

COURSE OUTLINE

Dreamweaver

Course Description

IN 114. Dreamweaver. 3 hours credit. This course will enable the student to produce web sites using Macromedia Dreamweaver, a software application for visually designing and managing web pages. Topics include page creation, tables, frames, forms and site management. This course covers navigation, text styles, graphics, and cascading style sheets. The student will learn efficient work techniques and implement Dreamweaver layers, libraries and templates. Upon completing this course, the student will be ready to plan, build, upload, and maintain a professional Web site. Before enrolling in this course, the student must be competent in basic computer skills.

Course Relevance

The World Wide Web emerged from the union of powerful technologies, artistic expression, and vibrant market forces. Web sites use text, graphics, audio and video to shape ideas and deliver powerful messages. Sophisticated web management applications such as Dreamweaver allow people from a variety of professions to use the power of the Internet to communicate. Web site creation and management is a foundational skill for a variety of professions, including multimedia associate producer, web designer, web content creation specialist, interface designer, multimedia programmer/authoring specialist, multimedia graphic production artist, digital video specialist, interactive/technical writer, multimedia project manager and more.

Required Materials

IN114 Classroom Textbook & materials:

Powers. (2009). *Dreamweaver CS4 with CSS, Ajax, and PHP*. Apress

Watrall & Siarto. (2009) *Head first web design*. Sebastopol, CA: O'Reilly

USB Digital Drive: 1 GB minimum.

Note: Majors in digital media and web programming can use one drive for several classes: Students do not have to purchase a separate drive for each course.

Adobe Dreamweaver CS4 software

Note: Majors in digital media or web development should purchase one of the Adobe Creative suite 4 software suites. The student will need administrative privileges to a a computer to install and run XAMPP (Win) or MAMP (Mac) as

IN 114 Dreamweaver

a local testing server.

Learning Outcomes

The intention is for the student to be able to

1. Plan, build, and upload a professional-quality web site using Dreamweaver layers, libraries, templates and styles

Primary Learning PACT Skills that will be DEVELOPED and/or documented in this course

Through the student involvement in this course, he/she will develop his/her ability in the following primary PACT skill areas:

1. Field-Related Technology
 - Through the selection and application of software used to create, manage and publish web sites, the student will build specific technology skills.

Secondary skills (developed but not documented): Problem Solving
Time Management

Major Summative Assessment Task(s)

These learning outcomes and primary Learning PACT skills will be demonstrated by

1. Planning, building, and publishing a Dreamweaver web site that meets professional specifications.

Course Content

- I. Themes – Key recurring concepts that run throughout this course:
 - A. Web Page Production
 - B. Technological tools and skills
- II. Issues – Key areas of conflict that must be understood in order to achieve the intended outcome:
 - A. Balancing technical restraints and design goals
 - B. Identifying constantly changing skills, hardware, and software needed to produce web sites
- III. Concepts – Key concepts that must be understood to address the issues:
 - A. HTML and editing software
 - B. Dreamweaver tools and techniques used to create web sites
- IV. Skills/Competencies – Actions that are essential to achieve the course outcomes:
 - A. Identify the basic components of Dreamweaver
 - B. Set up a local site
 - C. Create simple web pages with graphics, text, links, and navigation
 - D. Control page layout with tables
 - E. Implement frames and rollovers
 - F. Create and apply styles
 - G. Employ forms, behaviors and extensions
 - H. Integrate Fireworks graphics with Dreamweaver

- I. Use Dreamweaver's automation tools
- J. Create, employ, and modify libraries and templates
- K. Manage and publish a web site

Learning Units

- I. Dreamweaver Background
- II. Interface & Site Control
- III. Basics, Linking & Typograph
- IV. Tables & Layout
- V. Frames & Rollovers
- VI. CSS & HTML
- VII. Forms, Behaviors & Extensions
- VIII. Graphics (Fireworks), Automation, Templates/Libraries
- IX. Getting Sites Online
- X. Web Site Production

Learning Activities

Classroom: Learning activities will involve the student in examining various aspects of web authoring software. Lectures, discussions, projects, readings, viewing of various pages, research assignments, quizzes and tests may be employed to prepare the student to be equipped to successfully complete the major assessment tasks.

Online: Learning activities will involve the student in examining various aspects of web authoring software. Online lectures, discussions, small group projects, readings, viewing of various pages, research assignments, quizzes and tests may be employed to prepare the student to be equipped to successfully complete the major assessment tasks.

Grade Determination

Students will be graded on satisfactory completion of major assessment tasks, various other graded learning activities, attendance and adequate participation and discussion.

