



EAST TENNESSEE STATE
UNIVERSITY

College of Business and Technology

Department of Computing

CSCI 1210

Essentials of Web Development

Fall 2026

Current CRN (Course Request Number):

Credits: 3

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

Contact Information

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Instructor Availability

Email Hours: 8:30 am – 4:30 pm Monday-Friday

Feel free to schedule an appointment with me using this link: [Schedule an appointment with me.](#)

Course Description & Materials

Prerequisites

Students must have completed or 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).

Required Materials

Textbook

- Duckett, J. (2014). HTML & CSS: Design and Build Websites. Indianapolis, IN: John Wiley & Sons. (ISBN: 978-1-118-87164-5) (Required)
https://learning.oreilly.com/library/view/htmlcss/9781118206911/00_cover.html

Hardware and Software

- All hardware and software needed for the successful completion of this course is available in the department's PC computer laboratories and ITS computer laboratories. Software includes text editors, and graphics editors.
- Visual Studio Code –You can download VSC at <https://code.visualstudio.com/>.
- If you don't have a PC, or can't install software on the one you have, there is a portable version of Notepad++ that you can install on a thumb drive and run NPP from it:
- http://portableapps.com/apps/development/notepadpp_portable (the last part is "notepadpp_portable")
- Filezilla – free downloadable version is located at <https://filezillaproject.org/download.php> (be sure to install the client package, not the server package)
- If you don't have a PC, or can't install software on the one you have, there is a portable version of FileZilla that you can install on a thumb drive and run FZ from it:
- http://portableapps.com/apps/internet/filezilla_portable (the last part is "filezilla_portable")
- GIMP (Gnu Image Manipulation Program)– free downloadable version is located at <https://www.gimp.org/>
- If you don't have a PC, or can't install software on the one you have, there is a portable version of FileZilla that you can install on a thumb drive and run GIMP from it:
- https://portableapps.com/apps/graphics_pictures/gimp_portable (the last part is "gimp_portable"). Note: I haven't tested GIMP on a thumb drive. Like Photoshop, it is a pretty big application and may be excruciatingly slow.
- A web browser (Google Chrome or Mozilla Firefox by strong preference). Both Chrome and Firefox are installed on the lab computers. Let me be clear: **don't use Internet Explorer!** (We'll discuss browser issues throughout the semester)

Suggested resources

- W3Schools - <http://www.w3schools.com/> (Excellent resource for both HTML and CSS)
- Freeman, E., & Robson, E. (2012). Head First HTML and CSS. Sebastopol, CA: O'Reilly Media. (ISBN: 9780596159900)

Course Overview

Course Purpose and Objectives

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, multimedia integration, and browser plug-ins. Laboratory use of software is an integral part of this course.

Course Goals: This is an introductory course with the goal of teaching the fundamental design principles of designing web pages using contemporary markup language. This includes:

- terminology
- basic web-page coding syntax
- web page maintenance issues
- basic accessibility issues
- design principles regarding information architecture
- design principles regarding page layout
- the use of graphics in web pages
- the use of web page editors
- cascading style sheets
- user input using forms

Major Course Topics

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

- HTML tags & text formatting
- Links
- Graphics
- Image links
- Cascading style sheets (CSS)
- Forms
- Introduction to PHP
- Image types

Expected Learning Outcomes

Upon completion of the course, you will have developed and demonstrated a clear understanding of the following topics:

- the basics of Hypertext Markup Language (HTML) for the purpose of creating and debugging web pages (Student Outcome IT-1*);
- the process of planning and creating successful web pages so that the needs of the target audience and the objectives of the client are met (Student Outcome 1c, 4b, IT-1, IT-2, IS-2);
- web site design skills necessary to produce intelligible structure for quick and easy access to information for both expert and novice users (Student Outcome 1c, 4b);
- the types of graphics, their characteristics, and the means for selecting the right graphics for the right application (Student Outcome 1c*, 4b*);
- the types of multimedia and the methods for incorporating them into web pages (Student Outcome IT1a, IT1-b);
- the web design lifecycle and its application in the creation of successful websites (Outcome 2a, 5a); and
- the tools available to web designers and how to use them (Student Outcome 5c, IT-1).

Course Policies

Attendance

Since this class is an asynchronous online course, the class does not meet at scheduled times and therefore attendance cannot be tracked in a traditional manner. For attendance reporting purposes, however, the instructor will track D2L activity, submission of assignments, quizzes etc., to determine if student presence in the course is satisfactory.

