

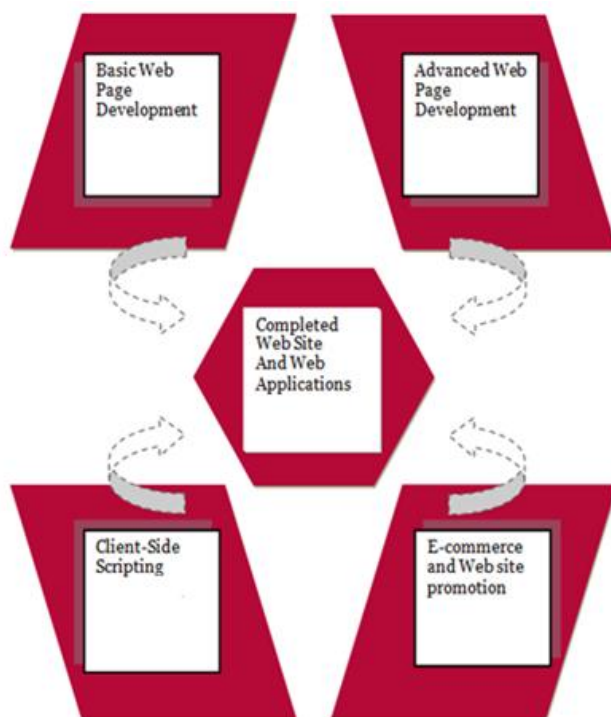


Syllabus



Syllabus

BIS-353: Web Application Development



ription

roduce the principles of JavaScript control structures, various markup languages, and scripting
will develop fundamental skills in programming using client-side and server-side internet models. In
ill utilize multimedia technology to design and develop web-based applications. Students will learn
e-intensive, intranet/internet applications by using ADO (ActiveX Data Objects) and SQL
anguage). Hands-on skill development is emphasized.

None
Knowledge

Knowledge.

ge of browser software and search engines
e such as NotePad++
ge of object-oriented programming languages
ge of relational database systems

omes

this course you should be able to:

the history of the internet and World Wide Web has impacted website development.
arkup and scripting languages in web page development.
tices” in web page and website development.
ty standards in web page development.
website promotion and e-commerce in developing a website.
e a website.

ook

.9). *Web development and design foundations with HTML5* (9th ed.). Upper Saddle River, NJ:
ation.

receive your course materials from Tree of Life, you will receive an email from Tree of Life giving
how to access the textbook in an eText format.

ne Resource

[ations.net](https://www.brightspace.com/learn/learningsolutions.net)

nology

uch as NotePad++
such as Internet Explorer, Chrome, or Firefox
gram such as Adobe Fireworks or Adobe Photoshop

nary

| | Discussions | Assignments | Total Points |
|--|-------------|-------------|--------------|
| | 1/20 | 3/75 | 95 |
| | 1/20 | 6/160 | 180 |
| | 1/20 | 4/160 | 180 |
| | | | |

| | | | |
|---------------------|--------------|---------------|-------------|
| | 1/20 | 4/135 | 155 |
| | 1/20 | 5/170 | 190 |
| | 1/20 | 5/180 | 200 |
| Total Points | 6/120 | 27/880 | 1000 |

2

| Quality Points Per Credit | Percentage | Score |
|---------------------------|-------------|------------|
| 4.0 | 95% - 100% | 950 - 1000 |
| 3.7 | 92% - 94.9% | 920 - 949 |
| 3.3 | 89% - 91.9% | 890 - 919 |
| 3.0 | 85% - 88.9% | 850 - 889 |
| 2.7 | 82% - 84.9% | 820 - 849 |
| 2.3 | 79% - 81.9% | 790 - 819 |
| 2.0 | 75% - 78.9% | 750 - 789 |
| 1.7 | 72% - 74.9% | 720 - 749 |
| 1.3 | 69% - 71.9% | 690 - 719 |
| 1.0 | 65% - 68.9% | 650 - 689 |
| .0 | 0% - 64.9% | 0 - 649 |



for your course is dependent on your school and program. Your grading policies can be found in the

Equivalencies

| Description of Work |
|---|
| ands out as excellent performance. Has unusually sharp insights into material and initiates il questions. Sees many sides of an issue. Articulates well and writes logically and clearly. s ideas previously learned from this and other disciplines. Anticipates next steps in on of ideas. Example "A" work should be of such nature that it could be put on reserve for all embers to review and emulate. The "A" cohort member is, in fact, an example for others to |
| rates a solid comprehension of the subject matter and always accomplishes all course ents. Serves as an active participant and listener. Communicates orally and in writing at an e level for the degree program. Work shows intuition and creativity. Example "B" work good quality of performance and is given in recognition for solid work; a "B" should be d a good grade and awarded to those who submit assignments of quality less than the y work described above. |
| rd quantity of work in and out of class is average. Has marginal comprehension, cation skills, or initiative. Requirements of the assignments are addressed at least minimally. |
| rd quantity of work is below average. Has minimal comprehension, communication skills, or Requirements of the assignments are addressed at below acceptable levels. |
| rd quantity of work is unacceptable and does not qualify the student to progress to a more level of work. |

nnments

ne Outline

| | Due Dates | Time | Points |
|--------------|--|---------|--------|
| er 1 Reading | Complete early in the workshop. | 1 hour | 0 |
| /W and the | Post your initial response by the end of the fourth day of the workshop and your two | 2 hours | 20 |

| | | | |
|--------------------------|---------------------------------------|-----------------|-----------|
| | responses by the end of the workshop. | | |
| Discussion on Web | Due by the end of the workshop. | 1 hour | 25 |
| Early 2 Reading | Complete early in the workshop. | 2 hours | 0 |
| Write a Text | Due by the end of the workshop. | 1 hour | 15 |
| Hands-On | Due by the end of the workshop. | 2 hours | 35 |
| Totals | | 9 hours* | 95 |

