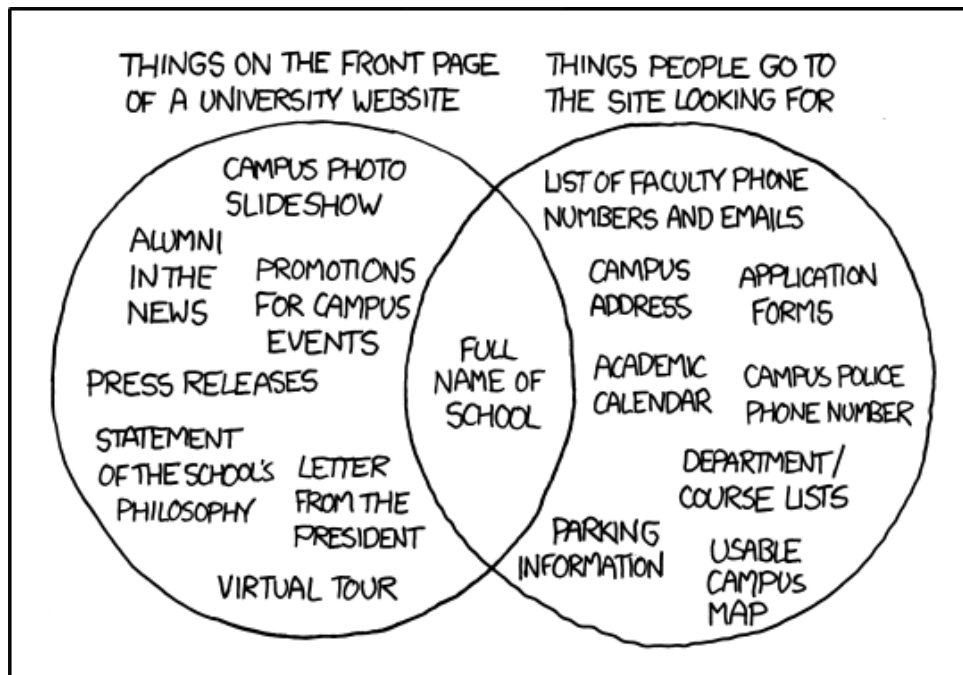


CSC/COM 271: Web Design and Programming

Fall 2020 Syllabus



Source: <https://xkcd.com/773>

Sync Online Course
MWF: 3:00-3:50

Instructor: Victoria C. Chávez
TAs: Kayla Andrade, Leah Gaines, Nathan Harding

Last modified on: 10/2/2020 (updated formatting of [Grading and Evaluation](#))

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Course Staff

Role	Name	Office Hours
Instructor	Victoria C. Chávez	Varies, email me to set up a time :) vcchavez@uri.edu
TA & Lab Grader	Kayla Andrade	Monday Classes 3:00-3:50 Thursdays 4:00-6:00 Fridays 1:00-3:00 Grading concerns: kayla_andrade@uri.edu
TA	Nathan Harding	WF Classes 3:00-3:50 Fridays 4:00-6:00
Reflection Grader	Leah Gaines	N/A

Course Hours and Location

Location	Day	Time
Zoom Meeting Meeting ID: 994 1219 9316 Passcode: 271 https://uri-edu.zoom.us/j/99412199316?pwd=MWdMSHM4SFIMSG1UOGt6ZEhtUmdmUT09	Monday Wednesday Friday	3:00-3:50

Course Description

Generic Description (i.e., according to eCampus)

Learn to communicate effectively using principles and technologies of client-side web design and programming. Explores HTML, CSS, and JavaScript; current and evolving web capabilities accessibility and usability; and workflow tools.

Last modified on: 10/2/2020 (updated formatting of [Grading and Evaluation](#))

Detailed Description (i.e., according to your instructor)

Being a web developer is about more than knowing the ins and outs of HTML, CSS, and/or JavaScript-- it's about creating communication solutions. As problem solvers, developers need to know what tools will enable them to best* meet the needs of their clients. Rather than going in depth into **programming** sites, this course will cover a wide breadth of tools and strategies for **developing** sites, enabling us to be flexible with our approaches.

