



CS 362 Interactive Web Design and Development

Summer 2024

Course Credits: 4

Contact Hours: 56 hours

Instructor: TBA

Email: TBA

COURSE OBJECTIVES

This course provides an introductory exploration of the fundamental concepts and technologies essential for creating dynamic and interactive applications on the internet. Through hands-on exercises and practical examples, students will have the skills and knowledge necessary to create and maintain usable, accessible, and interactive applications that meet the needs of modern web users. Topics include markup, programming languages, protocols and more.

Upon Completion of this Course, students will be able to:

1. Develop a solid understanding of client-side development principles, including markup languages, programming languages, protocols, libraries, and frameworks.
2. Attain proficiency in using HTML and CSS to create well-structured and visually appealing web pages.
3. Attain proficiency in JavaScript, the primary programming language for client-side development.
4. Explore and comprehend various protocols used in client-side development to establish effective communication between web servers and clients.
5. Integrate accessibility principles into web design and development.

PREREQUISITES

CS 107 Fundamentals of Computer Programming II

GRADING

Grades will be determined by accumulating points, with 100 points being the



maximum, as follows:

ITEM	POINTS
3 Quizzes	30 Points
2 Group Projects	20 Points
Midterm Exam	20 Points
Final Exam	30 Points
Total	100 Points

Late submissions will be graded at the end of the course. Grades will be assigned according to the following rule:

$A \geq 90 > B \geq 80 > C \geq 70 > D \geq 60 > F$.

We reserve the right to make adjustments to the overall grading policy.

COURSE MATERIALS

Required Texts:

Jennifer Robbins, *Learning Web Design*, 5th Edition, O'Reilly Media, 2018.

Recommended (Optional) Texts or Other Materials:

None

COURSE TOPICS

MODULE	TASKS
Module 1	Topics: Topic 1: Getting Started in Web Design Topic 2: How the Web Works Topic 3: HTML For Structure Topic 4: HTML Document Setup Assessments: Quiz#1
Module 2	Topics: Topic 5: Semantic Markup Topic 6: Extra Markup Topic 7: Table Markup Topic 8: Adding Links Assessments:



	Group Project#1
Module 3	Topics: Topic 9: JavaScript for Behavior Topic 10: Adding JavaScript to a Page Topic 11: Using JavaScript Topic 12: JavaScript Libraries Assessments: Midterm Exam Quiz#2
Module 4	Topics: Topic 13: Introducing Cascading Style Sheets Topic 14: CSS Units of Measurement Topic 15: Developer Tools Right in Your Browser Topic 16: CSS Layout with Flexbox and Grid Assessments: Quiz#3 Group Project#2
Module 5	Topics: Topic 17: Understanding HTTP/HTTPS protocols Topic 18: Web Image Basics Topic 19: Image Asset Production Topic 20: Features of SVG as XML Assessments: Final Exam

ATTENDANCE

1) Class attendance is required. Missing classes without permission will lead to decrease in overall grade.

Missing less than two classes: no penalty.

Missing more than two classes: 7% will be taken off from the overall grade.

If the instructor reports a student's frequent missing of class to the Soochow University Academic Administration Office, the student might get a written warning and might be prohibited from attending final exam.

2) Participants in this course are expected to arrive in class promptly and adequately prepared. The primary objective of this course is to critically engage with the readings and the subject matter. Therefore, course participants are expected to have completed the reading prior to class and prepare thoughtful reflections/commentaries to share



with fellow colleagues.

LEARNING REQUIREMENTS

- 1) Late assignments are not acceptable and are subjected to grade deductions.
- 2) Assignments submitted in the wrong format will be counted as not submitted.
- 3) Failure to submit or fulfill any required course component results in failure of the class.
- 4) Make-up for midterm and final exams only with valid excuses, as defined by the University.
- 5) In order to earn a Certificate of Completion, participants must thoughtfully complete all assignments by stated deadlines and earn an average quiz score of 50% or greater.

TECHNOLOGY POLICY

The use of electronic devices in class is distracting, both for the user and for the rest of the class. Only non-programmable calculators can be used in the tests and exam. Any attempts to use cell phones and other electronic communication devices will be seemed as cheating. Laptops are discouraged, unless you use them for activities DIRECTLY related to the course (eg., note taking, reading course documents).

ACADEMIC INTEGRITY POLICY

Soochow University highly values the academic integrity and aims to promote the academic fairness, honesty and responsibility. Any academic dishonesty behaviors and any attempts to cheats and plagiarism will be reported to the university administration office. A written warning and the relevant penalties will be imposed. The record might be shown on the official university transcript.

DISABILITY ACCOMMODATION

Soochow University is committed to maintaining a barrier-free environment so that students with disabilities can fully access programs, courses, services, and activities at Soochow University. Students with disabilities who require accommodations for access to and/or participation in this course are welcome.



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Note:

Please contact the University Administrative Office immediately if you have a learning disability, a medical issue, or any other type of problem that prevents professors from seeing you have learned the course material.