

CS 50.33 Course Outline as of Fall 2022**CATALOG INFORMATION**

Dept and Nbr: CS 50.33 Title: WEB PROJECTS

Full Title: Web Projects

Last Reviewed: 5/10/2021

Units	Course Hours per Week		Nbr of Weeks		Course Hours Total	
Maximum	4.00	Lecture Scheduled	4.00	17.5	Lecture Scheduled	70.00
Minimum	4.00	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 140.00

Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

This advanced project management course guides teams of web developers through the process of developing a web or mobile project for local clients. Topics include: Writing a proposal, user-centered design and research, content development, agile development practices, effective teamwork, communication skills, production techniques, client relations, project delivery and maintenance. Students will work in teams to develop a project for a client provided by the instructor. This course is the capstone experience for Web Development programs.

Prerequisites/Corequisites:

Completion or Current Enrollment in CS 50C

Recommended Preparation:**Limits on Enrollment:****Schedule of Classes Information:**

Description: This advanced project management course guides teams of web developers through the process of developing a web or mobile project for local clients. Topics include: Writing a proposal, user-centered design and research, content development, agile development practices,

effective teamwork, communication skills, production techniques, client relations, project delivery and maintenance. Students will work in teams to develop a project for a client provided by the instructor. This course is the capstone experience for Web Development programs. (Grade Only)

Prerequisites/Corequisites: Completion or Current Enrollment in CS 50C

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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: Transferable Effective: Fall 2022 Inactive:

UC Transfer: Effective: Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

Approval and Dates

Version:	01	Course Created/Approved:	5/10/2021
Version Created:	2/5/2021	Course Last Modified:	6/2/2024
Submitter:	Ethan Wilde	Course last full review:	5/10/2021
Version Status:	Approved New Course (First Version)	Prereq Created/Approved:	5/10/2021
Version Status Date:	5/10/2021	Semester Last Taught:	Spring 2024
Version Term Effective:	Fall 2022	Term Inactive:	

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Analyze workflow issues involved in the design and programming of a web or mobile project.
2. Create a communication plan that facilitates decision making and collaboration between a development team and their client.
3. Develop templates for a web or mobile project, including writing a proposal, developing agile project management process documentation, and documenting the lifecycle of a project.
4. Work effectively as a member of the agile development team to develop a web or mobile project.

Objectives:

At the conclusion of this course, the student should be able to:

1. Develop goals, objectives and questions for meetings with clients.
2. Create a storyboard, timeline, work schedule, bid, and formal proposal for a web or mobile

- project.
3. Analyze existing web or mobile projects regarding: overall design, navigation, content, graphics and ease of use.
 4. Discuss problems which arise when creating a web or mobile project and brainstorm possible solutions.

Topics and Scope:

I. Educating Clients

- A. Defining a web or mobile project
- B. Terminology

II. Formulating Project Goals

- A. Initial project proposal
- B. Brainstorming and problem solving
- C. Streamlining ideas
- D. Facilitating goal setting

III. Defining Target Users

- A. Evaluating your audience
- B. Developing user stories to capture project requirements from user-centered perspective

IV. Managing Agile Project Process

- A. Developing a project schedule
- B. Defining group roles
- C. Assigning and managing tasks for team members using sprint model
- D. Incorporating a kanban process for task management
- E. Working to keep client informed

V. Tracking Project Resources

- A. Project estimates
- B. Determining customer budget
- C. Estimated cost versus actual cost
- D. Managing customer changes

VI. Writing a Project Proposal

- A. Putting it all together
- B. Goals
- C. Research
- D. Timeline
- E. Budget
- F. Contract

VII. Communicating with the Customer and the Team

VIII. Practicing User-Centered Design Development

- A. Creating a user experience that attracts the target audience
- B. Engaging in inspiration, ideation, and implementation methods
- C. Applying best practices in interaction and visual design

IX. Developing Content

- A. Writing styles - learning what works in web and mobile
- B. Type and style: make your words speak out
- C. Animation
- D. Video
- E. Audio

X. Testing the Project

- A. Debugging
- B. Beta testing with a sample audience

XI. Presentation of Final Design to Client

- A. Discuss maintenance
- B. Publicizing project

Assignment:

1. Conduct client meetings to discuss client needs for project, client approval of proposal, client approval of design and beta release, final client approval and project maintenance
2. Create a formal proposal for a web or mobile project
3. Document work such as storyboard and timeline on the project and compare the initial proposal to the actual work completed
4. Research existing contracts and develop one which meets client needs
5. Use the Internet to research and develop appropriate written reports
6. Create a web or mobile project for a client
7. Critique other team projects regarding their: overall design, navigation, content, graphics and ease of use
8. Reading approximately 20-30 pages per week
9. Exams (6 - 8)
10. Quizzes

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.

Written reports, such as formal proposal and document work

Writing
10 - 20%

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

Storyboard, timeline, bid, project documentation and contract

Problem solving
25 - 50%

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

Create a project based on client needs; critique of projects

Skill Demonstrations
20 - 50%

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

Exams and quizzes

Exams
15 - 40%

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

Attendance and participation

Other Category
0 - 10%

Representative Textbooks and Materials:

The Scrum Guide. Schwaber, Ken and Sutherland, Jeff. 2020

Scrum and XP from the Trenches. 2nd ed. Kniberg, Henrik. InfoQ. 2015 (classic)

The Field Guide to Human-Centered Design. IDEO.org. Design Kit. 2015 (classic)

Instructor prepared materials

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	U	User Generated Text
Advisories-generate description:	NA	No Advisory
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	Y	Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	72	Internet-Based, Delayed Interaction
	71	Internet-Based, Simultaneous Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Both Certificate and Major Applicable
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	Y	Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0701	Computer & Information Science

OTHER CODES

Discipline:	Computer Information Systems	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	Y	Exclusively online or other technology based instruction
Emergency Distance Ed Approved:	N	None
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	0614.30	Website Design and Development
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course
In-service:	N	Not an in-Service Course