SYLLABUS

DIVISION: Business and Engineering Technology | **REVISED**: Spring, 2014
CURRICULA IN WHICH COURSE IS TAUGHT: | IST, Information Systems Technology
COURSE NUMBER AND TITLE: | **ITD 112 –** Web Page Graphics
CREDIT HOURS: 3 HOURS | **CONTACT HOURS: 3. LEC:** 3**, LAB:** 0

I. **CATALOG DESCRIPTION:** Explores the creation of digital graphics for Web design. Basic design elements such as color and layout will be explored utilizing a computer graphics design program(s). (3 semester credit hours)

II. **RELATIONSHIP OF THE COURSE TO CURRICULA OBJECTIVES:** ITD 112 will address the following IST program outcomes:

- Implement Information Technology skills required by software applications.
- Apply methodologies to stay current in IT offerings, trends, and certifications.
- Design, code, test, debug, and document software needed for computer system implementation and maintenance.
- Apply current IT industry standards, protocols, and techniques.

III. **REQUIRED BACKGROUND:** Recommended prerequisite is ITD 110.

IV. **COURSE CONTENT:**

- Web graphics formats
- Web page layout and design
- Creating simple graphics with a standard graphics program
- Create user interfaces for Web pages with a standard graphics program
- Simple animation for the Web
- Basic intro to Macromedia Flash MX

V. THE FOLLOWING GENERAL EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE.

X Communication	**X** Critical Thinking
_____ Cultural and Social Understanding	**X** Information Literacy
_____ Personal Development	_____ Quantitative Reasoning
_____ Scientific Reasoning	

VI. LEARNER OUTCOMES	VII. EVALUATION
Understanding Web Graphics • Learn about different file formats for graphics. • Basic color theory • Page layout	• Online discussions • Lab exercises placed on Web server for general viewing • Exam project
Learning a Computer Graphics Program • Create simple bullets, bars and buttons. • Create graphical user interfaces • Simple animations • Photo retouching and editing	• Online discussions • Lab exercises placed on Web server for general viewing • Exam project

Intro to Flash • Learn basic features of Flash program. • Create simple animations using Flash • Locate free Flash files	• Online discussions • Lab exercises placed on Web server for general viewing • Exam project
Working with Graphics • Creating original Web sets • Understand image properties and attributes as they relate to alignment, image size, spacing, ALT tags and borders • Create image map hotspots on client side image maps.	• Online discussions • Lab exercises placed on Web server for general viewing • Exam project
Working with Web pages • Using Tables for placement • Slicing and dicing images • Applying rollovers and other scripting to graphical elements	• Online discussions • Lab exercises placed on Web server for general viewing • Exam project

Revised Jul 17, 2014