PLATO Course Web Technologies, Semester B

Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand advanced concepts of website design and concepts related to desktop publishing and multimedia. This course has 14 lessons organized into 4 units, plus 4 Unit Activities. Each lesson contains one or more Lesson Activities.

This course covers the creation of desktop publishing and multimedia projects. It also covers legal and ethical issues related to the Internet and website design. In addition, this course covers web page creation using JavaScript. It also covers DHTML and XML. The course additionally covers how to gather requirements from the client, plan out website development, create a wireframe, and create and publish a website. Finally, the course covers web maintenance and web administration.

You will submit the Unit Activity documents to your teacher, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Unit Activities (submitted to the teacher) and the Lesson Activities (self-checked) are the major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson; the pre- and post-test questions that come at the beginning and end of the unit, respectively; and an end-of-semester test. All of these tests are a combination of simple multiple-choice questions and technology enhanced (TE) questions.

Course Goals

This course will help you meet the following goals:

- Create a desktop publishing project.

- Familiarize yourself with the use of multimedia.

- Create a multimedia project.

- Understand copyright rules and guidelines.

- Explore the basic features of JavaScript.

- Create DHTML and XML documents.

- Create an attractive web page using a WYSIWYG editor.

- Gather and document client requirements.

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- Explore the importance of planning in website development and create a project plan.

- Create site maps and wireframes for a website.

- Describe how to create and launch a website.

- Understand the administration of web servers.

- Explore various web maintenance tasks.

- Create a digital portfolio.

Prerequisite Skills

PLATO Course Web Technologies, Semester B has a prerequisite course, PLATO Course Web Technologies, Semester A. Also, these fundamental skills will be helpful:

- ability to visualize and apply creativity and innovation
- familiarity with the writing process and following guidelines

General Skills

To participate in this course, you should be able to do the following:

- Perform basic operations on a computer.

- Perform online research using various search engines and library databases.

- Communicate through email and participate in discussion boards.

For a complete list of the general skills required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

PLATO Course Web Technologies, Semester B is a 0.5-credit course.

Course Materials

- notebook

- computer with an Internet connection and speakers or headphones

- Microsoft Word or equivalent

- Microsoft PowerPoint or equivalent

- scanner

- printer

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Unit 1: Desktop Publishing, Multimedia, and Ethics

Summary

In this unit, you will learn how to create a desktop publishing project. You will learn about the characteristics and uses of multimedia. You will also learn how to create a multimedia project. In addition, you will familiarize yourself with the legal and ethical issues related to the Internet and website design.

Day	Activity/*Objective*	Type
1 day: 1	**Syllabus and Plato Student Orientation** *Review the Plato Student Orientation and Course Syllabus at the beginning of this course.*	Course Orientation
4 days: 2–5	**Desktop Publishing, Multimedia, and Ethics** *Create a desktop-published project.*	Lesson
4 days: 6–9	**Multimedia** *Explore the use of multimedia.*	Lesson
4 days: 10–13	**Creating Multimedia Projects** *Create a multimedia project.*	Lesson
4 days: 14–17	**Legal and Ethical Issues** *Describe and apply copyright rules and guidelines.*	Lesson
1 day: 18	**Para Jumble**	Game
6 days: 19–24	**Unit Activity/ Threaded Discussion—Unit 1**	Unit Activity
1 day: 25	**Post-test—Unit 1**	Assessment

Unit 2: JavaScript, DHTML, and WYSIWYG Editor

Summary

In this unit, you will familiarize yourself with the features of JavaScript and create a JavaScript program. You will also validate forms in JavaScript. In addition, you will learn how to create DHTML and XML documents. Finally, you will learn how to use a WYSIWYG editor to create a web page.

Day	Activity/*Objective*	Type
4 days: 26–29	**Using JavaScript** *Explore the basic features of JavaScript.*	Lesson
4 days: 30–33	**DHTML and XML** *Create DHTML and XML documents.*	Lesson
4 days: 34–37	**WYSIWYG editor** *Create an attractive web page using a WYSIWYG editor.*	Lesson
1 day: 38	**Space Jumble**	Game
6 days: 39–44	**Unit Activity/Threaded Discussion—Unit 2**	Unit Activity
1 day: 45	**Post-test—Unit 2**	Assessment

Unit 3: Building a Basic Client Website

Summary

In this unit, you will identify client requirements to design a website. You will also learn how to implement proper planning for website development. In addition, you will learn how to create site maps and wireframes for a website. Finally, you will learn how to create and publish a website.

Day	Activity/*Objective*	Type
4 days: 46–49	**Formulating a Website** *Gather and document client requirements.*	Lesson
4 days: 50–53	**Planning of a Website Development** *Describe the importance of planning in website development and create a project plan.*	Lesson
4 days: 54–57	**Site Maps and Wireframes** *Create site maps and wireframes for a website.*	Lesson
4 days: 58–61	**Creating and Launching a Website** *Create and launch a website.*	Lesson
1 day: 62	**Para Jumble**	Game
6 days: 63–68	**Unit Activity/Threaded Discussion—Unit 3**	Unit Activity
1 day: 69	**Post-test—Unit 3**	Assessment

Unit 4: Web Administration, Maintenance, and Portfolio

Summary

In this unit, you will familiarize yourself with the administration of web servers. You will learn web maintenance tasks, such as backup, security, and documentation. You will also learn how to create a digital portfolio.

Day	Activity/*Objective*	Type
4 days: 70–73	**Web Administration** *Describe administration of web servers.*	Lesson
4 days: 74–77	**Web Maintenance** *Describe various web maintenance tasks, such as web server backup, security, and documentation.*	Lesson
4 days: 78–81	**Digital Portfolio** *Create a digital portfolio.*	Lesson
1 day: 82	**Thwack-a-Mole**	Game
5 days: 83–87	**Unit Activity/Threaded Discussion—Unit 4**	Unit Activity
1 day: 88	**Post-test—Unit 4**	Assessment
1 day: 89	**Semester Review**	
1 day: 90	**End-of-Semester Test**	Assessment