CIS 58.62A Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: CIS 58.62A Title: DREAMWEAVER, BEGINNING
Full Title: Dreamweaver, Beginning
Last Reviewed: 7/22/2002

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00 Total Student Learning Hours: 76.00

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	CIS 84.54A

Catalog Description:
A hands-on course that focuses on learning Macromedia's Dreamweaver. Dreamweaver is a high end, professional web authoring tool used to create professional websites. Previous knowledge of HTML, site structure, and site uploading to an ISP is essential. The emphasis will be on learning the beginning skills such as tools, palettes, and commands. Topics include new site creation, editing and maintenance of an existing site, image, text and PDF insertion and using tables and layers.

Prerequisites/Corequisites:
Course Completion of CS 50.11A (or CIS 58.51A or CIS 84.42A)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: Dreamweaver is a high end professional web authoring tool. Knowledge of HTML, site structure, and uploading to an ISP is essential. Emphasis on learning the beginning skills such as tools, palettes, and commands. Topics include new site creation, editing and maintenance

of an existing site, image, text, and PDF insertion, and using tables and layers. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CS 50.11A (or CIS 58.51A or CIS 84.42A)
Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:
Transfer Credit:
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**	Effective:	Inactive:
CSU GE:	**Transfer Area**	Effective:	Inactive:
IGETC:	**Transfer Area**	Effective:	Inactive:

CSU Transfer:	Effective:	Inactive:
UC Transfer:	Effective:	Inactive:

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Student will:
1. Identify the functions of Dreamweaver, HTML
2. Plan, build, and manage a simple website with Dreamweaver
3. Define acronyms and compare their role in web design
   a. DHTML
   b. XML
   c. Javascript
4. List 6 website management issues and apply good management techniques to websites
   a. Discuss file conventions in websites
   b. Discuss site navigation
   c. Identify file size considerations
   d. Discuss use of plug-ins
   e. Describe issues of useability and disability
5. Efficiently use Dreamweaver interface, tools and palettes
   a. Identify external editors
   b. Describe the differences of window sizes in different platforms and browsers
6. Design new sites
7. Manage and redesign existing sites
8. Demonstrate skills in:
   a. Creating and saving documents.
   b. Inserting images and creating links.
   c. Working with text and text properties, modifying page properties
   d. Tables as layout management

9. Plan and implement navigation to show file hierarchy

Topics and Scope:

1. Overview of DreamWeaver
   a. understanding web components
   b. platforms and browsers
   c. Mac and Windows differences in DreamWeaver
   d. define Javascript, XML, DHTML
   e. creating new documents
2. Tour the DreamWeaver interface
   a. The Object Palette
   b. Types of Objects
   c. The Properties Inspector
   d. The Launcher and Mini-Launcher
   e. The Document Window
   f. Preferences
   g. External Editors
   h. Preset Window Sizes
   i. How to Define Your Browser of Choice
   j. Shortcut Keys
3. Site control
   a. What is a Root Folder
   b. Defining a Site
   c. Relative and Absolute Links
   d. File and Folder Management
   e. Understanding the Path Structure
   f. Creating a Site Map
   g. Creating a Site from Nothing
4. Basics of defining the site
   a. Defining the Site
   b. Creating and Saving a Document
   c. Inserting Images
   d. Inserting Text
   e. Centering Images and Text
   f. Modifying Page Properties
   g. Creating Links with Images and Text
   h. Meta Tags
   i. Looking at the HTML
5. Linking and HTML source
   a. Linking with Point-to-File
   b. Browse for File and the Link History
   c. Linking to New Source Files
   d. Creating Email Links
   e. HTML Source Window
   f. Editing the HTML Source Window
   g. External HTML Editors
   h. Quick tag Editor
   i. Cleanup HTML
   j. Cleanup Word HTML
6. Typographys
   a. A Word about FONT FACE

b. Creating and Formatting HTML Text
c. Font Lists
d. Aligning Text
e. Using the "PRE" Tag
f. Ordered, Unordered, and Definition Lists
g. Color Schemes
h. Formatting Text in Tables
i. Repeat Last Action
j. Character Entities
k. Blockquotes and Non-Breaking Spaces

7. Tables
   a. Changing the Border of a Table
   b. Sorting the Table
   c. Changing the Color Scheme
   d. Creating and Modifying a Table
   e. Aligning Images and Text with Tables
   f. Percentage-Based Table Alignment
   g. Seamless Image Assembly
   h. Combining Pixels and Percentages

Assignment:

1. Find interesting sites for HTML breakdown and define why the site works
2. View page sources and determine what is recognizable
3. Submit sample class pages to class "post to" site
4. Plan, design, and manage a site
5. Plan and implement navigation to show file hierarchy
6. Plan page layout and control with tables
7. Web site submitted to class for review
8. Chapter assignments
9. Exams

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems, Exams	Problem solving 75 - 90%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None	Skill Demonstrations 0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false	Exams 10 - 25%

Other: Includes any assessment tools that do not logically fit into the above categories.

None	Other Category 0 - 0%

Representative Textbooks and Materials:

1. "DreamWeaver 3 H.O.T. Hands-On Training", by Lynda Weinman and Garo Green - Peachpit Press 2000