

Art 175, Section 01 ~ Special Topics in Web Development

Department of Art & Art History
San José State University
Fall 2019

Instructor:	G. Craig Hobbs
Class Days/Time:	Tuesday/ Thursday 12:00pm – 2:50pm
Classroom:	Art 237
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Office Location:	Art 319
Office Phone:	408-924-4401(email is preferred contact)
Office Hours:	Thursdays 10am - Noon
Department Office Location:	Art 116
Department Website/ Email:	http://www.sjsu.edu/art/ art@sjsu.edu

Description

Special Topics in Web Development teaches programming, tools and methodologies for the development of websites, web applications and net-based artworks. Through weekly workshop intensives and programming labs, students will learn how to create websites, user interfaces, stylization, animation and web-optimized content using industry-standard tools HTML5, CSS3, and JavaScript. Students will develop a final collaborative project combining code, content and interactivity inspired by net art and networked installations.

Prerequisite: Art 75 + Art 101 Previous introductory programming experience and a commitment to in-class and self-directed learning and programming practice is required.

Student Learning Objectives

Upon completion of this course, students will be able to:

LO1	Create websites using W3C-compliant HTML5 (Hypertext Markup Language)
LO2	Assemble websites using W3C-compliant CSS3 (Cascading Style Sheets)
LO3	Deploy websites using version control and GitHub pages
LO4	Generate web-optimized images, audio, and video content
LO5	Design and code user interfaces for responsive websites and web applications
LO6	Recognize industry-standard protocols for development and deployment
LO7	Practice introductory programming in the JavaScript programming language
LO8	Deploy JavaScript frameworks for responsive CSS websites
LO9	Identify and discuss internet art, telepresence and networked artworks
L10	Exhibit collaborative projects in an online exhibition space

Course Website/ Canvas Course Management System

Copies of course materials - the syllabus, readings and course updates - are available via the SJSU Canvas course management system (CMS) <https://sjsu.instructure.com/> <https://sjsu.instructure.com> All assignments must be submitted via Canvas and GitHub. Canvas will also be used for periodic announcements and any changes to the course schedule. Please make sure your Canvas contact works by viewing the announcements during the first day of class. Please stay up to date weekly with materials on Canvas.

Course texts

Required readings and course programming assignments will be provided via Canvas, GitHub and Slack in post, linked (URL) and downloadable formats. All software and programming documentation required for the course will be made available online.

Adobe Creative Cloud Licensing

San José State provides students, faculty, staff and administrators with free Adobe software for both their campus computers and their home computers. The software may only be used for SJSU-related activities and may not be used for commercial purposes. Faculty are *not* responsible for downloading, troubleshooting of network issues, or licensing agreements between academic end users and Adobe/ SJSU. If you encounter problems downloading or installing Adobe software, you can obtain assistance from SJSU's Information Technology Services (ITS) <http://its.sjsu.edu>

Classroom Protocol

The course schedule provides dates, topics, and assignments due on the day they are listed in the schedule, unless otherwise noted. The coursework is cumulative and requires a commitment to programming practice to expand upon learned skills. Your ability to advance in web development is directly linked to the amount of time you commit to learning and troubleshooting code, developing websites, and in-class workshops.

You are expected to create work independently, on your own time, and in the classroom lab environment with others. You must create original code and digital art for this course. Fair use section 107, US Copyright Act educational and parody use aside, digital content downloaded from the internet should not be presented as your own work(s) of art unless a [significant transformation of the content has been achieved to create something new.](#)

If laptop, mobile, pager or satellite phone use becomes a distraction, device use policies will be implemented. Please be considerate and respectful of faculty and fellow students.

Art and Art History Library Liaison

The Art and Art History library liaison is **Gareth Scott**, a resource for academic and creative research. You may contact Gareth via email at gareth.scott@sjsu.edu or via phone (408) 808-2094 at the Dr. Martin Luther King, Jr. Library/ 4th Floor

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs Syllabus Information web page located here ~ <http://www.sjsu.edu/gup/syllabusinfo/>

Assignments and Grading Policy

Assignment prompts will be provided via Canvas. Submission requirements and rubric are defined in the assignment prompt. See course schedule for complete topics and dates.

Dates	Assignment	% pts
Various	Coding assignments and quizzes x 4	20%
Various	In-class programming workshops and labs x 4	20%
09.24	Website 1.0 ~ Basic HTML 5/ CSS	15%
10.17	Website 2.0 ~ Advanced HTML 5/ CSS using a framework	15%
11.07	Website 3.0 ~ Advanced HTML 5/ CSS + JavaScript	15%
12.03-05	Final group web programming projects and exhibition	15%
TOTAL		100%

Grading Policy/ Rubric

A = 100 - 90% ~ Excellent = Student exhibits exemplary effort at comprehension and application of the required materials. All creative and technical work is engaging.

