Web Design for Humanities Majors

Texts:

Course Description:
This course will teach students how to create and manage content, in the form of web sites and electronic texts, for the World Wide Web. It will provide humanities students the opportunity for active, hands on instruction and participation in a computer lab setting (The Teaching with Technology classroom, or TwTc). Students will learn first to evaluate and critique web content, then to work individually and in teams to design and create web pages and graphics for the course, for other humanities classes, and for themselves. They will gain experience in several widely used browser, graphics and web design programs, including Microsoft Internet Explorer, Adobe Photoshop Elements and Macromedia Fireworks and Dreamweaver. We will emphasize a humanities-oriented approach, rather than solely a technical one; the class will analyze pages from critical and aesthetic standpoints, and emphasize creative approaches. A second goal will be for student teams to produce an electronic text of a work of value to the on-line academic community. Teams will need to find a worthwhile (and out of copyright) literary text not already available on-line, scan and edit the text, carefully proof the code of the e-text, and submit it to the Internet (via an e-text site such as Project Gutenberg). To accomplish this goal, they will learn to use a text editing program and to practice rigorous editing and proofing skills. As a result of this course, students will gain expertise in several marketable skills; they will also apply the scholarly practices of critical thinking, rigorous precision and creative expression which we emphasize in other areas of humanistic inquiry to this new and increasingly important medium.

Assignments:
Reports: Twice this session you will make a 5-minute report to the class evaluating two web sites you have found and analyzed. You will submit a written version of this report as well.

Projects: You will submit three projects as part of your graded work. One is a web page you create on your own, while the other two are group projects: a web site and an electronic text (or e-text) of a work of scholarly significance.

Class Participation: Much of this class will consist of hands-on work in the computer lab. You also need to come to class prepared to discuss the assignments. I will expect regular participation.
and preparation, engaged discussion and cooperation in group assignments. Both absences and passive attendance will lower your participation grade.

**Grades:**
Assignments will count towards your final grade as follows:
- Report #1: 10%
- Report #2: 10%
- Project #1: 20%
- Project #2: 20%
- Project #3: 20%
- Class participation: 20%

**Attendance:**
You must attend class in order to pass; if you miss four or more classes you may fail the course. Let me know if you must miss a day, and arrange to turn in your assignments in advance, if possible. Assignments are due at the beginning of class.

**Plagiarism:**
Plagiarism is a serious violation of the Honor Code. The Lair defines plagiarism for you. Please read this information carefully. If you have any questions please come speak to me.

**Mercer Policy on Students with Disabilities:**
Students with a documented disability must inform the instructor at the close of the first class meeting. The instructor will refer you to the Student Support Services office for consultation regarding evaluation, documentation of your disability, and a recommendation as to the accommodation, if any, to be provided. Students must provide instructors with an accommodation form from Student Support Services listing reasonable accommodation to sign and return to Student Support Services. The Student Support Services office is located on the 3rd floor of the Conned Student Center.
If you do not consult with the instructor and follow up at the Student Support Services office during the first two weeks of classes, as provided above, you will thereby waive any claim to a disability and the right to any accommodation pertaining thereto.

**Mercer Policy on Electronic Submission of Assignments:**
Students bear sole responsibility for ensuring that papers or assignments submitted electronically to a professor are received in a timely manner and in the electronic format(s) specified by the professor. Students are therefore obliged to have their e-mail client issue a receipt verifying that the document has been received. Students are also strongly advised to retain a copy of the dated submission on a separate disk. Faculty members are encouraged, but not required, to acknowledge receipt of the assignment.

**Mercer Policy on Cell Phone and Pager Usage:**
Out of courtesy for all those participating in the learning experience, all cell phones and pagers must be turned off before entering any classroom, lab, or formal academic or performance event.
# Syllabus

Note: these assignments are subject to change.

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<td>1/14</td>
<td>Internet and World Wide Web. Lynch &amp; Horton 17–35; Niederst 3–36</td>
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<td>Web Design. Lynch &amp; Horton 1–15; Niederst 37–55</td>
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<td>Dreamweaver Overview and Tutorial. McFarland 13–46</td>
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<td>Cascading Style Sheets. McFarland 231–263</td>
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<td>Multimedia: iMovie</td>
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<td>Team Projects</td>
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