

## ART 2460 Interactive Design I, Section 001

**INSTRUCTOR:** Jim Godfrey | **OFFICE:** GT 406 | **HOURS:** Monday–Thursday 9:00 AM–10:00 AM, Monday and Wednesday 12:00–12:30 PM | **PHONE:** 863-6190 | **EMAIL:** jim.godfrey@uvu.edu

### Course Description

Classes about the web usually focus on technical considerations for publishing web sites. This class will address some of those issues, but the focus, however, will be on interface design and creating web experiences for users that are consistent and highly usable. You will also learn to think about who will view the site and how to design the site to assist the user in finding/doing what he/she need. To assist you in completing your projects, you will learn some xhtml code and use Macromedia's Dreamweaver CS3 software.

### Course Procedures

This class meets twice a week, Tuesdays and Thursdays from 10:00–11:50 AM, in GT540. The process for creating a web site involves generating ideas for the design of the site as well as creating a flow chart to serve as the structure behind the site. To help you create well-designed web pages, part of the class will be used to critique your work. The other class periods will primarily be lab days where you will learn the software needed to create web pages. Attendance will not be taken. However, an assignment is due almost every time we meet in class. You will find it next to impossible to adequately complete assignments if you do not show up for class. *Please note:* to complete the tutorials and projects assigned in class you will need to spend a significant amount of time working on the projects outside of class time.

### Required Materials

**Textbook:** *Dreamweaver CS4 Digital Classroom (Paperback)* by Jeremy Osborn, ISBN: 0470410922.  
Media for saving/backing up your files: jump drive, memory stick, firewire drive, CDs, etc. (pick any one).

### Grading

Your grade will be based on the completion of **3 class projects, completion of assignments, and completion of labs**. Assignments and projects will be graded using the standard grading chart, shown to the right. There are 396 possible points, see the next page for a breakdown. All projects are due at the beginning of class as indicated on the attached schedule. It is your responsibility to hand in projects on time. **Late projects receive a 25% grade cut. Projects more than two days late will not be accepted.** You may choose one project to redo and hand in before the end of the semester by the date specified on the schedule, provided that the original was not turned in late. Lab assignments are generally due the next class following the one in which they were assigned. For example, if Lesson 5 were assigned on Tuesday, it would be due Thursday at the beginning of class. Labs turned in late will also be given the 40% grade cut. Cheating or plagiarizing will result in a failing grade for the class.

100–94 = A	76–73 = C
93–90 = A-	72–70 = C-
89–87 = B+	69–67 = D+
86–83 = B	66–63 = D
82–80 = B-	62–60 = D-
79–77 = C+	59–0 = F

I try to grade projects and return them to you within a week of when you handed them in. If you miss class on the days I return your projects and tests, it is your responsibility to come to me to find out your grade.

## Attention Students with Disabilities

If you have any disability that may impair your ability to successfully complete this course, please contact the Accessibility Services Department located on the Orem campus in room WB-146. Academic accommodations are granted for all students who have qualified documented disabilities. Services are coordinated with the student and instructor by the Accessibility Services Department. Accessibility Services Department telephone 801-863-8747, TDD 801-221-0908.

## Projects *(See attached schedule for due dates)*

### PROJECT NUMBER 1

Thumbnails & Flow Chart	2 points
Final Web Site	100 points

### PROJECT NUMBER 2

Thumbnails	2 points
Roughs	2 points
Flow Chart	2 points
Homepage in Photoshop/Illustrator	2 points
Homepage in Dreamweaver	2 points
3 subpages	2 points
Final Web Site	100 points

### PROJECT NUMBER 3

Thumbnails	2 points
Roughs	2 points
Flow Chart	2 points
Homepage in Photoshop/Illustrator	2 points
Homepage in Dreamweaver	2 points
3 subpages	2 points
Final Web Site	100 points

## Labs and Assignments *(See attached schedule for due dates)*

### ASSIGNMENT *(10 points)*

Bring in 2 URLs of well-designed web sites. Tell the class what you think makes the site effective.