Workshop Outline

| | Due Dates | Time | Points |
|----------------------------------|--|----------------|---------------|
| Early 3 Reading | Complete early in the workshop. | 2 hours | 0 |
| Hands-On | Complete early in the workshop. | 2 hours | 35 |
| Writing Style | Post your initial response by the end of the fourth day of the workshop and your two responses by the end of the workshop. | 2 hours | 20 |
| Find a Hyperlink | Due by the end of the workshop. | 1 hour | 25 |
| Create a Description List | Due by the end of the workshop. | 1 hour | 25 |
| Create a Reader, Lists, | Due by the end of the workshop. | 1 hour | 25 |
| Web Research | Due by the end of the workshop. | 1 hour | 25 |

| | | | |
|---------------|---------------------------------|------------------|------------|
| Website Topic | Due by the end of the workshop. | 1 hour | 25 |
| Totals | | 11 hours* | 180 |

Tree Outline

| | Due Dates | Time | Points |
|-----------------|--|------------------|------------|
| er 4 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 35 |
| er 5 Reading | Complete early in the workshop. | 2 hours | 0 |
| o Design Best | Post your initial response by the end of the fourth day of the workshop and your two responses by the end of the workshop. | 2 hours | 20 |
| actice with ts | Due by the end of the workshop. | 1 hour | 50 |
| actice with the | Due by the end of the workshop. | 1 hour | 50 |
| eb Project heet | Due by the end of the workshop. | 1 hour | 25 |
| Totals | | 11 hours* | 180 |

our Outline

| | Due Dates | Time | Points |
|--------------|---------------------------------|---------|--------|
| er 6 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 35 |

| | | | |
|---------------------------|--|------------------|------------|
| e Layout | Post your initial response by the end of the fourth day of the workshop and your two responses by the end of the workshop. | 2 hours | 20 |
| perimenting | Due by the end of the workshop. | 2 hours | 25 |
| reating a Header | Due by the end of the workshop. | 2 hours | 25 |
| bsite Project n Layout | Due by the end of the workshop. | 3 hours | 50 |
| Totals | | 13 hours* | 155 |

ve Outline

| | Due Dates | Time | Points |
|----------------|--|---------|--------|
| er 7 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 35 |
| er 8 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 35 |
| essibility and | Post your initial response by the end of the fourth day of the workshop and your two responses by the end of the workshop. | 2 hours | 20 |
| ge Layout | Due by the end of the workshop. | 1 hour | 25 |
| ML5 Webpage | Due by the end of the workshop. | 1 hour | 25 |
| bsite Project | Due by the end of the | 1 hour | 50 |

| | | |
|---------------|------------------|------------|
| workshop. | | |
| Totals | 13 hours* | 190 |

x Outline

| | Due Dates | Time | Points |
|----------------------|--|------------------|-----------------|
| er 9 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 35 |
| er 14 Reading | Complete early in the workshop. | 2 hours | 0 |
| nds-On | Complete early in the workshop. | 2 hours | 50 |
| er-Side | Post your initial response by the end of the fourth day of the workshop and your two responses by the end of the workshop. | 2 hours | 20 |
| nfigure | Due by the end of the workshop. | 1 hour | 25 |
| bsite Project | Due by the end of the workshop. | 1 hour | 50 |
| er-Column | Due by the end of the workshop. | 1 hour | 20 |
| Course Survey | Due by the end of the workshop. | - | 10 Extra Credit |
| Totals | | 13 hours* | 200 |
| Course Totals | | 70 hours* | 1000 |

ed on estimations of average times to complete each assignment. Actual assignment completion times will vary.

Policy

endance is determined by *activity* during a workshop, either through discussions or submission of
ent is reported absent for a workshop if they do not make at least one submission (or posting) of an

9/17/2020

Syllabus - BISO157 Web Application Development (BIS-353-01A)

ent is reported absent for a workshop if they do not make at least one submission (or posting) or a discussion forum assigned during that workshop.

ceeds the allowed absences and does not contact the Office of Student Services to officially re the last workshop, the faculty is directed to issue the grade of "F."

ncy circumstances, a student may be allowed one (1) absence in courses that are five eeks or fewer.

ncy circumstances, a student may be allowed two (2) absences in courses that are more than five eeks.

lopment Resources

015). *HTML Dog*. Retrieved from <http://www.htmldog.com>

sability 101: Introduction to Usability. Retrieved from <http://www.nngroup.com/articles/usability-tion-to-usability/>

Health and Human Services, (n.d.). *User-Centered Design*. Retrieved from usability.gov/basics/ucd/index.html

99-2016). Retrieved from <http://w3schools.com>


, Policies, and Important Student Information

| Division | Link |
|----------|------|
|----------|------|

Reflect in ePortfolio

Download

Print

 Open with docReader

<

>

Activity Details

Completion Summary

☐ Task: View this topic