

Course Title: WEB 110 Web Design II

Course Leader: Sean Maher

Expected Learning Outcomes for Course

1. Students will be able to write valid and accessible HTML.
2. Students will create images optimized for the web.
3. Students will be able to write valid and accessible CSS.
4. Students will understand project management and planning for websites.
5. Students will learn, implement and demonstrate principals of interactivity.
6. Students will be able to plan in implement handicap accessibility and 508 compliance on websites.
7. Students will be able to analyze and select tools appropriate for a specific solution.

Assessment

(How do students demonstrate achievement of these outcomes?)

1. Students will produce a final project that is a 10+ page website with an intended audience of Washington County public school children. The curriculum standards can be found at http://www.wcps.k12.md.us/quality_academics/curriculum/. Every HTML and CSS file must validate.

Validation

(What methods are used to validate your assessment?)

1. For the technical standards, all web pages students create are run through the W3C validator to check for errors in their HTML and CSS. This software can be found at <http://validator.w3.org/> and <http://jigsaw.w3.org/css-validator/>.
2. The final project is graded according to a rubric. The content of the site must meet the curriculum standards approved by the state of Maryland.

Results

(What does the data show?)

1. The vast majority of students receive an A+ or higher on the final project. This is most likely because the students are either WEB or GDT majors who are serious about the class.

Follow-up

(How have you used the data to improve student learning?)

1. Selected a new book that has will demonstrate new CSS technologies including CSS3: *CSS 3 Visual Quickstart Guide*. This will be implemented in Spring 2013.

Budget Justification

(What resources are necessary to improve student learning?)

Course Outcomes Guide #4

1. Students require a classroom lab with computers running the Adobe Creative Suite. Students who cannot afford this software (minimum of \$377 as of Fall 2012) should continue to be given access to an open lab.