CSCI 1210: Course Syllabus

Semester: Fall ▪ Year: 2026 ▪ Section: 001

I, the course instructor, reserve the right to change this syllabus and/or course at any time for any reason.

Welcome to Essentials of Web Development! Please carefully review this document.

Course Information

Course Overview

An introduction to the World Wide Web as both a user and a developer. This course is designed to take the user from creating Web pages to designing a multi-page Web site. Emphasis will be on the use of existing software applications that generate Web-ready code. Other topics will include style principles, HTML coding, multi-media integration, and browser plug-ins. Laboratory use of software is an integral part of this course.

Course Purpose & Goals

This introductory course aims to equip students with the foundational knowledge and skills necessary to design, develop, and maintain effective web pages using contemporary web technologies. Students will gain proficiency in industry-standard markup languages and design principles while developing an understanding of accessibility, usability, and client-focused web development. Specifically, this course will address:

- **Web development fundamentals**: industry terminology, standards, and best practices
- **HTML and CSS**: semantic markup syntax and styling techniques using cascading style sheets
- **Information architecture**: organizing content for intuitive navigation and user experience
- **Visual design principles**: effective page layout, typography, and use of graphics

- **Accessibility and usability**: designing inclusive web experiences for diverse audiences
- **Development tools**: leveraging web page editors and debugging techniques
- **Interactivity**: capturing and processing user input through forms
- **Web maintenance**: strategies for updating, testing, and maintaining web pages over time

Learning Outcomes

- Create and debug web pages using Extensible Hypertext Markup Language (HTML).
- Design and develop web pages that meet the needs of target audiences and achieve client objectives.
- Apply web site design principles to produce intelligible structures that provide quick and easy access to information for both expert and novice users.
- Evaluate and select appropriate graphics for web applications based on their types and characteristics.
- Integrate multimedia elements into web pages using appropriate methods and techniques.
- Apply the web design lifecycle to create successful websites from conception to deployment.
- Use industry-standard web design tools to efficiently develop and maintain website.

Major Topics

- FTP and servers
- Text editors
- Web history and terminology
- HTML
- Tables
- Graphic design basics
- Site design
- Page design and layout

- HTML tags & text formatting
- Links
- Graphics and image types
- Cascading style sheets
- Forms
- Image links

Corequisites or Prerequisites

Students must have completed or be currently enrolled in CSCI-1100 (students should be able to execute programs, use email, use the web, copy files and manage files and folders at a minimum).

Class Meetings

Lab: Mondays, 2:55-4:55pm, Brinkley Center, room 120

Lecture: Wednesdays, 2:55-4:55pm, Brinkley Center, room 125

Instructor

Professor Ryan Haas

Assistant Director of Using Information Technology & Lecturer

Office: Brinkley Center, room 157

Student Office Hours

Wednesdays
11:30-2:30pm

Thursdays
11:30-4:30pm

Other times?

Contact me (423-439-6405)

Please schedule your appointment in advance!

Course Materials

Required Textbook

Duckett, J. (2014). HTML & CSS: Design and Build Websites.

Indianapolis, IN: John Wiley & Sons.

ISBN: 978-1-118-87164-5 Available for free on O'Reilly using ETSU Single Sign-On

Suggested Resources

W3Schools - Excellent resource for HTML and CSS

Freeman, E., & Robson, E. (2012). Head First HTML and CSS. Sebastopol, CA: O'Reilly Media. (ISBN: 9780596159900)

Required Software

All software is available in department PC labs and ITS computer labs. Students may also install on personal devices:

Text Editor

Visual Studio Code (recommended)

FTP Client

FileZilla

⚠ Install the **client** package, not the server package

Graphics Editor

GIMP (GNU Image Manipulation Program)

Web Browser

Google Chrome or **Mozilla Firefox** preferred

Source Control & Storage

GitHub – Version control and central code storage

Assignments & Grading

Course materials and assignments will be available through the course website: https://elearn.etsu.edu.You should check this site daily for updates and announcements. A tentative assignments schedule is provided separately in D2L and may change throughout the semester to allow extra time for concepts or accommodation for university scheduling.