### LABS *(60 points)*

To help you learn XHTML and Dreamweaver, there are 12 lab assignments. Each lab assignment is worth 5 points for a total of 60 points. Lab assignments are not graded but are based on your completion of the tutorial. Lab assignments will usually be saved to a server. Assignments are generally made in conjunction with your required text. It is imperative that you attend lab days. Without a knowledge of the software, you will find it next to impossible to complete the projects assigned.

# Schedule

Week	Monday	Tuesday	Wednesday	Thursday	Friday
<b>1</b>	<b>May 4</b>	<b>5</b>	<b>6</b> Introduction to class. Review of syllabus. Assignment 1 given. Criteria defined.	<b>7</b> <b>Due:</b> Assignment 1. <b>Lab:</b> Intro to xhtml: basic structure, tags, color.	<b>8</b>
<b>2</b>	<b>11</b> <b>Lab:</b> images, creating hyper-text links, tables. <b>Assignment:</b> Project 1	<b>12</b> <b>Lab:</b> Cascading Style Sheets (CSS).	<b>13</b> <b>Discussion:</b> web usability. <b>Demo:</b> Saving images for the web. <b>Demo:</b> Writing html code, uploading to the server. <b>Due:</b> Roughs and flow chart.	<b>14</b> <b>Workday.</b>	<b>15</b>
<b>3</b>	<b>18</b> <b>Due:</b> Project 1. <b>Discussion:</b> Site design. <b>Assignment:</b> Project 2.	<b>19</b> <b>Due:</b> Roughs and flow chart. Discussion. Intro to Dreamweaver. <b>Lab:</b> Ch. 2.	<b>20</b> <b>Lab:</b> Ch. 3.	<b>21</b> <b>Due:</b> Layout of homepage in Illustrator/Photoshop. Critique. <b>Demo:</b> How to build your homepage. <b>Lab:</b> Ch. 6.	<b>22</b>
<b>4</b>	<b>25</b> <b>Memorial Day</b>	<b>26</b> <b>Discussion:</b> Dreamweaver and CSS. <b>Lab:</b> Ch. 7.	<b>27</b> <b>Due:</b> Homepage for Project 2. Critique.	<b>28</b> <b>Workday.</b>	<b>29</b>
<b>5</b>	<b>June 1</b> <b>Due:</b> 3 subpages for Project 2. Critique.	<b>2</b> <b>Lab:</b> Ch. 10.	<b>3</b> <b>Workday.</b>	<b>4</b> <b>Due:</b> Final site for Proj. 2. Assignment: Project 3.	<b>5</b>
<b>6</b>	<b>8</b> <b>Due:</b> Roughs, project summary, flow chart for Proj. 3. <b>Lab:</b> Ch. 5.	<b>9</b> <b>Demo:</b> CSS for Layout. Why and why not? Discussion. <b>Demo:</b> Behavior thumbnail gallery.	<b>10</b> <b>Due:</b> Homepage in Photoshop or Illustrator. <b>Demo:</b> positioning using CSS.	<b>11</b> <b>Lab:</b> Ch. 12.	<b>12</b>
<b>7</b>	<b>15</b> <b>Due:</b> Homepage. <b>Lab:</b> Ch. 13.	<b>16</b> <b>Workday.</b> <b>Lab:</b> Ch. 8.	<b>17</b> <b>Demo.</b> <b>Workday.</b>	<b>18</b> <b>Due:</b> 1 subpage. Critique.	<b>19</b>
<b>8</b>	<b>22</b> <b>Discussion:</b> accessibility, web hosting, search engine optimization. <b>Workday.</b>	<b>23</b> <b>Due:</b> Final files uploaded. Critique.	<b>24</b>	<b>25</b>	<b>26</b>