*Solutions are **best** when they are clean and efficient. In order to be a solution, it must be fully-functional, otherwise it's just a band-aid.

Course Essential Questions

I believe you should assess your own learning and understanding of course material. As such, rather than giving you learning objectives and outcomes, each unit will contain a list of essential questions you should be able to answer upon completing said unit.

Course Setup/Layout

I believe that my role as an educator is not to feed you facts, but rather to help facilitate the exchange of knowledge between you, your peers, myself, and the greater outside world. I believe that as a learner, how much you gain from this (or any) course is almost entirely up to you. I will provide the best materials and opportunities I can, and from there, your learning will be a direct reflection of how well you use said materials and resources.

Please seek help as often as needed and in whatever form is best for you. Whether it be asking questions in class, attending student hours, or commenting on our course documents, we want you to have everything you need to get the most out of this course.

To make the most of our time together, this course will be set up as a “flipped” classroom. That means you should have read and/or watched the material posted online **before** coming to class. An average week might look something like this:

	Before Class	In Class	After Class
Mon	- Read/watch the material posted online - Write down questions or concerns - Answer essential question(s)	- Essential Question Round Robin Review - Go over questions/concerns - Assignment(s) overview	- Work on assignment(s) - Attend student hours
Tues	- Work on assignment(s)		

Wed	- Work on assignment(s)	- Student Presentations - Work on assignment(s)	- Attend student hours - Work on assignment(s)
Thurs	- Attend student hours - Work on assignment(s)		
Fri	- Work on assignment(s)	- Work on assignment(s)	- Attend student hours - Work on assignment(s) - Submit lab by Friday 10pm
Sat & Sun	- Begin readings for Monday - Submit reflection by Sunday 10pm		

** See [Assignment Descriptions](#) for more info.

*** See [Assignment Descriptions](#) for more info.

As a firm believer in [Universal Design for Learning](#) (UDL), I will try my best for “reading” material to be varied across both readings and videos. That being said, a lot of the material will seem repetitive— while you are more than welcome to read and watch every single item, you won’t need to in order to be able to answer the essential questions for any given unit. The goal is for you to have the same information presented in different forms, so you are able to become comfortable with the key concepts and have a thorough grasp of the essential questions, in whatever medium best suits you. Furthermore, if you are reading this, email me your favorite 2020 meme by the end of the second week of classes to receive a custom, limited edition, and soon to be highly-coveted certificate of recognition.

Required Materials

- There is **no required textbook** for this course. We will use online materials, which will be linked and/or posted on our course documents. To access these, you’ll need a computer, tablet, or smartphone with **reliable access to the Internet**.
- To complete the programming assignments, you will need **a computer**-- if you don’t own one, there are **limited computer lab spaces** available in Tyler Hall.
- To participate in class meetings and student hours, you will need access to a **computer or phone with reliable Internet access**.
 - To reduce background noise, I highly recommend using headphones with a built-in microphone
- Please download **Zoom** beforehand and set up your account.
 - Please log in to Zoom and set up your profile name and profile picture.

- If you'd like to list your pronouns, you may add them to the "Last Name" field in parentheses.
- For your profile picture, please upload a picture of you or something that represents you.

Expectations

What you should expect from me

- To foster a welcoming, inclusive, supportive, and empowering space for all.
- To welcome and ask for feedback and constructive criticism.
- To (re)act to improve based on feedback and constructive criticism received.
- To make assignment expectations and grading guidelines available before assignments are due.

What I expect from you

- To understand that your learning and that of your peers' relies on your understanding of the material and your ability to exchange ideas in class and online.
- To come prepared for class. That means you should have read and/or watched the material posted online before coming to class.
- To participate in class. Ask questions, share concerns and resources.
- To hold yourself accountable and manage your time wisely.
- To have high expectations of yourself and your work.
- To collaborate well with others in both small and large groups.

