

SAN DIEGO COMMUNITY COLLEGE DISTRICT
CONTINUING EDUCATION
COURSE OUTLINE

SECTION I

SUBJECT AREA AND COURSE NUMBER

COMM 674

COURSE TITLE

MODERN WEB DEVELOPMENT TOOLS

TYPE COURSE

NON-FEE

VOCATIONAL

CATALOG COURSE DESCRIPTION

This course will teach students how to leverage the power of a variety of applications in order to create various web design/development deliverables. This course will show how students can save time and resources by creating deliverables that will aid in ensuring the end product is in line with all stakeholder's vision. Topics include creating mood boards, wireframes, interactive prototypes, web comps and style guides. In addition, students will learn what web friendly image types are and how to create and optimize files in this format. (FT)

LECTURE/LABORATORY HOURS

60

ADVISORIES

COMM 672 WEB PROGRAMMING: HTML AND CSS
COMM 673 USER INTERFACE DESIGN

RECOMMENDED SKILL LEVEL

Possess a 10th grade reading level; ability to communicate effectively in the English language.

INSTITUTIONAL STUDENT LEARNING OUTCOMES

1. Social Responsibility
SDCE students demonstrate interpersonal skills by leaning and working cooperatively in a diverse environment.
2. Effective Communication
SDCE students demonstrate effective communication skills.
3. Critical Thinking
SDCE students critically process information, make decisions, and solve problems independently or cooperatively.
4. Personal and Professional Development
SDCE students pursue short term and life-long learning goals, mastering necessary skills and using resource management and self-advocacy skills to cope with changing situations in their lives.

COURSE GOALS

1. Learn how to create mood boards
2. Learn how to create wireframes
3. Learn how to create prototypes
4. Use and understand UX-based tools
5. Understand creating web comps
6. Explain the various image file formats utilized on the web
7. Learn how to optimize images for web use
8. Learn how to create a style guide

COURSE OBJECTIVES

Upon successful completion, the student will be able to:

1. Create mood boards
2. Create wireframes for a website
3. Create interactive and functioning prototypes for a website
4. Create a web comp
5. Prepare image for web use
6. Optimize images for web use
7. Export images and web based resources for use in web development
8. Explain what a style guide is and why they are helpful, prepare a style guide

SECTION II

COURSE CONTENT AND SCOPE

1. What are today's web design toolsets?
 - 1.1. Overview of what applications are being used currently
 - 1.2. How the various tools work best together
2. Mood boards
 - 2.1. What are they

COURSE CONTENT AND SCOPE (CONTINUED)

- 2.2. Why do we need them
- 2.3. How we can create them
- 3. Using a prototyping tool for user experience and interaction design
 - 3.1. What applications are currently used?
 - 3.2. Creating a web user experience
 - 3.2.1. Sitemaps
 - 3.2.2. Personas
 - 3.2.3. Wireframes
 - 3.2.4. Screen designs
 - 3.3. Wireframes
 - 3.3.1. What are wireframes
 - 3.3.2. Why are they needed?
 - 3.3.3. How we create wireframes
 - 3.4. Prototypes
 - 3.4.1. What is a prototype
 - 3.4.2. Creating a prototype
 - 3.4.3. Building interactivity
 - 3.4.4. Publishing a Prototype
 - 3.5. Deliverables
 - 3.6. Publishing prototype content
- 4. Image prep for web
 - 4.1. Web based image formats
 - 4.2. What is the 'right' size?
 - 4.3. Optimizing images for web
 - 4.4. Working with vector images
 - 4.5. Working with bitmap images
 - 4.6. Working with various types of images
 - 4.7. Saving styles
 - 4.8. Sharing assets
 - 4.9. Optimizing content
- 5. Creating web comps
 - 5.1. What is a web comp
 - 5.2. Tools used to create a web comp
 - 5.3. Using artboards
 - 5.4. Creating comps for multiple screen sizes
 - 5.5. Using libraries
 - 5.6. Time saving techniques
 - 5.7. Exporting assets from a comp
- 6. Creating style guides
 - 6.1. Managing styles
 - 6.2. Changes to styles
 - 6.3. Using a style guide for consistency

APPROPRIATE READINGS

Readings of appropriate reading level may include, but are not limited to materials such as a textbook, supplemental reading assignments, industry-related periodicals or magazines, manuals, videos, television programs about the internet, online help, articles posted on the internet, and information from web sites, online libraries and databases. Topics should be related to creating deliverables that can represent a dynamic interaction in a visually static manner, thus solidifying communication and expectations for the span of the project.

WRITING ASSIGNMENTS

Typical writing assignments may include completing assigned reports, providing written answers to assigned questions, performing internet research and reporting on that research. An example would include creating wireframes that can be used to structurally represent a website page layout in a quick and simplified way.

OUTSIDE ASSIGNMENTS

Assignments may include, but are not limited to: appropriate internet research, reading, preparing reports and studying as needed to perform successfully in class. An appropriate assignment for instance, would include building an interactive prototype that can be used to provide stakeholders and users with a realistic experience of functionality prior to dedicating time and resources to final development.

APPROPRIATE ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING

Assignments which demonstrate critical thinking may include, but are not limited to creating web comps which will visually show exactly how a website will look; this file will include design based elements that will guide a user through the webpage in a logical and meaningful manner, this deliverable will be used as a client sign-off prior to web development.

EVALUATION

Evaluation methods may include, but are not limited to performance in a variety of activities and assignments, such as creating specified deliverables, a website that meets current web standards and demonstrates a student's understanding of languages and technologies that are included within the FEWD program. Students will need to show they understand portfolio best practice and demonstrate that they can create, publish and promote. In addition, the course may have quizzes, class participation, written and practical tests, attendance and punctuality.

Upon successful completion of all courses in the program a Certificate of Program Completion will be issued.

METHOD OF INSTRUCTION

Methods of instruction may include, but are not limited to lectures, discussion, hands-on demonstrations, computer-assisted instruction, laboratory assignments and field trips.

This course, or sections of this course may be offered through distance education.

TEXTS AND SUPPLIES

Adobe XD Classroom in a Book. Author: Brian Wood Publisher: Adobe Press, 2020

ISBN-10 : 0136583806, ISBN-13 : 978-0136583806

Recommended Supplies:

Pen, journal (composition book), notebook paper and a soft 3-ring binder, or a one-subject 110 sheet college ruled notebook, and appropriate storage media such as a USB Drive, external hard drive, or cloud-based storage.

PREPARED BY Emily Kay DATE November 3, 2021

REVISED BY _____ DATE _____

Instructors must meet all requirements stated in Policy 3100 (Student Rights, Responsibilities and Administrative Due Process), and the Attendance Policy set forth in the Continuing Education Catalog.

REFERENCES:

San Diego Community College District Policy 3100
California Community Colleges, Title 5, Section 55002
Continuing Education Catalog