JEFFERSON COLLEGE
COURSE SYLLABUS

CIS255
WEB/GRAPHICS PROJECT PORTFOLIO DEVELOPMENT

3 Credit Hours

Revised by:
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August 26, 2012

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CIS255 Web/Graphics Project Portfolio Development

I. CATALOGUE DESCRIPTION

A. Pre-requisite and/or Co-requisite: CIS135 Introduction to Photoshop; CIS235 Advanced Photoshop and Illustrator; CIS210 Flash

B. 3 Credit Hours

C. Students will develop portfolio projects which will demonstrate their expertise in the skills associated with web development, graphics, web design and structure. Web enhancement and animation tools will be featured to provide a valid, updated example of industry works and current usage. Construction tools used to create the projects include Photoshop, Flash, Fireworks, DreamWeaver, and Indesign. (F,S,O)

II. EXPECTED LEARNING OUTCOMES/CORRESPONDING ASSESSMENT MEASURES

<table>
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<tr>
<th>Expected Learning Outcomes</th>
<th>Assessment Measures</th>
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<tbody>
<tr>
<td>Demonstrate effective technical ability to analyze business problems and apply techniques to solve</td>
<td>Project Writing Assignments, Tests</td>
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<tr>
<td>Use and develop application skills using Photoshop, Visual BASIC, Flash, and Fireworks to develop portfolio</td>
<td>Presentation, Class Participation, Tests, Projects</td>
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<tr>
<td>Analyze animation practices and problems to effectively develop business animations and graphics</td>
<td>Presentation, Class Participation, Tests, Projects</td>
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<tr>
<td>Use interaction to improve quality of web pages using animation; Demonstrate the ability to use sound, video to enhance site for portfolio construction</td>
<td>Presentation, Class Participation, Tests, Projects</td>
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<tr>
<td>Investigate and examine various methods to edit, optimize, and enhance graphics and applications for the web</td>
<td>Class Participation, Tests, Projects</td>
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<tr>
<td>Develop Flash projects to demonstrate ActionScript coding</td>
<td>Tests, Projects</td>
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<td>Develop projects to publish, load, and optimize Flash content</td>
<td>Presentation</td>
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III. OUTLINE OF TOPICS

A. Review of Integration of DreamWeaver, Flash
   1. Flash animation and programming
   2. Build web graphics with Imageready
   3. Wording with images and multimedia in DreamWeaver
   4. Design concepts and structure

B. Project I DreamWeaver
   1. Project design and creation overview
   2. Web content planning
   3. Interactive content

C. Project 2 Flash and PhotoShop
   1. Graphics for the web
   2. Troubleshooting construction
   3. Layout templates
   4. HTML concerns
   5. Integration of projects

D. Project 3 Illustrator and Fireworks
   1. Fireworks animation and programming
   2. Vector graphics and design
   3. Project workflow using Fireworks and Illustrator

E. Workflow
   1. Overview of project planning and design
   2. How to troubleshoot in the web design process
   3. How to use maintenance and troubleshooting tools in the web process

F. Student Assigned Project I
   1. Instructor lead project - design
   2. Written report on planning construction and recommendation
   3. Alternate solutions and portfolio creation
G. Student Assigned Project 2
   1. Student lead project - design
   2. Written report on planning construction and recommendations
   3. Portfolio creation

IV. METHOD(S) OF INSTRUCTION

   A. Video Demonstrations
   B. Lectures
   C. Demonstrations
   D. Interactive Projects
   E. Hands-On Projects

V. REQUIRED TEXTBOOK(S)

   No Textbook Required

VI. REQUIRED MATERIALS

   USB Storage Device (Flash Drive)

VII. SUPPLEMENTAL REFERENCES

   Library Resources: Present offerings and anticipated texts, journals, video/audio tapes, software, etc. (Current library holdings are sufficient to support this.)

VIII. METHOD OF EVALUATION

   A. Class Participation 20%  Students will have opportunities to question, present ideas and concepts, respond to questions from other students and instructor
   B. Project Assignments 50%  Students will be involved in individual lab projects
   C. Tests 30%  Two tests will measure student performance
IX. ADA AA STATEMENT

Any student requiring special accommodations should inform the instructor and the Coordinator of Disability Support Services (Library phone 636-481-3169).

X. ACADEMIC HONESTY STATEMENT

All students are responsible for complying with campus policies as stated in the Student Handbook (see College website, http://www.jeffco.edu).

XI. ATTENDANCE STATEMENT

Regular and punctual attendance is expected of all students. Any one of these four options may result in the student being removed from the class and an administrative withdrawal being processed: (1) Student fails to begin class; (2) Student ceases participation for at least two consecutive weeks; (3) Student misses 15 percent or more of the coursework; and/or (4) Student misses 15 percent or more of the course as defined by the instructor. Students earn their financial aid by regularly attending and actively participating in their coursework. If a student does not actively participate, he/she may have to return financial aid funds. Consult the College Catalog or a Student Financial Services representative for more details.

XII. OUTSIDE OF CLASS ACADEMICALLY RELATED ACTIVITIES

The U.S. Department of Education mandates that students be made aware of expectations regarding coursework to be completed outside the classroom. Students are expected to spend substantial time outside of class meetings engaging in academically related activities such as reading, studying, and completing assignments. Specifically, time spent on academically related activities outside of class combined with time spent in class meetings is expected to be a minimum of 37.5 hours over the duration of the term for each credit hour.