Assignment Descriptions

Assignment specifics, including requirements, will be posted on our course documents. All submissions are due by 10pm and should follow the specifications.

Round Robin Review

You are accountable not only for your own learning but for your peers' learning as well. To make said accountability tangible, part of your grade will be class-dependent. On Mondays, we will review our current unit's essential questions. All students will be expected to be ready to answer any of the essential questions, as you will be called on the order dictated by the Zoom square organizing overlords.

Student Presentations

One of the best ways to learn material is by teaching it. Therefore, you will work in pairs or groups of three to present the material for one unit during the semester. Your presentation will be during Wednesday's class time, the week that your unit is assigned. At the beginning of the semester, you will sign up for one of the units being covered and I'll place you in groups of 2-3, based on topic preference. With your group, you will facilitate

25-30 minutes of class time. During this time, you may choose to present the material however you'd like, though I strongly encourage you to stay away from lectures, since we all know how boring those can get. By the Monday the week of your presentation, your group should email me a brief agenda outlining how you'll be allocating your 30 minutes of class time. Ideas of types of activities include, but are not limited to:

- Short programming tasks
- Group discussions
- Tutorials
- Skits
- Interviews

Labs

With every unit, we will work on a lab for you to have a chance to apply the concepts covered. Depending on the topics being covered each week, there may be one or two labs. The assignment description and requirements will be posted on our course documents. Labs will be due on Fridays at 10pm.

Weekly Reflections

Each week you will have the opportunity to demonstrate your understanding of the material covered in a non-technical way. This is your opportunity to demonstrate your knowledge and understanding in a way that you feel most comfortable with. You are welcome to try various [types of reflections](#) or just stick to one type. Reflections will be due Sundays at 10pm.

Final Project

You will have the option to work individually or in groups of up to 4 for your final project. The more people in the group, the higher the expectations for the final product. Everyone will present an idea for a final project and groups will be decided anonymously. You will present your wireframes during the last week of classes. Final projects will be due during finals.

Grading and Evaluation

While I do not believe grades are an accurate reflection of one's knowledge, we live in a society where, for better or worse, grades matter. That being said, I believe that if one must use grades, they should reflect the effort put into learning. As you have seen, there are no point values associated with the assignments. Each assignment will contain its own list of requirements that must be met.

To receive a C for the course, you must:

- Complete a student presentation

- Complete at least 70% of all labs (a lab is only completed if **all requirements** are met)
- Complete at least 60% of the “Completed Site” requirements for the final project
- Complete at least 70% of the “Final Presentation” requirements for the final project

To receive a B for the course, you must:

- Complete a student presentation
- Complete at least 80% of all labs (a lab is only completed if **all requirements** are met)
- Complete at least 70% of the “Completed Site” requirements for the final project
- Complete at least 80% of the “Final Presentation” requirements for the final project

To receive an A for the course, you must:

- Complete a student presentation
- Complete at least 90% of all labs (a lab is only completed if **all requirements** are met)
- Complete at least 80% of the “Completed Site” requirements for the final project
- Complete at least 90% of the “Final Presentation” requirements for the final project

To receive a + designation with your grade OR to drop a missing or incomplete lab, you must:

- Complete at least 50% of the weekly reflections
- Complete at least 70% of the “Scrum Document” requirements for the final project

Please note the following:

- Late work will not be accepted.
 - You will receive an **automatic 24 hour extension**, no questions asked, for all labs and reflections, if and only if, you email me the request **by noon** the day the assignment is due.
- **Redos/resubmissions are accepted and encouraged!**
 - If you didn’t meet all the requirements you wanted to meet, you have until the end of the semester to resubmit, as long as you submitted something by the deadline.

Collaboration and Academic Honesty

Collaborating is key to succeeding in this course. Helping others will allow you to gauge and improve your own understanding, while asking for help will allow you to move forward without feeling overwhelmed or being stuck for too long.

