ART 128 INTERFACE PROGRAMMING 1

kcc :: new media arts
instructor: chris gargiulo :: office: olapa 225
email: gargiulo@hawaii.edu

Course Syllabus

COURSE INFO

ART 128 Interface Programming 1
6 hours lecture/lab per week

Prerequisite(s): Art 112 with a grade of "C" or higher and satisfactory completion of the Interface Programming portfolio review or acceptance into a NMA AS specialization.

ART 128 Interface Programming 1 provides a foundation of skills, techniques, and principles necessary for students to create visually effective user-friendly web sites. Through lessons, demonstrations, and hands-on exercises, this course aims to develop skills in writing HTML (hypertext markup language), CSS (cascading style sheets), and JavaScript in pursuit of creating web standard compliant web sites.

COURSE OBJECTIVES/COMPETENCIES

Upon successful completion of ART 128, the student should be able to:

- Apply basic concepts and principles of the front-end interface programming technologies HTML, CSS, and JavaScript in the creation of web-standard compliant web sites.
- Analyze and evaluate the source code of existing web sites for the use of well-formed, semantic markup, cross-platform/cross-browser compatibility, validation, and accessibility issues.
- Apply knowledge of the theory, history, and principles of interface design in the creation new media art.
- Apply successful problem-solving skills utilizing industry standard applications, technologies, and techniques in the creative and technical production process.
- Communicate effectively, both visually and verbally, by presenting work, defending design decisions, and by participating as an active critic during group critiques.
- Synthesize the concepts and principles of interface design with interface programming in the creation of web sites that integrates conceptual thinking, technical execution, and aesthetic application.

COURSE CONTENT

- HTML, CSS, and JavaScript syntax.
- Separating content from style/presentation using HTML and CSS.
- Manually hand-coding well-formed, semantic HTML, including proper use of titles, headings, lists, id's, and classes without the use of a WYSIWYG editor.
- Interface programming topics including CSS for layout/positioning (normal flow, absolute positioning, relative positioning, floating, etc), cross-browser compatibility, accessibility, and code validation.

- Interface programming techniques for common interface elements and design patterns including CSS pseudo classes (hover/rollover states), navigation and menu styles (styling lists), image replacement (IR), and controlling HTML/DHTML via Javascript/DOM scripting.
- Critical analysis of HTML, CSS, and JavaScript code used on contemporary Web sites.
- Going through the full design process of converting a visual interface design into a working, interactive interface.
- Quality Assurance Testing - problem-solving and troubleshooting HTML, CSS, and JavaScript by reading, understanding, and editing the code.10% Demonstrating an expanded vocabulary and an understanding of the importance of good front-end practices by presenting work, speaking about it articulately, defending coding decisions, and by participating as an active critic during group critiques.
- Synthesize all of the concepts and principles of front-end interface programming by creating web sites that are robust, flexible, adaptable, and easy to maintain.

TEXTS

There are no required texts for this course. Readings will be supplied by the instructor on a week to week basis, in either paper handout form or online.

Recommended, but not required, text:

- HTML 5: Visual QuickStart Guide (7th Edition)
  by Elizabeth Castro

- Designing with Web Standards. 3rd Edition. New Riders, 2009.
  by Jeffrey Zeldman & Ethan Marcotte.

MATERIALS

The primary software used in this class is Adobe Dreamweaver, which will be installed on all computers in class and in the labs. We will also use Adobe Photoshop and Illustrator.

All students are required to have hosting space to post their designs, assignments, and ultimately their final web site. Students are required to purchase a hosting plan with a third party hosting provider. Past students have purchased hosting plans from Bluehost, iPage Super Green Hosting, and GoDaddy (these are just a few of many hosting providers available). Plans should include ample disk space (ie. more than 2GB or unlimited), support for CGI, PHP, and MySQL, multiple domain hosting (to host more than one site), one-click install/support for Wordpress, Joomla, and Drupal (popular CMS options), and a low, competitive price (an example rate is around $3-$5/month – this is subject to change based upon current trends for hosting prices).

In addition to coding, students will be required to submit sketches on paper. While it is not required, it is recommended that you purchase a cheap sketchbook and a set of black and/or grayscale markers.

Additional materials may include an external hard drive or thumbnail drive with a minimum capacity of 4 GB.

INSTRUCTOR'S EXPECTATION:

Attendance and class participation are important to succeed in this course. Lectures will be given once. It is essential that you attend class, arrive promptly and remain for the full duration of the scheduled class period. Leaving class early without permission will result in an absence marked for that class period. Consistent lateness and absences may result in a lower grade for the semester due to the missed opportunities for participation in class discussions. If you are absent for medical reasons, please provide a note from your doctor or nurse. More than five unexcused absences will result in a final grade of a F. Three tardies will equal one unexcused absence. If there is a severe family problem, a long-term personal illness, or something else that may interfere with the course, please discuss this with me as early as possible. So long as I know about any potential problems in advance, there is usually a solution. Please do not wait until it is too late so as to avoid any repercussions to your grade. For unexcused absences, students will need to make arrangements with other class members regarding missed information.

