Course Title: Web Design II
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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.