WILMINGTON UNIVERSITY  
COLLEGE OF TECHNOLOGY  
BASIC COURSE INFORMATION

COURSE TITLE:  Basic to Intermediate Web Design

COURSE NUMBER:  WIS 100

All courses are open to students from all colleges. Only where a course is preceded by an introduction course is there a need to observe a prerequisite. However, students might benefit from prior knowledge on some of the courses, and this is given as the content found in your course catalogue by course code.

I. MAJOR INSTRUCTIONAL GOALS

During this course, students should improve their understanding of:

GOAL #1:  Demonstrate knowledge of HTML, XHTML, and CSS standards
Learning Outcomes - The student will:
A. Understand the major differences between HTML versions  
B. Be able to write standards compliant HTML, XHTML, and CSS code  
C. Be able to deal with compatibility issues among the various web browsers.

GOAL #2:  Demonstrate understanding of web page structure.
Learning Outcomes - The student will:
A. Create web page structure using HTML and XHTML  
B. Understand the nature and use of inline and block elements.  
C. Design and implement a simple form.  
D. Design and implement a simple table.  
E. Implement ordered and unordered lists.  
F. Understand the use of hyperlinks.  
G. Understand the basics of multimedia for the web.  
H. Understand the use of divs and spans.

GOAL #3:  Demonstrate understanding of current web page styling best practices.
Learning Outcomes - The student will:
A. Specify font properties using CSS.  
B. Specify text and background colors using CSS.  
C. Understand the aspects and usage of the box model.  
D. Create page layout and positioning using CSS.  
E. Understand the “cascading” part of Cascading Style Sheets.

GOAL #4:  Demonstrate understanding of the physical aspect of web site construction.
Learning Outcomes - The student will:
A. Be able to identify and describe the components of a web information system.  
B. Organize the various file types in a directory structure that is portable and maintainable.  
C. Deploy his/her web site to a web server.
II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students’ learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.