B = 89 - 80% ~ Average = Student completes assignments, and demonstrates a grasp of key creative and technical concepts. Student participates actively in the classroom.

C = 79 - 70% ~ Below Average = Student completes the assignment but may lack enthusiasm or drive to push the work into a detailed creative or critical space. The work lacks creative and aesthetic effort. The work is underdeveloped, incomplete or broken.

D = 69 - 60% ~ Unsatisfactory = Student does not complete the work as assigned. Substantial problems exist in student's work.

F = < 60% ~ Fail = Student does not submit work, or work is below unsatisfactory level.

Late Work Policy

Work is considered late if posted after the due date/time. The default time for submission of work is the beginning of class, unless specified otherwise in the schedule. For each day the work is late (marked each 24 hours by the day and time of original deadline), the work decreases by half a grade (a B+ goes to B-, a B- to a C+, etc.)

Department Advising

For information about majors and minors in Art & Art History, for a change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART 116, 408-924-4320, art@sjsu.edu

Art 175 - 01 Course Schedule

Fall 2019

Note: Assignments are due on the day listed in the schedule, unless otherwise noted. If you have any questions, contact the professor *in advance of the due date*.

Week	Date	Topics, Assignments, Deadlines
1	08/22	Introductions, course introductions, tools and resources + Q&A
2	08/27	HTML 5 – Hypertext Markup Language Software, tools, protocols and text editors
	08/29	Image optimization for Web Developers Image formats (png, svg, jpg, gif) and image optimization
3	09/03	HTML 5 – Hypertext Markup Language Semantic HTML elements and tags
	09/05	DOM – Document Object Model + HTML 5 Lab Slack and online learning resources expanded
4	09/10	CSS 3 – Cascading Style Sheets Workshop Selectors, properties, and more
	09/12	CSS – Cascading Style Sheets Lab The box model, Flexbox, CSS Grid
5	09/17	CSS – Responsive Design Workshop Mobile first design, stacked columns, viewport and fluid widths
	09/19	CSS – Responsive Design Lab Material and other frameworks for responsive website development
6	09/24	Website Deployment – networks, protocols and servers Assignment due = Website v1.0 ~ Basic HTML 5/ CSS
	09/26	Website Deployment Lab Working with GitHub desktop, repos, commit, push
7	10/01	CSS Advanced Frameworks Workshop Structured CSS and frameworks
	10/03	CSS Advanced Frameworks Lab Deploying frameworks

Week	Date	Topics, Assignments, Deadlines
8	10/08	CSS Advanced Frameworks Lab I Deploying frameworks lab for Website v2.0
	10/10	CSS Advanced Frameworks Lab II Deploying frameworks lab for Website v2.0
9	10/15	CSS Advanced Frameworks Lab III Deploying frameworks lab for Website v2.0
	10/17	CSS Advanced Frameworks Review and Critique Assignment due = Website 2.0 ~ HTML 5/ CSS using frameworks
10	10/22	Introductory JavaScript Workshop I Introductory programming concepts in JavaScript
	10/24	Introductory JavaScript Lab Data types, operators, concatenation, properties, methods, objects
11	10/29	Introductory JavaScript Workshop II Introductory programming concepts in JavaScript
	10/31	Introductory JavaScript Workshop III Introductory programming concepts in JavaScript
12	11/05	Introductory JavaScript Workshop IV Introductory programming concepts in JavaScript
	11/07	JavaScript Assignment Review and Critique Assignment due = Website 3.0 ~ HTML 5/ CSS + JavaScript
13	11/12	Group programming workshop I Final group projects development
	11/14	Group programming lab I Final group projects programming
14	11/19	Group programming workshop II Final group projects programming
	11/21	Group programming lab II Final group projects user testing
15	11/26	Group programming workshop III Final group projects programming
	11/28	Group programming lab III

Week	Date	Topics, Assignments, Deadlines
16	12/03	Final group project presentations I Assignment due = Final Group Projects Final group projects code review and feedback
	12/05	Final group project presentations II Assignment due = Final Group Projects Final group projects code review and feedback
Final Exam	12/17	Final Exam Tuesday, December 17th Exhibition of outcomes online
		<i>Note: This schedule is subject to change. You will be notified of any changes in a timely manner. Any changes will not affect your ability to complete the assigned coursework.</i>

Per University Policy S16-9, the following language must be included in this syllabus, “Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.”