1. Lab Exercises

Lab exercises are designed to help you learn and practice the material. You may:

- Use course materials
- Ask classmates, teaching assistants, or the instructor for help
- Submit multiple times before the due date

Lab Grading Rubric

- **100%** - Correct
- **90%** - Completed with 1-2 errors (page displays but has code errors)
- **85%** - Completed with 3-5 errors
- **80%** - Completed with 6-10 errors
- **75%** - Completed with 11+ errors
- **50%** - At least 50% completed
- 0% - Files uploaded but don't display or have major errors; OR incomplete/not attempted

Resubmission Policy: You can fix errors and resubmit for a higher grade before the due date. This gives you the opportunity to master the skills being taught.

2. Weekly Quizzes

- Administered via D2L (Desire2Learn)
- May include multiple choice, true/false, fill-in-the-blank, and short answer questions
- Some quizzes may be paper-based requiring you to write HTML/CSS code
- **5 attempts allowed** on D2L quizzes
- **Cannot be made up** if missed

3. Homework

- **Not accepted late**
- Same grading rubric as lab exercises applies
- Resubmission allowed before due date

4. Exams

Midterm Exam

- Covers material from first half of semester
- Includes coding and troubleshooting skills demonstration

Final Exam

- Comprehensive (covers entire semester)
- Includes coding and troubleshooting skills demonstration

Semester Project

Overview

A **team-based** major assignment requiring you to find a real client and develop a website based on their requirements.

Key Requirements

- Work in assigned teams (4-5 students)
- Find and work with a real client
- Apply design and development concepts from the course
- Regular communication with client and team members
- Use **GitHub** for code repository and version control

Project Resources

Instructions: https://csci1210.com/project.php

GitHub Requirement

All teams must use GitHub for:

- Central code storage and version control

- Tracking updates and contributions

A free desktop application is available to simplify usage.

Peer Evaluation

- Each student must "sign" their work
- Complete peer evaluation at end of semester
- Sub-par contributions result in grade deductions (0-200 points)
- **No contribution = 0 on project** regardless of team grade

> ⚠ *The project represents a major portion of your grade. Take it seriously!*

Late Work & Make-up Policies

Assignment Type	Late Policy	Make-up Policy
Homework	Not accepted late	N/A
Lab Exercises	Must submit by due date	N/A
In-Class Quizzes/Exercises	N/A	Cannot be made up
Exams	N/A	Only with prior arrangement and legitimate emergency

Grade Components

The final grade in the course is based on the following breakdown:

Component	Weight
Lab Exercises	20%
Project	20%
Homework	20%
Exams	30%
Quizzes	10%

The course will use the following grading distribution:

Letter Grade	Percentage Range
A+	97% - 100%
A	93% - 96.99%
A-	90% - 92.99%
B+	87% - 89.99%
B	83% - 86.99%
B-	80% - 82.99%
C+	77% - 79.99%
C	73% - 76.99%
C-	70% - 72.99%
D+	67% - 69.99%
D	63% - 66.99%
D-	60% - 62.99%
F	0% - 59.99%

Check your grades often to ensure that you successfully complete this course!

Attendance Policy

Attendance is strongly correlated with success in this course.

Attendance Rules

- Must attend **at least two-thirds** of scheduled class time to be considered present
- Repeated lateness or early departures may count as absences (after warning)
- **If you arrive late**: Check with instructor after class to ensure you're marked present
- Otherwise, tardiness will be recorded as an absence

Your Responsibilities When Absent

You are still responsible for:

- Material covered during your absence
- Assignments due that day (must still be submitted)
- Getting assignments/materials handed out and preparing for next class

Class Policies

Cell Phones

- Must be set to **silent** or **vibrate**
- Texting or browsing **prohibited during class**
- If you receive an important call, step outside
- If you are disrupting students, I will ask you to leave the classroom for the day.

