



Course Syllabus

Faculty : Computing & Information Technology

Department : Computer Science (CS)

Program : Computer Science (CS)

I. General information about the course instructor :							
Name	Mohammed Aqlan	Office Hours(3 Hours Weekly)					
Location & phone number	Computer Science (CS)	Sat	Sun	Mon	Tue	Wed	Thu
Email	m.aklan@ust.edu.ye			√			

II. General information about the course:						
1.	Course Title :	Introduction to Web Design				
2.	Course Code and Number :	CIT08				
3.	Credit Hours :	Credit Hours				Total
		Theoretical	Seminar/Tutorial	Practical	Training	
		2	0	2	0	4
4.	Study Level and Semester:	2th year , 1nd semester				
5.	Pre-requisites (if any):	CIT10 - Problem Solving and Programming				
6.	Co-requisites (if any):	-				
7.	Program in which the course is offered:	Computing & Information Technology				
8.	Teaching Language:	English				
9.	Instruction location:	Credit hours				

I. Course Description
<p>In this course, you will learn to create and maintain Web pages using HTML and CSS. This course is taught in our PC computer lab, but you can do the coursework on other computer platforms. It is assumed that the student is proficient with the operating system on their computers, including file management and connecting to the Internet. It is also assumed that you are proficient with using of Web browsers.</p> <p>In this course you will learn to edit HTML and CSS files directly using html or text editors. You should NOT be using a Web authoring program in a WYSIWYG (What You See Is What You Get) environment, such as Adobe Dreamweaver. You may, however, use the Code View of Dreamweaver</p>

المراجع

د. عبدالله الحاشدي

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or other such programs.

Learning to create Web pages can be frustrating at times because simple, easily-missed typos can cause page errors. But with careful typing, use of page validation, and practice, it is not too difficult to become proficient. The more you practice with HTML and CSS coding, the better you will become, so students are encouraged to experiment. Before this approach should be studied material programming and problem solving.

II. Course Aims:

This course aims to:

1. Learn how to design and develop a Web page using HTML and CSS.
2. Learn how to link pages so that they create a Web site.
3. Design and develop a Web site using text, images, links, lists, and tables for navigation and layout.
4. Style your page using CSS, internal style sheets, and external style sheets.
5. Learn how to use graphics in Web design.

III. Course Intended Learning Outcomes (CILOs) :

a1. Identify the latest techniques, best practices, and current web standards—including HTML5, CSS3 and libraries JavaScript

b1. Differentiate between HTML, CSS and JavaScript

b2. Use graphics in Web pages.

b3. Link pages so that they create a Web site.

c1. Design and develop basic web pages using HTML, CSS styles, internal and/or external style sheets, CSS for layout and JavaScript that is make active design

e5. Create local HTML pages and move them to a remote web server

IV. Course Contents

Theoretical Aspect:

No.	Course Units	Sub-topics	Week due	Contact Hours
1	Introduction	Syllabus. Introduction to WWW and HTML. Web page building blocks. Working with Web files.	1	3
2	HTML I	Basic HTML structure. Basic HTML formatting.	1	3
3	HTML II	Web graphics	1	3
4	HTML II	Links and site structure Tables Forms	1	3
5	CSS I	Style Sheet basics. Working with CSS files.	1	3
6	Mid Term Exam		1	2
7	CSS II	Style Selectors. Formatting with Styles.	1	3

المراجع

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8	CSS III	CSS Layout	1	3
9	JavaScript I	Intro to JavaScript The Browser Object Events	1	3
10	JavaScript II	DOM JavaScript Libraries	2	6
11	Projects	Projects will be presented in class. Projects are due at the start of class	3	6
Total number of weeks and hours			14	41

Second: Practical/Tutorial/Clinical Aspects :			
Write up practical/tutorial/clinical topics			
No.	Practical/Tutorial/Clinical topics	No. of Weeks	Contact Hours
1.	Website using HTML and CSS	6	12
2.	Active website using HTML, CSS and JavaScript	2	4
3.	Build website using HTML5 and CSS3	1	2
4.	Website using HTML/CSS Framework e.g.(Bootstrap)	2	4
Total number of weeks and hours		4	13

V. Teaching Strategies	
•	Lectures.
•	Problem solving.
•	Dialogue and discussion.
•	Assignment.

VI. Tasks and Assignments			
No.	Task/Assignment	Week due	Mark
1	Project: fully design of personal website	2	10
2	Project: fully design of company website	2	10

VII. Learning Assessment:				
No.	Assessment Tasks	Assessment day & date	Mark	Weight
1	Homework/Tasks/Assignments	2	20	20%
2	Quiz	4	5	5%
3	Midterm Exam	7	15	15%
4	Projects	8	10	10%

المراجع

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5	Final Exam	16	50	50%
Total			100	100%

VIII. Learning Resources

1. Textbooks:

- Elizabeth Castro and Bruce Hyslop, (2012), HTML5 and CSS3, Seventh Edition: Visual QuickStart Guide, 7th, Peachpit Press

2. Essential References:

- Jennifer Niederst Robbins , (2012). Learning Web Design, 4th, O'Reilly Media
- Preston Gralla, Matt Brown, (2012), Creating Web Pages All in One, 4th, Wiley

3. Electronic Materials and Web Sites:

- <http://www.w3c.org>
- <http://www.w3schools.com>
- <http://www.cssnewbie.com/>

IX. Course Policies (To be determined by Faculty Deanship)

1.	Class Attendance : <ul style="list-style-type: none"> Students are required to attend all class lectures, tutorials and labs. Student will not allow attending the final exam if he exceeds the maximum number of absences (15% without excuses and 25% with excuses).
2.	Tardy : <ul style="list-style-type: none"> Attendance will be taken every lecture at the first 10 minutes and any student come after that will be considered absent.
3.	Exam Attendance/Punctuality : <ul style="list-style-type: none"> Student should be in the examination hall before 15 minutes from the beginning of the exam. Late students are not allowed to get into the examination hall after the first 30 minutes and will be considered absent. Makeup exams will be offered to students who miss a scheduled exam because of illness, death in the family or university-sponsored activity, but written documentation must be provided.
4.	Assignments & Projects : <ul style="list-style-type: none"> All assignments must be done on their time. Late assignments will not be accepted. Projects are assumed to be submitted on or before the dead-lines.
5.	Cheating : <ul style="list-style-type: none"> Cheating is strictly prohibited behavior. University regulations will be pursued and enforced on any cheating student.
6.	Plagiarism : <ul style="list-style-type: none"> Plagiarism is defined as "copying or stealing someone else's words or ideas and claiming or presenting them as if they were your own." University regulations will be pursued and enforced on any plagiarism attempt.
7.	Other policies : <ul style="list-style-type: none"> Students in class, Lab, are required to turn off all cell phones, iPods,

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