1. **COURSE ID:** DGME 169  
   **TITLE:** Web Design III: HTML, CSS  
   **Units:** 3.0 units  
   **Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours  
   **Method of Grading:** Grade Option (Letter Grade or P/NP)  
   **Recommended Preparation:**  
   Eligibility for ENGL 838 or ENGL 848  
   DGME 168 or Equivalent

2. **COURSE DESIGNATION:**  
   Degree Credit  
   **Transfer credit:** CSU

3. **COURSE DESCRIPTIONS:**  
   **Catalog Description:**  
   Web Design III will focus on HTML and Cascading Style Sheets (CSS) which is the standard for controlling and formatting website content. They are the preferred method for design and presentational markup of well-structured pages. This course covers both the theoretical and practical aspects of HTML and Cascading Style Sheets (CSS) for creating precise and optimized layouts, as well as formatting text and other elements commonly used in web pages. Students will learn to build complex layouts using HTML, and CSS specifications by separating the page content from the visual presentation. The importance of Section 508 compliance, validation and W3C standards are stressed. Software: Adobe Creative Suite®. This course cannot be substituted for CIS 127.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**  
   Upon successful completion of this course, a student will meet the following outcomes:  
   1. Identify and demonstrate HTML and CSS using proper syntax.  
   2. Use CSS to style original web pages through an external stylesheet.  
   3. Assess and troubleshoot implementation of HTML and CSS styles in extant webpages.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**  
   Upon successful completion of this course, a student will be able to:  
   1. Identify and apply appropriate Document Type specifications for HTML and CSS  
   2. Analyze and apply correct syntax for HTML and Cascading Style Sheets.  
   3. Incorporate effective CSS styles to HTML or XHTML structured web pages.  
   4. Utilize HTML and CSS formatting for text, lists, links and other elements utilized in web design.  
   5. Implement CSS layout techniques to create both static and liquid layouts that are compatible with multiple browsers.  
   6. Research and implement new CSS techniques as presented in online sources.  
   7. Troubleshoot, debug and standardize the Cascading Style Sheet and its implementation to display correctly or degrade gracefully in older browsers.  
   8. Analyze and implement the "Box Model" using CSS for layout and formatting.  
   9. Articulate and exemplify the importance of utilizing CSS in terms of Usability and Accessibility guidelines and standards

6. **COURSE CONTENT:**  
   **Lecture Content:**  
   A. Overview of Web Design II (DGME 168)  
   B. What is HTML and CSS?  
   C. Document types (DOCTYPEs), rendering modes and validation  
   D. Structure of selectors and declaration blocks  
   E. Difference between selectors  
   F. Using styles for hyperlinks  
   G. Formatting color, type and style of text  
   H. Creating navigation menus using CSS  
   I. Margins and alignment using the box model  
   J. Different types of layout techniques using static and liquid elements
K. Converting deprecated table layouts to CSS layouts
L. Debugging, troubleshooting and solving CSS discrepancies and validation errors

**Lab Content:**
Lab time will be completed in Digital Media Center, where students will apply their learning by demonstrating the design to production phases and integration with appropriate software.

Students will complete lab exercises and assignments that reinforce the lecture material along with strengthening their skills utilizing the appropriate software.

7. **REPRESENTATIVE METHODS OF INSTRUCTION:**
Typical methods of instruction may include:
A. Lecture
B. Lab
C. Critique
D. Discussion
E. Observation and Demonstration
F. Other (Specify): A. Lecture/Discussion Encompassing in-class demonstrations and explanations on course topics. Forums B. Labs Students will demonstrate examples of course topics on lab computers C. Reading assignments Students will be given a reading assignment to become familiar with the material presented in a corresponding lecture, lab, or quiz D. Assignments/Projects Students will be given a project assignment to demonstrate their knowledge of the software

8. **REPRESENTATIVE ASSIGNMENTS**
Representative assignments in this course may include, but are not limited to the following:

**Writing Assignments:**
- Written Assignments on Concept and Theory
- Forums
- Midterm Exam
- Final Exam

**Reading Assignments:**
- Required Text Reading
- Online Resources
- Instructor/Course Resources

9. **REPRESENTATIVE METHODS OF EVALUATION**
Representative methods of evaluation may include:
A. Class Participation
B. Class Work
C. Exams/Tests
D. Group Projects
E. Homework
F. Lab Activities
G. Oral Presentation
H. Papers
I. Portfolios
J. Projects
K. Quizzes
L. Assignments/Projects Students will be assigned projects to execute to specifications. Students will be graded on performance of these assignments/projects. Quizzes, Mid Term and Final Exams Students will be tested on their retention of important principles Class Demonstrations Students will be asked to demonstrate course topics Forums Student will participate in weekly forums

10. **REPRESENTATIVE TEXT(S):**
Possible textbooks include:

**Origination Date:** February 2016
**Curriculum Committee Approval Date:** February 2017
**Effective Term:** Fall 2017