Modesto Junior College  
Course Outline of Record  
CMPGR 267

I.  **OVERVIEW**  
The following information will appear in the 2010 - 2011 catalog

**CMPGR 267  Dreamweaver in Web Site Design  3 Units**

**Recommended for Success:** Before enrolling in this course, students are strongly advised to be able to demonstrate basic computer skills such as creating and navigating folders and files.

Macromedia’s Dreamweaver web design software, including templates, libraries, Cascading Style Sheets, and FTP. Strategies for creating intuitive and accessible web sites such as audience considerations, site map and navigational building, and testing.

Two maximum completions.
Field trips are not required.  (A-F or P/NP - Student choice) Lecture /Lab

Transfer:  (CSU)

II.  **LEARNING CONTEXT**
Given the following learning context, the student who satisfactorily completes this course should be able to achieve the goals specified in Section III, Desired Learning:

A.  **COURSE CONTENT**

1.  **Required Content:**

   A. Introduction to Dreamweaver
      a. What Dreamweaver is
      b. Need to know HTML to use Dreamweaver
      c. DHTML, XML, and Javascript
      d. The Objects Panel
      e. The Property Inspector

   B. Site Control
      a. Local root folder
      b. Defining a site
      c. Understanding path structure
      d. Create a site map
      e. Your audience
      f. File Transfer Protocol (FTP): What it is, why it’s important, and how to do it from within Dreamweaver.

   C. Basics
      a. Creating and saving HTML documents
      b. Inserting images; creating links with images
      c. Inserting text: creating links with text
      d. Aligning text and images
      e. Modifying page properties
      f. Background images
      g. How to look at HTML, including Code View, editing in the code view, Quick Tag editor

   D. Typography
      a. Creating and formatting HTML text
      b. Aligning text
      c. Order, unordered, and definitions lists
      d. Color schemes

   E. Tables
      a. Creating a table
      b. Changing the border of a table

Division: Business, Behavioral & Social Sciences  
Printed on: 12/08/2009 11:22 AM
c. Changing the color of a table
d. Aligning images and text in tables
e. Differences between pixels and percents, plus when you might use one over the other
f. Nesting tables
g. Rounded corner tables
F. Frames
a. Positive and negatives for using frames?
b. Creating frames
c. Editing frames
G. Rollovers
a. Creating a simple rollover
  b. Creating a multiple event rollover
c. Creating Flash buttons in Dreamweaver
d. Inserting a navigation bar rollover
H. Forms
a. Creating a form
b. Working with form objects
c. Creating a jump menu
I. Behaviors
a. Behaviors
b. Macromedia Exchange and why it's important
c. Open a new browser window
J. Templates and Libraries
a. Creating and modifying templates
b. Creating and modifying libraries
c. Importance of Templates and libraries
K. Testing
a. Why needed
b. How to test
c. Usability testing vs. browser testing
Second completion of the course will enhance student skills by allowing them to repeat and expand on assigned projects using current versions of industry-standard software. As software is periodically updated, major changes in functions, features and interface occur.

2. **Required Lab Content:**

A. Demonstration of Dreamweaver
   a. What Dreamweaver is
   b. Need to know HTML to use Dreamweaver
c. DHTML, XML, and Javascript
d. The Objects Panel
e. The Property Inspector
B. Manipulation of Site Control
   a. Local root folder
   b. Defining a site
c. Understanding path structure
d. Create a site map
e. Your audience
   f. File Transfer Protocol (FTP): What it is, why it's important, and how to do it from within Dreamweaver
C. Demonstration of the Basics
   a. Creating and saving HTML documents
   b. Inserting images; creating links with images
c. Inserting text: creating links with text
d. Aligning text and images
e. Modifying page properties
f. Background images
g. How to look at HTML, including Code View, editing in the code view, Quick Tag editor
D. Utilization of Typography
   a. Creating and formatting HTML text
b. Aligning text
c. Order, unordered, and definitions lists
d. Color schemes

e. Utilization of Tables
   a. Creating a table
   b. Changing the border of a table
   c. Changing the color of a table
   d. Aligning images and text in tables
   e. Differences between pixels and percents, plus when you might use one over the other
   f. Nesting tables
   g. Rounded corner tables

F. Utilization of Frames
   a. Positive and negatives for using frames
   b. Creating frames
   c. Editing frames

G. Demonstration of Rollovers
   a. Creating a simple rollover
   b. Creating a multiple event rollover
   c. Creating Flash buttons in Dreamweaver
   d. Inserting a navigation bar rollover

