PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

INTRODUCTION TO INTERNET SOFTWARE DEVELOPMENT
CSIT 2645

Class Hours: 3.0   **Credit Hours: 4.0**

Laboratory Hours: 3.0   **Revised: Spring 07**

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

A study of current trends, products, resources, utilities and use of business, educational, graphic and special purpose tools within the computer environment. Commercial, shareware and public domain software will be explored. New product demonstrations, setup and usage will be performed. Online activities will include extensive use of the Internet.

Entry Level Standards:

The entering student should have a familiarity with the DOS PC operating system and the Windows environment. The entering student should be able to type at least 23 words per minute with 5 or fewer errors.

Prerequisites:

CSIT 1560 or departmental approval

Textbook(s) and Other Course Materials:

Web Design Garage by Marc Campbell. Prentice Hall; 2005
Neurosphere by Donald P. Dulchinos. Weiser; 2005

I. Week/Unit/Topic Basis:

Week	Topic
1	Virtual Communities, Introduction
2	Virtual Communities, Site Design
3	Virtual Communities, Usability Issues
4	Global Consciousness, Cascading Style Sheets (CSS)
5	Exam 1, Global Consciousness, CSS
6	Global Consciousness, CSS, Content Management Systems (CMS)
7	Internet as Neurosphere, Images
8	Internet as Neurosphere, Image Maps, Rollover graphics
9	Internet as Neurosphere, Text Properties and Styles
10	The Electric Human, Links

11	Exam 2, The Electric Human
12	The Electric Human, CMS Add-ons, Forms
13	Omega Points, Web Site Tricks
14	Omega Points, Web Hosting, Search Engines
15	Final Exam

II. Course Objectives*:

A. Discuss the history of the Internet, its current state and its potential future direction. I, II, III, IV, XI

B. Expand their worldview to include man's artificial creations as a natural part of the evolutionary process. I, II, III, X, XI, XII

C. Demonstrate mastery of basic web development technologies. I, II, III, IV, V, VI, VII, IX, X, XI, XII

D. Develop an understanding of advanced web development technologies. I, II, III, IV, IX, XI, XII

E. Create web sites that incorporate the information gained in the course. I, II, IV, V, VI, VII, IX, XI, XII

*Roman numerals after course objectives reference goals of the CSIT program.

III. Instructional Processes*:

Students will:

1. Write reports, make at least one class presentation, and maintain a course web site. (*Communication Outcome*)

2. Work to deadlines and schedules, and be encouraged to improve study and learning skills (*Active Learning Strategies*)

3. Learn and apply web development techniques, apply these skills to novel problem situations, and participate in a team project (*Technological Literacy Outcome*)

4. Discuss the impact of, and social issues related to, the Internet. (*Social/Behavioral Sciences Outcome*)

5. Learn about the hardware and software utilized in the creation of web sites. (*Technological Literacy Outcome*)

6. Effectively utilize the library and other sources of research to create reports and web pages. (*Technological Literacy Outcome*)

*Strategies and outcomes listed after instructional processes reference TBR's goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

IV. Expectations for Student Performance*:

Upon successful completion of this course, the student should be able to:

1. Demonstrate knowledge of the history of the Internet as well as its social and political implications. A

2. List and discuss the primary technologies used in web development. A

3. Discuss how the Internet can be viewed as an extension of the evolutionary process. B

4. Create websites that include HTML, JavaScript, Cascading Style Sheets, Content Management Systems, and other technologies. C

5. Incorporate PHP, BLOGs, discussion boards, picture galleries, and other components into a website. D

6. Create and modify web sites throughout the semester that incorporate the skills and knowledge gained through the course. E

7. Participate in a series of broad ranging discussions concerning the multifaceted implications of the internet. A, B, C, D, E

*Letters after performance expectations reference the course objectives listed above.

V. Evaluation:

A. Testing Procedures: 40% of grade

Exams will comprise 40% of the final grade. Two exams will be given during the course of the semester. Dates will be announced in class and each exam will count for 200 points of the final grade. There will be no make-up tests unless prior arrangements have been made with the instructor.

B. Laboratory Expectations: 10% of grade

Lab assignments will be made during the course of the semester. A late penalty will be imposed on any overdue assignment. Failure to satisfactorily complete all labs may result in a grade of F in the course. Labs will count for 100 points (10%) of the final grade.

C. Field Work:

N/A

D. Other Evaluation Methods: 50% of grade

1. Individual Project:
One project consisting of a set of WWW pages based upon individual student interests will be assigned. This project is intended to familiarize students with the basic HTML language and overall page layout and design. Failure to satisfactorily complete the individual project will result in a grade of F for the course. This project will count for 250 points (25%) of the final grade. A portion of the project grade will be determined by peer evaluation.
 2. Group Project:
One extensive group project will be assigned to create a complete web application based upon instructor specifications. This project is intended to familiarize students with more advanced HTML features. It also provides an opportunity for participating in a group application development and integration effort. Failure to satisfactorily complete the group project may

result in a grade of F for the course. This project will count for 250 points (25%) of the final grade. A portion of the project grade will be determined by class peer evaluation and another portion by project group peer evaluation.

E. Grading Scale:

900 - 1000 A
800 - 899   B
700 - 799   C
600 - 699   D
Below 600 F

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. [NOTE: No differentiation is noted for excused/unexcused absences. These will be treated as an absence.]

B. Academic Dishonesty:

Plagiarism, cheating, and other forms of academic dishonesty are prohibited. Students guilty of academic misconduct, either directly or indirectly through participation or assistance, are immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions which may be imposed through the regular Pellissippi State procedures as a result of academic misconduct, the instructor has the authority to assign an F or a zero for the exercise or examination or to assign an F in the course.

C. Accommodations for disabilities:

If you need accommodations because of a disability, if you have emergency medical information to share, or if you need special arrangements in case the building must be evacuated, please inform the instructor immediately. Please see the instructor privately after class or in his/her office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by going to Goins 127 or 131 or by phone: 694-6751(Voice/TTY) or 539-7153.

D. Other Policies:

<u>Computer Usage Guidelines:</u>
College-owned or -operated computing resources are provided for use by students of Pellissippi State. All students are responsible for the usage of Pellissippi State's computing resources in an effective, efficient, ethical and lawful manner.