student Web Sites and Grading

1. In most cases, you have to **complete an assignment totally correctly** to get any points for the assignment. If you turn in an assignment, and it's not totally completed, you will generally see 0 points awarded and a note from us about what needs to be fixed. **Then you will have an opportunity to revise your assignment to earn your points.**
2. Units/Modules start on Monday. The assignment for that unit is due at midnight, the following Sunday. Exceptions will be be noted.
3. **Late Assignments:** 10% will be deducted for each late assignment if they aren't more than 2 weeks late. Assignments turned in that are more than 2 weeks late will only receive half of their **earned value**.
4. **Most assignments will require that you post to the discussion board**. If the directions state that you must post to the discussion board, you won't get any points if you don't do that.
5. Be sure to check our response to your post on the Discussion Board. In that response, We'll tell you if your assignment is complete, or if you need to do more to complete the assignment.
6. If you did not receive credit for an assignment, you may earn the points by correcting the work and then posting in your original discussion board thread to let us know that you are ready for a recheck. It is a good idea to check the discussion board frequently, so that you will know if any modifications need to be made in your assignments.
7. Grading is on a straight percentage basis.
8. Incomplete are not given except in rare cases where the student has completed most of the course work but grave illness or injury has made total completion impossible. When students have not completed most of the course during the semester, they do not do well trying to complete all of the work by themselves. They do better if they retake the class. Therefore, they should take a grade in the class, retake the class, and then apply for a grade replacement after completing the class a second time.

—Schedule, Tasks, & Due Dates Subject to Change —

Points Earned	Percentage of total possible points	Letter Grade
720 points	90% - 100%	A
640 points	80% - 89%	B
560 points	70 % - 79%	C
480 points	60% - 69%	D
0 - 479 points	0% - 59%	F

Why Do We Grade This Way

I thought maybe you would like to know why we grade the way we do. While the assignments are not broken down into points and sections, you can always get full credit for the assignment by making corrections, and I've always helped with that when needed. So, there is always the possibility of improving your grade. You often learn best what you might have gotten wrong the first time, but then corrected. When you have a chance to go back and make corrections, you can always count on getting an A, so it can help both your learning and your grade. At times, assignments build on each other, too, so it's important to have each step done correctly before proceeding on to the next step. An education professor once said that a "not yet" grade was much more encouraging than and "F" or "D." We don't want you to feel discouraged, but encouraged, and to encounter mastery.

Important Dates

Last Date for Wait List	Aug 21
Last day to add without permission	Aug 28
Last Refund Date	Sep 4
Last day to drop without grade	Sep 5
Last day to add with permission	Sep 6
Audit or P/NP	Sep 12
Last 'W' Date	Oct 15
Last Day of the Course - 4 pm	Dec16

Palomar College Policies

- Palomar College regulations apply for Graphic Communications courses, and can be found in the current catalog (Section 3, 4, 5). Students should be aware of Palomar's Student Rights and Responsibilities. Please pay particular attention to the sections on Academic Integrity, Drugs and Alcohol Policy, Smoking Policy, Crime Awareness, Sexual Harassment Policy, Student Behavior Rules and Regulations, and the Student Conduct Code. The documents can be found at http://www2.palomar.edu/pages/catalog.
- Project Themes: Class projects should be suitable for family viewing, creative and original. Racial, ethnic, or subcultural slurs, pornography and hate are unacceptable.