SYLLABUS

New Perspectives on Adobe Dreamweaver CS4, Comprehensive

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Course Description:
As a student in this course, you will learn the most important topics of Adobe Dreamweaver CS4. You will begin with an introduction to Adobe Dreamweaver CS4, learning to plan and design a basic Web site and much more detailed tasks. No prior computer experience with these topics is assumed.

You will first be presented with an overview of the text, an introduction to Adobe Dreamweaver CS4. You will then learn about planning a Web site, formatting text with CSS styles, and organizing page content and layout. We’ll then move on to using shared site elements and creating dynamic pages and animations. We wrap up the course with more advanced topics, such as adding rich media, creating reusable assets and forms, and adding spry elements and database functionality.

Text/Materials:


Software: Default installation of Adobe Dreamweaver CS4, a text editor, and a current Web browser (preferably Microsoft® Internet Explorer 7.0 or higher) must be installed on your computer. Note that the Instructor will provide information on how to use these packages.

Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

Teaching Methods:

1. Lectures: Important material from the text and outside sources will be covered in class. Students should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured outside material relevant to topics being covered.

2. Assignments: End of chapter activities and online activities will be assigned weekly to reinforce material in the text. These assignments may require the application of various software packages.

3. Quizzes: Occasional unannounced quizzes will be given to help ensure students stay up with assigned material.

4. Exams: Three exams will be given. The exams will be closed book/notes and will test assigned readings and material discussed in class. Review sheets will be provided prior to the exam day. The final exam will not be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.

5. Participation: Student participation will be graded by the level of class participation and attendance.
Grading:

Total points will be computed as follows. The total points for quizzes, cases, and assignments may vary.

Exam #1: 200
Exam #2: 200
Exam #3: 200
Assignments: 200
Final Project: 200
Total: 1000 Points

Point System: 1000 total assigned points
A  96-100   C+  77-79
A-  90-95   C    70-76
B+  87-89   D+  67-69
B   83-86   D    63-66
B-  80-82   F    < 62

Course Policies:
Missed Classes: The student is responsible for obtaining material distributed on class days when he/she was absent. This can be done through contacting a classmate who was present or by contacting the instructor during his office hours or other times. Missed or late quizzes can not be made up under any circumstances but with good cause and adequate notice, an early quiz may be given.

Assignments: All assignments are due at the beginning of class on the date due. Late submission of assignments will be assessed a penalty of 10% per day. No exceptions are made.

Academic Dishonesty: Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and or expulsion from the University. For more information refer to the "Academic Dishonesty" policy in the University Undergraduate Catalog. For this class, it is permissible to assist classmates in general discussions of computing techniques. General advice and interaction are encouraged. Each person, however, must develop his or her own solutions to the assigned projects, assignments, and tasks. In other words, students may not "work together" on graded assignments.

Need for Assistance: If you have any condition, such as a physical or learning disability, which will make it difficult for you to carry out the work as I have outlined it, or which will require academic accommodations, please notify me as soon as possible.

Internet Support: Check the class Web page for additional information about applications covered, assignments, or to post a question about this course.

Incomplete Policy: Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.
## Course Outline:
*All homework due the following week*

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topic</th>
<th>Material</th>
<th>Assignment</th>
<th>Homework</th>
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<tbody>
<tr>
<td>1</td>
<td>1/26/2011</td>
<td>Classes Canceled</td>
<td></td>
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<td>2/2/2011</td>
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<tr>
<td>3</td>
<td>2/9/2011</td>
<td>Introduction to the course, Getting Started with Adobe Dreamweaver CS4</td>
<td>Tutorial 1</td>
<td>Tutorial 1</td>
<td>Research ideas for Site you will create. Read Chapter 1</td>
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<td>4</td>
<td>2/16/2011</td>
<td>Planning and Designing a Successful Web Site</td>
<td>Tutorial 2</td>
<td>Tutorial 2</td>
<td>Create a plan for your Web Site (P.42) Read Chapter 2</td>
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<td>5</td>
<td>2/23/2011</td>
<td>Setting up Dreamweaver site definitions, publishing to a web server</td>
<td>Tutorial 3</td>
<td>Tutorial 3</td>
<td>What do you want your site to say? Read Chapter 3</td>
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<tr>
<td>6</td>
<td>3/2/2011</td>
<td>Quiz 1 Review (Chapters 1-3)Using CSS for Page Layout</td>
<td>Tutorial 4</td>
<td>Tutorial 4</td>
<td>Whois and Internet Time Machine Exercise Read Chapter 4</td>
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<td>3/9/2011</td>
<td>Quiz 1</td>
<td>Tutorial 4</td>
<td>Tutorial 4</td>
<td>Determine Layout and create a rough sketch for your Web Site (P.64) Read Chapter 5</td>
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<td>3/23/2011</td>
<td>Spring Recess</td>
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<td>10</td>
<td>3/30/2011</td>
<td>Using Photoshop to Edit Images</td>
<td>Tutorial 5</td>
<td>Tutorial 5</td>
<td>Read Chapter 6 Edit your project images.</td>
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<td>Quiz 2 Review (Chapters 4-5) Creating Reusable Assets and Forms</td>
<td>Tutorial 6</td>
<td>Tutorial 6</td>
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<td>Adding Behaviors and Rich Media</td>
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<td>Tutorial 7</td>
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<td>Continue working on Web Project</td>
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<td>5/11/2011</td>
<td>Quiz 3 (Chapters 6-8)</td>
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<td>Personal Web Project Due</td>
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