Course Title/Number: MIC 215  Introduction to Dreamweaver

Credits: 4  Instructional Hours: 44

Prerequisites: MIC 101 or an equivalent is recommended. It is expected that the student have basic knowledge of the use of a computer and an Internet browser. In particular, the students should know how to navigate on the Internet using URLs, and use Windows Explorer or My Computer to manage (save, copy, delete, move, etc.) files. No prior knowledge or experience in HTML programming is required.

Office Hours: Virtual office hours will be announced

Textbook: Refer to the textbook and other learning material information on the course website.

Course Description:
This is an online course. Students will get information and instruction from the course Web site. Students will also access online discussion board, lecture board, quiz, and file sharing tools at the Web site.

The course introduces Dreamweaver, software for Web page development. Dreamweaver is the most widely used WYSWYG (What You See is What You Get) Web-page editing software, popular among professional Web developers and hobbyists. Using Dreamweaver, students will learn to create simple Web pages as well as dynamic and comprehensive Web sites.

The course is designed for students with basic computer and Internet knowledge who wish to enrich their knowledge of Web publishing tools.

The course structure consists of:
• studying with technical instructions from the textbook and Internet resources;
• practicing with the software to acquire hands-on experience in Web publishing (students need to obtain their own access to the software);
• mastering skills through creative exercises aimed at developing Web pages;
• using communication tools, such as e-mail and discussion boards, to effectively communicate technical ideas; and
• creating web sites in teams, which replicates many office environments.

The course will provide the students an opportunity to learn the Web editing software that is the de facto application in web development.

Course Purpose Overview and Goals:
Purpose Overview: The purpose of this class is to prepare students with skills and knowledge of Web publishing using Macromedia Dreamweaver.
Course Objectives: Upon completion of the course, the students will:

- Have hands-on knowledge in developing simple and comprehensive Internet Web sites.
- Be able to plan, design, and develop Web sites.
- Acquire creative skills in design, layout, and interactivity of Web pages.
- Integrate varied software applications such as Web editor, graphic, and multimedia software.
- Create a portfolio of Web sites that demonstrate competency in the software application.
- Understand fundamental trends of technological evolution of Web development.

Course Outcomes: Upon completion of the course, the students will be able to implement working knowledge of Web publishing using Dreamweaver by being able to plan, design, and update Web sites.

Americans with Disability Act: If you need course adaptations or accommodation because of a disability, if you have emergency medical information to share with your instructor, or if you need special arrangements in case the building must be evacuated, please make an appointment with your instructor as soon as possible.

Instructor: Yun Moh

Office Hours: By appointment only  E-mail: Yun.Moh@seattlecolleges.edu This is not the best email to reach the instructor. Instead, use the email in CANVAS (the course Web site).

Message Phone: 206-651-5233  Office: 2BE3176

For urgent matters, call AND email me.

Student Outcomes, Competencies: Upon completion of the course, the students will have skills and knowledge in the following areas:

Web Publishing Fundamentals:
- Create Web sites with hyperlinks and graphic images.
- Use page layout tools such as tables, frames, and layouts.
- Utilize Cascading Style Sheets (CSS), HTML, rollovers, behaviors, and forms.
- Manage Web sites with directories and different types of computer files.

Communication and Resources:
- Effectively collaborate with group project members and the instructor through meetings and e-mails.
- Document plans, ideas, designs, specifications, and progress throughout the development process.
- Gather and evaluate materials from the Internet resources. The student will know how to use industry resources.
- Subscribe to industry newsletters and blogs for current technology trends.
- Explain copyright laws.

Web Site Publishing and Management:
- Upload and download files, directories, and sites between an Internet Web server and a local computer using FTP.
- Move, delete, rename files and directories on the local computer and remote Web servers.
- Investigate commercial Web hosting services.

Multimedia:
- Explore media applications such as Flash movies and sounds.
- Use an overhead projector Web site presentation.
- Use a scanner and other peripherals

Integration of software skills:
- Integrate software objects for individual documents. (e.g. creating and inserting Flash images through Dreamweaver)
Manipulate images using a graphic application such as Fireworks.

Methods of Instruction: The course focuses on hands-on experience of Macromedia Dreamweaver and other related software applications for creating comprehensive Web sites. Using Web pages, PowerPoint presentations, digital movies, and/or other Internet media technologies, the instructor introduces technical skills and provides practical models on how students can utilize varied skills for Web development.

