



Instructor: Mat Rosa
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Office Hours: Saturday, 12:00pm–1:00pm

Class Website: <http://www.mobimeet.com>
Class Time: Saturday, 1:00pm-5:00pm
Course Length: 11 weeks
Contact Hours: 4 hours per week (44 hours)

Description: Students will apply user-centered design principles, database structures and server side scripting to create dynamic web sites. Particular attention will be paid to design issues relating to the display of dynamic content on the screen and how that dynamic content will be delivered.

Course Competencies: Upon successful completion of this course, the student should be able to:

- 1) Identify how businesses use all types of design.
- 2) Identify career paths and roles in the design field.
- 3) Develop professional awareness through reading and networking.
- 4) Recognize technology directions as it affects all fields.

Textbook: No required textbook

Course Materials: You will need a portable hard drive or jump drive.

Grading: For exact point-to-letter grade conversion, please refer to the catalog.

Grades for this course will be composed of 100 points, determined as follows:

Attendance & Professionalism	200 points
Quizzes	100 points
Assignments	200 points
Mid-Term Examination	100 points
<u>Final Examination</u>	<u>200 points</u>
Total Points	800 points

A grade of "A" represents superior work that goes above and beyond the requirements of the course. "A" work shows creativity and insight.

A grade of "B" represents good, solid work with clear improvement over the duration of the course. "B" work meets all course requirements.

A grade of "C" represents work that meets course requirements, but fails to demonstrate significant improvement. "C" work is considered average.

A grade of "D" represents work that in one or more ways fails to meet the requirements of the course, but meets the basic competencies required and is reasonable enough to pass.

A grade of "F" represents general failure to meet the requirements and competencies of the course.

Housekeeping Items

1. NO EATING OR DRINKING IN THE CLASSROOMS AND LABS! Anyone caught in violation of this policy will be asked to leave the classroom...this may result in loss of both attendance and participation points for that class day.
2. Class time is designated to introduce and practice concepts and techniques fundamental to the course objectives in meeting basic competencies, to provide a forum for critique and feedback on work completed. It is not expected that students will complete assignments or projects during class hours. For this class, you should anticipate spending a minimum of 4 hours per week outside of class completing assignments. If you plan to work at school, please check class and lab schedules for available space. Students are responsible for submitting all work on the syllabus regardless of whether they are reminded in class or not. Reading the syllabus is the student's responsibility.
3. Absenteeism – According to school policy, you WILL be withdrawn from the school if you are absent 21 CONSECUTIVE calendar days. Quizzes are given online and may be taken up to one week after the scheduled date, but lost attendance and participation points may not.
4. Tardiness – If you are more than 15 minutes late to either half of the class period, you will be automatically assessed a half-day absence. Quizzes may be made up during lab or up to one week after the scheduled date.



5. Testing Policy – There are several unannounced quizzes over the quarter. You may make up a missed quiz only if you have a previously excused absence. You may make up the Mid-Term and Final Examination for an automatic 10% deduction.
6. Assignments – There are several assignments over the course of the quarter, some in-class and some take-home. Assignments not turned in by the pre-assigned due date and time are subject to a 50% reduction in points up to one week late and may not be turned in thereafter (for points). Assignments must be turned in digitally to the appropriate folder in my Inbox in the Teacher's drive (all files must be ZIPPED and labeled as LastName-IMD322-Assignment#.zip), or by email.
7. Cheating and Plagiarism – NOT ALLOWED and will result in an F. There is no flexibility here.
8. Etiquette – Please be mindful of your peers in class and be respectful of others at all times. This includes raising your hands in class and keeping your cell phones and beepers on vibrate or silent mode. Please return phone calls on break and outside the building to be respectful of others working.
9. OLS – All students are required to maintain and active OnLine Services account. Student email, grade reports, unofficial schedules, unofficial transcripts and other necessary services can only be accessed through OLS, not through the registrar.
10. Student Ids – Students are required to wear their Ai Student Identification Badge visibly on their person at all times while on the school premises. Students without IDs will not be admitted to class.
11. Contacting the Instructor – You can use email, voicemail or set up an appointment to contact your instructor. If the instructor doesn't respond to your messages within 24 hours, please assume that they didn't get the message and try again.
12. Students must have an official schedule to sit in class. Instructor will take first day attendance ONLY when the official schedule has been presented.
13. Required textbooks must be obtained by the second class meeting. Textbooks for your class are available from the bookstore. If a textbook is delayed, alternate instructions for obtaining your textbook will be provided.
14. Dress Code – Students must abide by the dress code as defined in the catalog.

15. Children – No children are allowed in class or on campus at any time.

ADA Statement:

It is AiLV policy not to discriminate against qualified students with a documented disability in its educational programs, activities or services. If you have a disability-related need for accommodations in this class, contact the Disability Services Office at (702) 269-9944 ext. 8550, 2350 Corporate Circle Drive, Henderson, NV 89074.

Course Topics

Subject to change without notice.

- Review of HTML DOM Principles
- Review of Basic Javascript
- Form Interaction
- Creating Animation with Javascript
- The Client-Server Relationship
- Principles of XML
- Principles of AJAX
- Using the XMLHttpRequestObject
- Event states
- Parsing XML
- Basic PHP – Variants, Operators, Conditionals