<div align="center">**STANDARDIZED COURSE OUTLINE**</div>

SECTION I

SUBJECT AREA AND COURSE NUMBER: CST 250
COURSE TITLE: Web Design And Development II
COURSE CATALOG DESCRIPTION:
This course introduces the student to the more advanced web page coding of Dynamic HTML. Building on previously learned HTML, CSS and JavaScript, the student will now learn how to bring web pages to life. Emphasis is on lots of hands-on practice to produce an interesting and functional web site. We will study dynamic content and styles, dynamic page layout, the event model and more page creation and publishing with some HTML editors such as Microsoft FrontPage or Dreamweaver. Students will be introduced to products such as Photoshop, Flash, Java Applets and ASP (Active Server Pages). FTP will also be covered. Students are required to create a commercial web site as a term project. *Formerly listed as CIS 235, not open to students who have successfully completed CIS 235.*

LECTURE HOURS PER WEEK: 3 **CREDIT HOURS:** 3
LAB HOURS PER WEEK (if applicable): n/a
PREREQUISITE(S): CSA 150

SECTION II

A. SCOPE:
This advanced web design course is a continuation from the Web Design I course and it will provide students with tools necessary to add various exciting and dynamic elements to web sites. Students will learn advanced coding concepts and explore various web publishing resources and tools. Course topics include: Multimedia on the Web; XHTML Documents; Document Objects; Special Effects; Windows and Frames; Forms and Regular Expressions; and The Event Model

B. REQUIRED WORK:
Will vary by instructor. Students will be expected to do all required readings, assignments, tests, and quizzes as outlined by their instructor.

C. ATTENDANCE AND PARTICIPATION:
Regular attendance, assignment submission timeliness, promptness and class/lab participation will be expected. Instructors will include specific attendance and participation policies requirements in their class syllabi.

D. METHODS OF INSTRUCTION:
Methods may include any of the following: lecture, lecture/discussion, small group, collaborative learning, experimental/exploration, distance learning, student presentations, computer demonstrations, or use of technologies such as audio-visual materials, and computer laboratory equipment. Emphasis will be on hands-on computer exercises and problems.

E. OBJECTIVES, OUTCOMES, and ASSESSMENT

Students' grades will be based on achievement of learning the objectives and outcomes listed below as measured by the instructor's methods of assessment:

LEARNING OBJECTIVES	LEARNING OUTCOMES	ASSESSMENT METHODS
To demonstrate an understanding of:	Student will:	As measured by:
Multimedia on the Web	a) Work with Audio and Video b) Add Audio and Video Clips to a project c) Code with introductory Java d) Add objects to java code	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
XHTML Documents	a) Differentiate between HTML and XHTML b) Create a professional document Create and test XHTML documents	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
Document Objects	a) Explore document objects b) Work with object properties c) Work with object methods	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
Special Effects	a) Work with image objects b) Create an image rollover c) Create test rollover	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
Windows and Frames	a) Work with a window objects b) Work with the history and location of objects c) Create a new browser window d) Work with frames	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
Forms and Regular Expressions	a) Work with forms and fields b) Work with form validations c) Perform regular expressions	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations
The Event Model	a) Working with events b) Work with the Internet Explorer Event Model c) Create the moveit() function d) Refine drag and drop features	• Homework/Lab assignments; • Written and Oral activities; • Quizzes and Exams; • Projects and Presentations

F. TEXT(S) AND MATERIALS:

An appropriate Web Design II Text, such as:

Text: HTML, XHTML, and Dynamic HTML *(current edition)*
Author: Carey
Publisher: Thomson / Course Technology

G. INFORMATION TECHNOLOGY:

This course is an information technology course and will require extensive computer lab time both for teaching and performing assignments. Students will require network accounts with access to the Internet and notepad as well as file storage space.