The following instructional methods will be employed:

1. Online lecture notes in Web page and/or PowerPoint slide formats: Lecture notes will include introduction to concepts and examples.
2. Introduction and demonstration of varied software skills in a Web page, PowerPoint, and/or digital video format that can be viewed from the Internet: Digital video lessons will show screenshots of computer demonstrations with audio instruction.
3. Discussions in electronic message board for possible challenges within different scenarios: The instructor will post the scenarios for students to engage in discussions toward developing and evaluating solutions for challenges. Students are encouraged to use the solutions for their Web sites.
4. Creating group and cooperative activities for students to benefit from working together using tools from the Internet. For example, each member of a group will produce a part of a Web site that the group will publish on the Internet. Group members will use e-mail, FTP, and group discussion board to design, coordinate and communicate to create a Web site as a group.

Readings and the Internet Resources:

- Dreamweaver
  - Adobe Dreamweaver
  - Adobe TV

- Dreamweaver Extension
  - Project VII
  - Dreamweaver Extensions Database
  - Yaromat
  - Massimo’s Corner of the Web
  - Dreamweaver Designer & Developer Center

- HTML
  - W3C
  - W3C HTML

- XML
  - XML.com

- CSS
  - W3Shools

Required Materials:

- Access to the Internet;
- Adobe Dreamweaver software.
- Textbook and other learning materials: The information is provided above.

Last update on 4/4/2016
### Schedule and Assignments

(Sequence and specific topics are subject to change)

The assignment lists are preliminary. Always check with the course Web site for updates as assignments changes to keep up with the technologies!

<table>
<thead>
<tr>
<th>Week</th>
<th>Contents</th>
</tr>
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</table>
| One  | • Introduction to the course.  
      • Introduction to Web publishing.  
         o Background.  
         o What are HTML, HTML, XML, Script languages, and Web server?  
      • Introduction to Macromedia Dreamweaver  
         - Interface.  
         - Application Setups.  
      • **Assignments:**  
         - Discussion  
         - Read and complete the step-by-step instruction of the chapters of Introduction, 1, and 2.  
         - Explore [Dreamweaver at Adobe](http://www.adobe.com) and [Developer Center](http://www.adobe.com) sites.  
         - Sign up developer newsletters. |
| Two  | • Site Control.  
      - Define local and remote sites.  
      - Setup FTP connection.  
      • Basics of Dreamweaver  
         - Insert text, images  
         - Page properties.  
      • **Assignments:**  
         - Discussion  
         - Read and complete the step-by-step instruction of the chapters 3 and 4.  
         - Using the skills you learned this week, create a simple site about antelope. It could be 2-3 pages. Zip the site files and drop it off at the assignment page. |
| Three| • Hyperlinks  
      - Relative and absolute addresses.  
      - Image Maps  
      • Typography  
         - Fonts.  
         - Flash Text.  
      • **Assignments:**  
         - Discussion  
         - Read and complete the step-by-step instruction of the chapters 5 and 6.  
         - Using the skills you learned this week, create a simple site about Babylon. It could be 3-4 pages. Zip the site files and drop it off at the assignment page. |
| Four | • Tables  
      - What are they?  
      - Properties of Tables.  
      - A table as a layout tool.  
      - Nested tables.  
      • Layout  
         - What is it?  
         - Layout for tables.  
      • Explore Photoshop.  
      • **Assignments:**  
         - Discussion |
| Five         | - Read and complete the step-by-step instruction of the chapters 7 and 8.  
|             | - Using the skills you learned this week, create a simple site about a topic assigned. It could be 3-4 pages. Zip the site files and drop it off at the assignment page.  
|             | - Cascading Style Sheets  
|             |    - What are they?  
|             |    - Different types.  
|             | - Frames  
|             |    - What are they?  
|             |    - Are they still relevant?  
|             | - **Assignments:**  
|             |    - Discussion  
|             |    - Read and complete the step-by-step instruction of the chapters 9 and 10.  
|             |    - Explore [CSS tutorials at W3Schools](http://w3schools.com).  
|             |    - Explore [Troy Dreier’s Tutorial](http://troydreier.com) Lesson 2.  
|             |    - Using the skills you learned this week, create a simple site about a topic assigned. Zip the site files and drop it off at the assignment page.  
| Six         | - Rollovers  
|             |    - What are they?  
|             |    - Simple and multiple rollovers.  
|             |    - Flash buttons.  
|             | - HTML  
|             |    - Why do we want to know?  
|             |    - Code view.  
|             |    - Tag editor.  
|             |    - Cleaning up HTML.  
|             | - **Assignments:**  
|             |    - Discussion  
|             |    - Read and complete the step-by-step instruction of the chapters 11 and 12.  
|             |    - Using the skills you learned this week, create a simple site about a topic assigned. Zip the site files and drop it off at the assignment page.  
| Seven       | - Group Project.  
|             |    - Initial contract with the instructor.  
|             |    - Plan and design.  
|             |    - Duty allocation.  
|             |    - Production, collaboration, documentation.  
|             |    - Check-in and out.  
|             | - Getting It Online  
|             |    - Hosting  
|             |    - FTP  
|             | - **Assignments:**  
|             |    - Discussion  
|             |    - Read and complete the step-by-step instruction of the chapter 20.  
|             |    - Group Project. Create a tourism Web site as a group. Post it to a Web server. Zip the site files and drop it off at the assignment page.  
| Eight       | - Form  
|             |    - What is it for?  
|             |    - Form objects.  
|             | - Behaviors  
|             |    - What are they?  
|             |    - Exercises.  
|             | - **Assignments:**  