Assessment Policies

- Cell phones must be face down on desk or stowed during quizzes/tests
- No reference to outside sources (Google, W3Schools, old code) unless instructed
- No personal music devices (earbuds) during tests

Using cell phone during assessment = 0 on assignment + academic misconduct report

Work Policies

You are encouraged to:

- Discuss course material with classmates
- Help each other understand problems
- Make honest individual attempts before seeking help

You must:

- Do your own work
- Submit only work you've completed individually (unless designated as team assignment)
- Your name on work affirms it is yours

Use AI Appropriately:

You may not use generative AI platforms to complete your assignments—this violates the honor code and only cheats yourself out of learning. You may use AI tools as planning aids, but you must never submit AI-generated work as your own.

Using External Code

If using advanced code (JavaScript, jQuery) or open-source material:

1. **Add comments** showing you understand what it does
2. **Include citation** (in code comments or displayed on page) attributing original author

⚠ Failure to follow = academic misconduct charge

Academic Honesty and Misconduct

What's Expected of You

You're expected to follow the policies above and ETSU's Honor Code and maintain academic integrity throughout this course.

What Happens If You Violate These Policies

If you commit academic misconduct, you could face consequences ranging from reduced grades on specific assignments to failing the entire course. When violations occur, your instructor will initiate formal misconduct procedures and notify both you and the Dean. You have the right to appeal any decisions through the university's Academic Misconduct Procedures.

Understanding Plagiarism

You're committing plagiarism when you use another person's ideas, words, or work without giving them proper credit—even if you only use a small portion. This applies to all sources including internet content, and it includes reusing your own previous work without getting your instructor's written approval first. When you do use outside sources, you must cite them.

Other Resources

Disability Services

It is the policy of ETSU to accommodate students with disabilities, pursuant to federal law, state law and the University's commitment to equal educational access. Any student with a disability who needs accommodations, for example, arrangements for examinations or seating placement, should inform the instructor at the beginning of the course. Faculty accommodation forms are provided to you through Disability Services in the D.P. Culp Center, Suite 390, telephone 423-439-8346.

Visit the Disability Services webpage for more information at https://www.etsu.edu/students/ds/

Academic Support and Mental Health Services

The BucsCARE website is meant to be a resource for students and student referrals. BucsCARE includes the most referenced offices and campus resources in various categories. This page includes a link to ETSU's "Need Help ?" site, which comprehensively lists other resources by topic area.

Learn more about the BucsCARE services at https://www.etsu.edu/bucscare/default.php.

Library Resources

The Sherrod Library extends access and services to all currently enrolled ETSU students. These services include traditional library patronage via Research and Instructional Services, Technology, and Content Services.

Learn more about the Sherrod Library by visiting https://libraries.etsu.edu.

Lending Technology and Personal Librarian Programs

With many in our region lacking internet services and/or access to a computer, the ETSU Libraries, Dean of Students, Information Technology Services (ITS), and Student Life and

Enrollment (SLE) began a collaboration to solve this enormous problem many of our students faced in completing course work and the possibility of dropping out. https://libraries.etsu.edu/tech/ltp

ITS Help Desk

The Information Technology Services (ITS) Help Desk is the best resource for most technical problems. Find answers to common questions on the Help Desk website, call, email, or stop in to see them on the first floor of the Sherrod Library. (423) 439-4648 itshelp@etsu.edu

Desire2Learn (D2L) Online Help

The D2L Help Student Home has many answers to D2L-related questions. Additionally, this link has a knowledge base explaining essential D2L components and their use. If you still have trouble finding what you need, contact the Help Desk.

ETSU Technical Resources

Many other technical resources can be found on the Online Help webpage.

ETSU Syllabus Attachment

URL: https://www.etsu.edu/curriculum-innovation/syllabusattachment.php

Disclaimers

Syllabus Changes

The instructor reserves the right to make changes to this syllabus as necessary. If changes are necessitated during the course term, the instructor will immediately notify you by email and on the course site, posting both the notification and the nature of the change(s).

Schedule Changes

The instructor reserves the right to change the assignments schedule as necessary. If changes are necessitated during the course's term, the instructor will immediately notify you by posting both the notification and the nature of the change(s) on the course site.