The following is allowed:

- You may work with others on assignments, but each person must hand in their own significantly distinct solution. You must mention, somewhere on your assignment, who you worked with and how your solutions are significantly distinct.
- You may ask for help and may help others with debugging. You must mention, somewhere on your assignment, who helped you and with what.
- You may, and are encouraged to, seek help online/in books. You must mention, somewhere on your assignment, the sources you used and for what.

The following is NOT allowed:

- You may not share your own code with peers (current or future students of the course).
- You may not copy code from peers (current or past students of the course).
- You may not copy code from online (or other) resources without a thorough understanding of what it is doing and how it is doing it.
 - It is incredibly easy to tell when a student hands in a working solution that they do not understand. While I don't want you to reinvent the wheel, I also don't want you to hand something in without knowing how it works.

Accommodations

I am working very hard to ensure my course is as accessible as possible. That being said, if you need any accommodations, please contact me as soon as possible so that we may work together to support your success in this course. While I do not require students to have a documented disability to receive accommodations in my course, most courses do and as such, I encourage you to contact Disability Services for Students (Office of Student Life, 330 Memorial Union, 401-874-2098).

Academic Support Services

URI offers an array of resources to enable you to succeed in all your courses. While I recommend you first contact me or our TAs and come to our student hours, the University offers a variety of services through the Academic Enhancement Center (AEC) and Writing Center (WC). For information on any of their programs, visit uri.edu/aec or call the AEC's main number at 401-874-2367.

Anti-Bias

We, as a class and community, respect the rights and dignity of each individual and group. We reject prejudice and intolerance, and we work to understand differences. We believe that equity and inclusion are critical components for campus community members to thrive. If you are a target or a witness of a bias incident, you are encouraged to submit a report to the URI Bias Response Team at uri.edu/brt. There, you will also find people and resources to help.

Covid Safety

As members of the URI community, students are required to comply with standards of conduct and take precautions to keep themselves and others safe. Students are required to comply with Rhode Island state laws, including the Rhode Island Executive Orders related to health and safety, ordinances, regulations, and [guidance adopted by the University](#) as it relates to public health crises, such as COVID-19. You are expected to know and comply with these obligations, including but not limited to:

- Wearing of face masks by all community members when on a URI campus in the presence of others
- Maintaining physical distancing of at least six feet at all times
- Following state rules on the number of individuals allowed in a group gathering
- Completing a [daily health self-assessment](#) also available through the [Rhody Connect](#) app before coming to campus
- Submitting to COVID-19 testing as the University monitors the health of our community
- Following the University's quarantine and isolation requirements

If you are already on campus and start to feel ill, you need to remove yourself from the public and notify URI Health Services via phone immediately at 401-874-2246 and go home/back to your room and self-isolate while you await direction from Health Services.

Tentative Schedule

Week	Topics	Notes
Sep 07-Sep 13	Introductions, Course Overview, Project Portfolio	- No class on Mon 9/7
Sep 14-Sep 20	The Internet, Copyrights, Finding what you need	
Sep 21-Sep 27	Choosing an IDE and finding your workflow & Designing with accessibility in mind	
Sep 28-Oct 04	Dev Tools, Understanding other people's code & Web Development Setup [Wireframes, Domains, and Hosting]	
Oct 05-Oct 11	Web Programming Basics, Part 1 [HTML]	
Oct 12-Oct 18	Web Programming Basics, Part 2 [CSS]	
Oct 19-Oct 25	Image Processing More Web Programming [Forms, Navbars, CSS Effects]	
Oct 26-Nov 01	Responsive Design	
Nov 02-Nov 08	Intro to JavaScript	
Nov 09-Nov 15	Web Programming with JavaScript	- No class on Weds 11/11
Nov 16-Nov 22	Form Validation Using JavaScript	
Nov 23-Nov 29	Builders	- No class on Fri 11/27
Nov 30-Dec 06	Bootstrap & Collaborative Programming	
Dec 07-Dec 13	Final Project Presentations	- Last day of class on Fri 12/11
Dec 14-Dec 20	Final Exam Period	- Final Project due Sun 12/20