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| <b>Course Outcomes Guide (COG)</b> |
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**Course Title:** Web Design II

**Date:** May 7, 2019

**Course Team:** Olusegun Adegboyega-Edun

**Expected Learning Outcomes**

- Students will show technical proficiency in **raster** Image Manipulation by creating layer based images optimized for specific applications and showing comprehension of raster software.
- Students will demonstrate technical proficiency in **HTML** by creating code that validates, correctly incorporates all necessary code, follows semantic design and universal accessibility principles, is SEO friendly and is handicap accessible and 508 compliant.
- Students will show technical proficiency in **CSS** by creating code that validate and meets project requirements.
- Students will show technical proficiency in **JavaScript** by creating interactive webpages that generate no errors and accomplish project goals.
- Students will be able to discuss their knowledge of **theory and vocabulary** of their field in a professional manner through written and verbal communications as well as demonstrated in their work and analyze those terms in their own and others works.
- Students will demonstrate **layout and composition** in their pieces with balance, hierarchy, emphasis, unity, movement, contrast, rhythm, focus, use of grids and white space.
- Students will demonstrate **problem solving** skills by analyzing, selecting and applying tools appropriate for a specific solution

**Assessment** (How do or will students demonstrate achievement of each outcome? Please attach a copy of your assessment electronically.)

Students are assessed 2 times; once for each project they complete. The rubric awards points based on completion of outcomes. (Project-BusinessSite.docx, Project-EducationalSite.docx)

**Validation** (What methods have you used or will you use to validate your assessment?)

These results are compared to the results of the student portfolio review.

**Results** (What do your assessment data show? If you have not yet assessed student achievement of your learning outcomes, when is assessment planned?)

**Overall outcome score is 3.4**

**Layout 4.6 / Creativity 4/ Communication 4.2 / Presentation 4.2**

Averages for outcomes are above 3.3.

Layout is the highest outcome at 4.1 and Creativity is the lowest performing outcome at 4.

**Follow-up** (How have you used or how will you use the data to improve student learning?)  
Course will not only emphasize programming skills, but also creativity and problem solving

**Budget Justification** (What resources are necessary to improve student learning?)

Software should be updated as soon as it is released because the students will no longer be able to get out-of-date software.