

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

COURSE CONTENT

Student Learning Outcomes:

Upon completion of the course, students will 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:

In order to achieve these learning outcomes, during the course students will:

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