H. Demonstration of Forms
   a. Creating a form
   b. Working with form objects
   c. Creating a jump menu

I. Utilization of Behaviors
   a. Behaviors
   b. Macromedia Exchange and why it’s important
   c. Open a new browser window

J. Demonstration of Templates and Libraries
   a. Creating and modifying templates
   b. Creating and modifying libraries
   c. Importance of templates and libraries

K. Demonstration of Testing
   a. Necessity
   b. How to test
   c. Usability testing vs. browser testing

B. ENROLLMENT RESTRICTIONS

1. Advisories

   Before enrolling in this course, students are strongly advised to be able to demonstrate basic computer skills such as creating and navigating folders and files.

C. HOURS AND UNITS

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D. METHODS OF INSTRUCTION (TYPICAL)

Instructors of the course might conduct the course using the following method:

1. Lectures, demonstrations and discussions
2. Guest presentations
3. Demonstration of hands-on assignments and projects
4. Video tutorials

E. ASSIGNMENTS (TYPICAL)

1. EVIDENCE OF APPROPRIATE WORKLOAD FOR COURSE UNITS

Time spent on coursework in addition to hours of instruction (lecture hours)

1. Weekly graded projects based upon lectures, demonstrations and course material.
2. Practical final project demonstrating facility with the software and with concepts presented in the course.

2. EVIDENCE OF CRITICAL THINKING

Assignments require the appropriate level of critical thinking

Cookie Web Page

Your assignment is part of Lesson 5 in the Lessons area of this Module - completing the HTML Tutorial (see attached PDF. Please zip-up (compress) your files into a single file called yourlastname_cookie. Go to the Hardware and Software Specifications page to find out more about compression utilities.

Sample Web Page

Using the knowledge learned in Chapters 3, 4, and 5 of the H.O.T.s book, create your own site page. Page must have: at least one relative link (one page linked to another page in the site), at least one absolute link (a link that takes you outside of the current site), your own design for the general layout for the page. At this point your design will be very linear (first generation) with simple formatting. You will learn to enhance your designs in later lessons.

Site project

Your final project will be at minimum a 4 page web site structured using the tables and/or layers. Organization of content, site usability, and creative energy will be considered in this final site, and should follow the specifications you outlined in the Final Project Specifications you turned in last module.

For example: a How-To site, teaching someone how to do something that also provides a historical perspective or resources for further learning of the "how-to". Examples - how to build a car engine, how to bake pies, how to yodel, how to babysit.


III. DESIRED LEARNING
A. **COURSE GOAL**
   As a result of satisfactory completion of this course, the student should be prepared to:

   design and build a website using Macromedia's Dreamweaver web design software, including templates, libraries, Cascading Style Sheets, and FTP. Students will be prepared to employ strategies for creating intuitive and accessible web sites such as audience considerations, site map and navigational building, and testing.

B. **STUDENT LEARNING GOALS**
   Mastery of the following learning goals will enable the student to achieve the overall course goal.

1. **Required Learning Goals**
   Upon satisfactory completion of this course, the student will be able to:
   
   a. Describe the components of Dreamweaver.
   b. Identify key components of Dreamweaver interface, including their purpose and their use
   c. Define a site and create a site map
   d. Create links to other documents and create links within documents
   e. Create and modify tables for use in site design
   f. Create and modify frames for use in site design
   g. Describe when frames and tables are appropriate for use in site design
   h. Create rollovers, multiple event rollovers, and Flash buttons
   i. Use Cascading Style Sheets for formatting of a web page
   j. Create a contact form
   k. Use JavaScript to launch windows
   l. Understand how to download new behaviors from Macromedia Exchange
   m. Explain why templates and libraries are important in site design and demonstrate their use

2. **Lab Learning Goals**
   Upon satisfactory completion of the lab portion of this course, the student will be able to:

   a. Identify key components of Dreamweaver interface, including their purpose and their use
   b. Define a site and create a site map
   c. Create and modify tables for use in site design
   d. Create rollovers, multiple event rollovers, and Flash buttons
   e. Use JavaScript to launch windows
   f. Understand how to download new behaviors from Macromedia Exchange

IV. **METHODS OF ASSESSMENT (TYPICAL)**

A. **FORMATIVE ASSESSMENT**

   1. Weekly critiques of digital images and projects.
2. Periodic review of student's cumulative work.
4. Periodic tests throughout the semester.

B. **SUMMATIVE ASSESSMENT**

1. Practical Final Project
2. Written Final Exam