

Course Syllabus :: Course Info

Course Title: Advanced Interface Design
Course Code: IMD 420
Course Prerequisites: IMD 410 Dynamic Web Applications

Course Description: PHP Web Development with MySQL:
Students review interface design concepts and best practices for interactive communication. Emphasis is placed on developing and presenting an experimental interactive project using the PHP programming language and the MySQL database. They explore varied interface design approaches and develop a clearly stated design approach for their project. Students learn to critically evaluate contemporary interactive design in terms of effectively crafting an intended user experience, and the appropriate use of technology toward those ends.

Instructional Contact Hours/Credits

Credit Value: 4.0
Course Length: 10 Weeks
Contact Hours: 60 hours

Quarter Credit Hour

A quarter credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates not less than:

- (1) One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for 10-12 weeks, or the equivalent amount of work over a different amount of time; or
- (2) At least an equivalent amount of work as required in paragraph (1) of this definition for other academic activities as established by the institution including laboratory work, internships, practica, studio work, and other academic work leading to the award of credit hours.

Course Competencies:

1. Identify and apply advanced scripting techniques that solve specified problems
 - a. Create modular interface applications
 - b. Design interactive forms to collect and process browser-based input
 - c. Identify and flowchart a programmatic Web solution to a business need
 - d. Use Web standard scripting methods
 - e. Use client-side forms in conjunction with server-side scripting applications
2. Identify and implement appropriate delivery platforms
 - a. Select and apply appropriate delivery platforms to meet clients' needs
 - b. Create and implement appropriate project performance specifications
 - c. Apply debugging and troubleshooting skills
 - d. Develop and maintain a dynamic web site on the Internet
 - e. Conceptualize, design, and maintain complex web sites
 - f. Effectively apply advanced concepts of navigation and interaction design
3. Use style sheets to separate content presentation from content structure

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- a. Demonstrate a variety of scripting techniques
- b. Demonstrate an understanding of arrays and objects
- c. Demonstrate ability to reuse code by creating functions
- d. Compare and contrast procedure and object-oriented programming

Course Syllabus :: Textbooks and Supplies

Course Textbooks: You can save yourself a lot of wasted time and learn a lot more if you **read the textbook**. There is no official course textbook.

The following recommended books (and many others) can be accessed online at Safari Books Online via the AiW Library's website (<http://lh311.aisites.com/>)

Yank, Kevin. Build Your Own Database Driven Website Using PHP and MySQL (3rd edition). Sitepoint 2004. ISBN: 978-0975240212

Hughes, Sterling & Zmievski, Andrei. PHP Developer's Cookbook (2nd Edition). Sams 2008. ISBN: 978-0672323256

Ullman, Larry. PHP 6 and MySQL 5 for Dynamic Web Sites (3rd Edition). Peachpit Press 2007. ISBN: 978-0321525994
<http://www.dmcinsights.com/phpmysql3/>

Trachtenberg, Adam & Sklar, David. PHP Cookbook (2nd Edition). O'Reilly 2006. ISBN: 978-0-596-10101-5

Other resources announced in class as needed.

Technology Needed:

- Internet connection
- Server space (OLS account or other) with CGI, Perl, and ASP support
- Text editor (color-coding capability recommended)
- Web browsers (Internet Explorer, FireFox/Mozilla, Netscape, Safari)
 - Will need to test on both Mac and PC platforms
- Word processor
- Storage media (USB drive/disk recommended)

Materials and Supplies:

- CD-ROMs for archiving and turning work
- Notebook for storing class materials
- Pens, pencils, and paper for taking notes, sketching out ideas, storyboarding, problem solving, flow charting, etc.

Course Syllabus :: Class Policies

Estimated Homework Hours: **Read the text. You need to spend several hours EVERY week on this class.** 6-8 hours a week. Keep in mind that writing code is easy. Getting code to work is another matter entirely and can sometimes be pretty time consuming.

Student Evaluation: Final grade is based on:

Final Project:	40%
Midterm Project:	25%
Assignments:	25%
Attendance/Participation:	10%

Project documentation includes notes, flowcharts, outlines, technical specifications, code comments, end-user technical analysis. You are also strongly encouraged to also have design and process documentation (it's good for you).

GRADING POLICY: *Please note that as per the department policy, in order to take the portfolio class and graduate, all students in the program need to have a grade of C or higher in all core courses. Less than 70% final score in these courses will result in a grade of F (fail).*

Attendance: You are required to attend all class meetings, to arrive in time, and to stay for the duration of the class. There are *no* excused absences. Upon your 4th absence, you will be dropped from the course and a grade of FS (Failed Suspended) will be recorded for the course. Students have the right to appeal in writing. Please see the Registrar for official appeal procedure. If you are not present after the first 15 minutes of class, you will be marked absent. Please refer to page 38 of the New Student Handbook for the complete Attendance policy.

