EDT 455 - Authoring Tools (Dreamweaver)
Course Syllabus (Spring 2002)

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Office hours	Friday, 11 am to 1 pm (or by appointment)
Class venue/hours	EDB 122B / 1.40 pm to 4.30 pm / Thursdays
Course description	This course focuses on Dreamweaver 4, one of the best web page editors in the market. The course will familiarize you with the tools that Dreamweaver offers so that you can build professional-looking web pages. The course takes a very "hands-on" approach to using Dreamweaver. As a participant, you will read specific chapters from the course textbook before class and then put the skills you learned into practice in the lab. You may also be asked to visit web sites that support the mastery of a particular skill. You will be expected to exchange your knowledge and skills with a partner (to be assigned) while working on your own projects. Exchange of knowledge and information will also take place via email, course web site or other web tools. However, to gain proficiency in Dreamweaver, you are encouraged to discover its many facets on your own. You will also pick up skills that are associated with the construction of web pages: screen design, project proposal, storyboarding, flowcharting, etc. If time allows, you may be asked to vote for one or two optional topics outside the scope of Dreamweaver. Such topics include incorporating web trackers or web polls into your pages. Assessment will take the form of small assignments and a main project. All participants are also expected to present their final projects in an effort to share your own perspective and knowledge on good web design.
Textbook	Title: Dreamweaver 4 Hands-on Training Authors: Garo Green Publisher: Peach Pit Press ISBN: 0-201-74133-4
Course content	For a breakdown of the content, refer to **Table 1** (topic sequence, reading schedule and deadlines).

Course requirements and expectations	Prerequisites Competence in emailing and the ability to surf the web are basic requirements. You should also be familiar with ASU's AFS system. Working knowledge of an image editor (e.g. Adobe Photoshop), FTP (file transfer protocol) program, and HTML (hypertext mark-up language) are beneficial but not essential. You are encouraged to have your own computer and personal Internet access so that you can put your web pages online. Software Shareware copies of Dreamweaver and other useful tools are provided in the CD-ROM that is supplied with the textbook (see back cover). You are not expected to purchase them. The computer laboratory will have the necessary software. Readings To benefit fully from the course, you should read the chapter(s) specified in **Table 1** before a lab session. In your readings, you might be asked to view a demonstration on a procedure. You are expected to view these demonstrations using the CD-ROM. Attendance You are expected to be punctual and present for every class. If you are unable to attend, please contact me via email or phone the night before at the very latest. Practice Ideally, you should have your own computer on which you can install the various programs and demonstrations included in the CD-ROM. This will allow you to practice the skill as you read about it.
Lab conduct	Each lab session may start with a revision of the previously learned skill. I will then demonstrate the new skills and you will have the opportunity to practice. You will be paired up with someone else in this course. If any problems or questions should arise, discuss it with your partner first. Then seek confirmation or an answer from me. Each class will end with some tips or solutions to common problems and a reminder of what to do the following lesson. Announcements of any changes in schedule will be made at the end of class or via email. Please do not eat or drink in the laboratory. Remember to log out from your session and to leave your workspace clean and tidy.

Assessment	Three assignments (10% each), one main project (60%), and a proposal plus presentation of the project (10%) will determine the overall course grade.
Grading	The detailed grading rubric of each component will be made known at least one week before that component is due. Grading structure is as follows: A = 91-100 B = 81-90 C = 71-80 D = 61-70 E = 0-60
Late submissions	All assessment components must be submitted on time. If a serious situation should arise and you anticipate it, discuss it with me at least one week before the deadline. If you do not discuss the situation with me and submit late work, you will be penalized 10% of the total points for each day late.
Miscellaneous	Your final project may be made available to subsequent batches of students as hyperlinks from the EDT455 website. If you object to sharing your project, please let me know in advance.

Table 1: Topic sequence, reading schedule and deadlines

Week	Date	Topic	Reading	Other
1	Jan 17	Introduction and Interface Site Management 1	Introduction & Chapter 2 Chapter 3	Also read 609-615
2	Jan 24	Formatting and Lists	Chapters 4 & 6	
3	Jan 31	Linking Inserting Images and Tables	Chapters 5 Chapters 4 & 7	
4	Feb 07	Layers and Frames	Chapter 8 & 9	Feb 08 Unrestricted withdrawal
5	Feb 14	Cascading Style Sheets (CSS)	Chapter 11	**Assignment 1 due** (formatting, listing, linking, images, tables)
6	Feb 21	*Forms* Site Management 2	Chapter 13 Chapter 19	Also read http://www.asu.edu/jukebox/cgi/mail.html
7	Feb 28	Rollovers	Chapter 10	
8	Mar 07	Behaviours *Flowcharts and Storyboards*	Chapter 14	**Assignment 2 due** (CSS, forms, rollovers, *critiques*)
9	Mar 14	{Spring Break}		
10	Mar 21	{Buffer week}		
11	Mar 28	Libraries & Templates	Chapter 17	**Assignment 3 due** (behaviours, final project proposal) Mar 29 Restricted Course Withdrawal Deadline
12	Apr 04	Work on Final Project	N.A.	Optional topic 1
13	Apr 11	Work on Final Project	N.A.	Optional topic 2
14	Apr 18	N.A.	N.A.	**Project presentation**
15	Apr 25	Submit Projects	N.A.	**Final project due**

Venue: EDB 122B   **Time:** 1.40 – 4.30 pm, Thursdays

Note: Weekly coverage of a particular topic is subject to change depending on the progress of the entire class. Assignment deadlines will change accordingly.

Italicized text refers to topics partially or completely outside Dreamweaver textbook.