Last update on 4/4/2016
<table>
<thead>
<tr>
<th></th>
<th>Discussion</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Complete chapters 13 and 14.</td>
</tr>
<tr>
<td></td>
<td>Explore the tutorial on Form.</td>
</tr>
<tr>
<td></td>
<td>Explore the tutorial on Fireworks by webmonkey.</td>
</tr>
<tr>
<td></td>
<td>Using the skills you learned this week, create a simple site about a topic assigned. Zip the site files and drop it off at the assignment page.</td>
</tr>
<tr>
<td></td>
<td>E-mail your proposal for the final project to the instructor with the e-mail system in the course Web site.</td>
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</tbody>
</table>

Nine

- Fireworks
  - What is it?
  - Images and more.
- Automation
  - What is it for?
  - Exercises.
- Assignments:
  - Discussion
  - Complete chapters 15 and 16.
  - Explore the tutorial on Templates by HTMLCenter.
  - Using the skills you learned this week, create a simple site about a topic assigned. Zip the site files and drop it off at the assignment page.

Ten

- Templates and Libraries
  - What are they?
  - Creating and modifying templates and libraries.
- Accessibility
  - What is it for?
  - Exercises.
- Assignments:
  - Discussion
  - Complete chapters 17 and 18.
  - Explore the accessibility at W3C.
  - Using the skills you learned this week, create a simple site about a topic assigned. Zip the site files and drop it off at the assignment page.
  - Upload the final project that you are working on to a Web server. E-mail the URL of the final project to the instructor.

Eleven

- Media Objects
  - Sounds, Flash, and movies.
- Work on the final project.
- Assignments:
  - Complete chapter 19.

Final

- Final is due on the date specified in the course schedule.
- **Final Project’s due date is posted at assignment page. No late submission will be accepted.**

**Evaluating Outcomes and Policies on Assessment and Assignments**

- Weekly Assignments: The students submit weekly assignments based on the topics covered each week. The students are encouraged to consult and verify the assignments with the instructor before submitting. The purpose of the weekly assignments is gaining hands-on as well as fundamental knowledge of the topics.
- Group Project: Create a Web site as a group to enhance skills in working with a group via the web. The instructor will be the client of your project.
- Final Project: A comprehensive Web site presentation which demonstrates the skills and tools learned throughout the course
- **No late discussion board assignments will get credit.**

Last update on 4/4/2016
**Late Web site development assignments** will be accepted by the following Wednesday after the due date. Late assignments will take at least 10% deduction of points. Assignments submitted after the following Wednesday will get no credit.

The final grade will be computed on the following weights

<table>
<thead>
<tr>
<th>Category</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Discussion Board</td>
<td>20%</td>
</tr>
<tr>
<td>Weekly Web Site Assignments</td>
<td>50%</td>
</tr>
<tr>
<td>Group Project</td>
<td>10%</td>
</tr>
<tr>
<td>Final Project</td>
<td>20%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>

**Grading**

Numeric grades will be determined using a standard percentage point evaluation as outlined at [http://www.seattlecentral.edu/~ymoh/GradePolicies.htm](http://www.seattlecentral.edu/~ymoh/GradePolicies.htm). The following table is a simplified schedule. Grades may be curved after the total quarter points have been tabulated. However, do not count on a curve to obtain your desired grade.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>92%-100%</td>
</tr>
<tr>
<td>B</td>
<td>79%-91%</td>
</tr>
<tr>
<td>C</td>
<td>65%-78%</td>
</tr>
<tr>
<td>D</td>
<td>60%-64%</td>
</tr>
<tr>
<td>F</td>
<td>Below 60%</td>
</tr>
</tbody>
</table>

**Students in the Seattle area, contact the instructor for information about campus-based learning resources.**

**Academic Dishonesty**

Any academic dishonesty will be subject to the procedures specified by the college.