The WDIM department has adopted a new attendance policy beginning in Fall 2008. For all of your IMD courses, instead of being withdrawn from a course for exceeding the allowed number of absences, your FINAL COURSE GRADE will be reduced each time you are tardy or absent from a class. Each time you are fifteen (15) or more minutes late to class (tardy), you will lose one (1) percent from your grade. Each time you are absent from class, you will lose three (3) percent from your grade. For example, if you are tardy to class 3 times and absent twice, you will lose at total of $(3 * 1) + (2 * 3) = 9$ points from your final course grade. If you had a 95% (A), this would reduce your grade to 86% (B/B+).

This policy affects WDIM classes only.

Academic Integrity and Plagiarism: The Art Institute of Washington defines an act of academic dishonesty as any attempt to take the work of someone else and submit it as one's own. If you are suspected of plagiarism of any kind your instructor

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reserves the right to fail you for the assignment or the course. Academic dishonesty includes, but is not limited to, the following:

1. Cheating
2. Plagiarism
3. Submission of the same work in two or more classes without prior approval of the faculty members of the classes involved
4. Submission of any work (full or partial) not actually produced by the student
5. Submission of any work without clear acknowledgement (reference/credit) of the original author or creator of work

Students may appeal in writing to the Dean of academic Affairs. Students are encouraged to use the website <http://www.smarthinking.com> for all written coursework. Please refer to page 39 of the New Student Handbook for the complete Academic Dishonesty policy.

Your work must be your own. *Plagiarism is not accepted and will result in a grade of F.*

Disability Statement: It is the policy of The Art Institute of Washington to make reasonable accommodations for qualified students with disabilities, in accordance with the Americans with Disabilities Act (ADA) and Section 504 of the Rehabilitation Act of 1973. If a student with disabilities needs accommodations, the student must notify the Student Support and Disability Services Coordinator. Procedures for documenting student disability and the development of reasonable accommodations will be provided to the student upon request or can be obtained through the Department of Student Affairs.

To receive accommodation in class, it is the student's responsibility to present a letter of accommodation which is provided by the Department of Student Affairs (at his or her discretion) to the instructor. In an effort to protect the student privacy, the Department of Student Affairs will not discuss the accommodation needs of any student with instructors. Faculty may NOT make accommodations for individuals who have not been approved in this manner.

Faculty Tardiness/Absenteeism: In the event that the instructor is late or absent, the students should wait 30 minutes. Students must then circulate an attendance sheet and designate one of their members to deliver the attendance sheet to the Academic Affairs office for placement in the faculty member's mailbox.

Web Server Please note that all your assignments need to be submitted online. Please remember that servers can go down. If your primary server goes down, please upload your work to a backup server (you could use one of the free web hosting services for this).

Late Assignments & Deadlines

If an assignment cannot be accessed online on the due date, it will not be graded (resulting in a 0 for the assignment). If an assignment is not

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received on time, it cannot be resubmitted. Since all submission is electronic, no late work will be accepted, even if you were absent or school was cancelled. **Work is always due BEFORE the class period begins.**

- Tests** The midterm and the final tests must be taken at the scheduled time/date. Failure to appear for these tests will result in a score of '0' for the corresponding test.
- Lab Policies:** No eating, drinking, smoking, chat/IM, installing software, or any other activity outlawed by the Technology department. Please limit surfing to the activity at hand.
- Class Participation:** When in class, you are expected to participate in class. That means participating in the activity at hand, be it working on a project, participating in a critique, following the lesson, etc. I urge you to make the most of the time and resources provided by this class and myself. Push yourself to the next level.
- Class Conduct:** Professional conduct is expected. Respect for classmates, the instructor, and the classroom environment is expected.
- Class Communication:** Primary communication is through scheduled class time. If necessary, students will be contacted through their student email account.
- Week 11:** This course is 10 weeks. That is, we meet 6 hours a week 10 times over the course of the quarter. If a class period is missed due to school closing (holiday, inclement weather, school event, etc.) that class will be made up during week 11. The make-up class will meet at the regularly scheduled time and place. It is strongly recommended to not make plans for the scheduled class time during the 11th week.
- Fine Print:** The assignments and course outline may be altered as deemed necessary for the success of the class.

Course Syllabus :: Tentative Course Outline

Week 1:	Introduction Content Management Systems Project discovery and research Project proposal
Week 2:	Project updates Information architecture/storyboards/wireframes Application & Database Design
Week 3:	Project updates Research and develop technical plan
Week 4:	Project updates
Week 5: Midterm	MIDTERM Project updates Progress presentation: Project plan, creative brief, information architecture, interface design, and technical plan
Week 6:	Project updates Develop QA and usability testing plans Begin QA and usability testing
Week 7:	Project updates Continue production Project content due Edit project content
Week 8:	Project updates Continue production, editing, and testing
Week 9:	Project updates Prepare for presentation and launch Continue production, editing, and testing
Week 10:	Final projects due Oral presentations
Week 11:	TBD