Taking notes during lectures and demonstrations is recommended. Time outside of class will need to be consistently spent on projects in order to meet the requirements of the class.

There will be no email during class time! You can only check your email during class breaks.

METHOD OF INSTRUCTION

The method of instruction will include lectures, demonstrations, class discussions, and critiques.

METHOD OF EVALUATION & GRADING POLICY:

The methods of evaluation used in this course are broken down as follows:

Projects	80%
Critiques	20%
TOTAL	**100%**

Students will be expected to participate as active class members. This includes attending all classes; meeting weekly, midterm, and final project deadlines; completing production time outside of class and in the lab environment; and participating as dependable team members. During critiques, all students are required to participate as both presenters and critics.

Grading is based on projects and participation and performance during critiques. It is the responsibility of the student to collect handouts, take notes, complete and turn in assignments on due dates. Make-up assignments will be administered only in cases where there is a valid medical reason accompanied by a doctor's note. Missing a deadline will result in a full letter grade reduction for that project unless there is a valid medical reason or a family emergency. Projects may be revised and turned in again for re-grading.

Four major components of the class total 500 points for the course grade. The 500 Points for the final course grade can be broken down as follows:

500 Point Course Grading System All Grades are available throughout the semester via Laulima		
Site #1 (Week-by-Week, Step-by-Step Coding) • 8 Steps (25 Points each)	200 Points	40%
Site #2 (Midterm) • Coded Site Due (100 Points)	100 Points	20%
Site #3 (Final) • Coded Site Due (100 Points)	100 Points	20%
Class Participation • Critiques and online via Laulima	100 Points	20%
TOTAL	**500 Points**	**100%**

Dividing the total 500 points by 5 will yield a more legible final course letter grade, dictated as follows:

A	90-100	B	80-89	C	70-79	D	60-69	F	59-0

SPECIAL STUDENT SERVICES

If you are a student with a documented disability and have not voluntarily disclosed the nature of your disability so that we may coordinate the accommodations you need, you are invited to contact the Disability Support Services Office in `Ilima 107, ph.734-9552 , or email kapdss@hawaii.edu for assistance. For

students whose primary disability is Deaf or hard of hearing, contact the KCC Deaf Center in Manono 102, ph. 734-9210 (V) or 447-1379 (videophone).

STUDENT CONDUCT CODE

A college campus is a community with specific behavior expectations designed to allow all students, faculty, and staff to flourish. Please familiarize yourself with KCC's Student Conduct Code in the course catalog. You should know your rights and responsibilities on campus. The Student Conduct Code describes specific campus policies related to: drug and alcohol use, smoking, lethal weapons, sexual harassment and sexual assault, academic honesty, nondiscrimination, and family privacy.

In all campus environments, Disruptive Behavior will not be tolerated. This means: any speech or action that (1) is disrespectful, offensive, and/or threatening; (2) interferes with the learning activities of other students; (3) impedes the delivery of college services; and/or (4) has a negative impact in any learning environment.

THIS CLASS IS A "SAFE ZONE"

Discriminatory or rude comments of any kind, particularly regarding gender, ethnicity, sexual orientation, or religion, will not be tolerated.

SCHEDULE

Throughout the semester we will be covering a variety of interface programming topics and principles. Topics will include:

- Overview of software (Adobe Dreamweaver)
- The full web design process
- Simple mark-up language and its advantages
- Ordered, unordered, and in-line lists
- An introduction to XHTML & CSS
- Div's as block level elements
- Normal flow
- Absolute & relative positioning
- image rollovers
- image replacement techniques
- javascript show/hide layers

Week-by-week schedule:

- **Week 1: Intro to the Course**
- **Week 2: HTML & CSS**
- **Week 3: CSS Positioning**
- **Week 4: Lists & Navigation**
- **Week 5: CSS Hover**
- **Week 6: CSS Image Replacement Techniques**
- **Week 7: Sprites**
- **Week 8: Photoshop to HTML/CSS**
- **Weeks 9-10: Mid-term Project**
- **Week 11: NO CLASS - SPRING BREAK**
- **Weeks 12-17: Final Project**

OFFICE HOURS

Office hours are held in the computer labs, not at my office. They are operated on a first-some-first-served basis and organized via a sign-up sheet on the whiteboard in class.

This semester my office hours are:
- Wednesdays 11am-1pm in Kopiko 202

EMERGENCY CONTACT

In the case of an emergency or if you are unable to get a hold of the instructor and have already tried contacting Chris via phone (808-734-9707) and email (gargiulo@hawaii.edu), you can next contact the Arts & Humanties department chair, Colette Higgins, by phone (808-734-9282) or email (chiggins@hawaii.edu).