Assignment and Grading

The final course grade is calculated as:

- Lab Exercises = 20%

- Midterm = 15%
- Project = 20%
- Homework = 20%
- Quizzes = 10%
- Final = 15%

Grades are based on the following criteria:

- A = Exceptional work: conceptually appropriate, demonstrates strong creative thought, goes above and beyond peer work, precisely executed, instructions followed to the letter.
- B = Work executed with no errors, conceptually appropriate, and demonstrates good creative thought.
- C = Average work, meets minimum requirements, and no errors.
- D = Below average work, sloppy, few errors
- F = Failed to meet minimum requirements of the problem, instructions not followed.

Grading Scale

Final grades will be given according to the following scale:

Numeric Grade	Letter Grade
93 – 100	A
90 – 92	A-
87 – 89	B+
83 – 86	B
80 – 82	B-

77 – 79	C+
73 – 76	C
70 – 72	C-
60 – 69	D
0 – 59	F

Content

Your course content will be provided to you via a web site – which will be provided in class. It will be updated with new content relevant to the material we are studying for the given week, including lecture notes in PowerPoint and Adobe Acrobat format; video offerings; homework assignments; code and design examples; glossaries; study materials; and downloadable course materials, such as this syllabus. It works really well to use the Web to learn about the Web. Much of the content will also be available on D2L, or linked from D2L to the web site. Quizzes and exams, as mentioned earlier, will also be hosted on D2L (in part or whole).

Course Ground Rules

Students and instructors should have expectations of one another, many of which are mutual. Students should expect the instructor to post the required materials on time, to be available to answer questions and provide help related to the course, and to make a genuine effort to help students achieve course objectives. On those rare occasions when the instructor must miss class, students should expect suitable arrangements for the class to continue in the instructor's absence. Students should expect the instructor to devote considerable time and effort to the course.

Similarly, the instructor expects students to complete the required tasks on time, be prepared, participate in course projects, complete assignments on time, make a genuine effort to meet the course objectives, and devote considerable time and effort to the course. Be prepared to spend a minimum of 7-8 hours for each week of the course.

You are encouraged to ask appropriate questions via email and to participate in discussions and other activities. You may learn as much from one another as from the instructor. If you are confused about some point, chances are that others are also confused and will appreciate that you asked for clarification.

Assessment Policies

Unless otherwise instructed, quizzes/exams are to be completed without reference to outside sources (Google, any AI tool, W3Schools, old lab code, etc.).

Academic Integrity Policy

You are encouraged to discuss material addressed in the course, including assignments, with members of the class and others. Helping one another find and understand problems in assignments is permitted as long as an honest individual attempt has been made to solve the problem. Everyone, however, must do his/her own work. Completing an assignment “by committee” and submitting it as an individual work is academic misconduct unless the assignment has been designated as a team assignment. Your name on submitted work is an affirmation that the work is yours.

As the session progresses, I will try to make some advanced code (mostly JavaScript and/or JQuery) available for you to use in your semester projects, if you wish.

Alternatively, you may wish to look for (open source) material on the web on your own.

This is acceptable, **as long as you** 1) add comments to the code that indicate your understanding of what it does and 2) place a citation, either in comment form embedded in the code or displayed on the page, attributing it to its original author(s). Failure to follow these directives will result in a charge of academic misconduct (described below).

Please refer to the ETSU Academic Misconduct Policy for more information:

<http://www.etsu.edu/cas/casinarc/currentstudents/misconduct.aspx>

All work **MUST** be your **OWN** work! This applies to homework assignments, quizzes, tests and in-class lab exercises.

In cases of academic misconduct, the following rules will apply and shall be enforced:

1. The 1st offense will result in a grade of 0 assigned for the assignment/exercise/quiz/test for all involved and a formal Academic Misconduct Charge will be filed with the University according to the University’s Academic Misconduct Policy.

2. A 2nd offense will result in an 'F' for the course and a formal Academic Misconduct Charge will be filed with the University according to the University's Academic Misconduct Policy. A second Academic Misconduct Charge throughout the entire time that the student is enrolled at ETSU can result in expulsion from the University.

Changes to the Syllabus

While the provisions of this syllabus are as accurate and complete as possible, your instructor reserves the right to change any provision herein at any time. Every effort will be made to keep you advised of such changes, and information about such changes will be available from your instructor.

Assignment Overview

Assignments

Exercises and assignments are an integral part of the course. It is through these assignments that you apply the material taught.

A due date is given for each assignment. After the due date, an assignment will not be accepted. If, in the opinion of the instructor, a reasonable effort has been expended on the assignment, but it is still incomplete, partial credit might be given. The instructor reserves the right to refuse to accept any assignment that he or she judges to be less than a reasonable attempt at completing the assigned work or that he or she judges to be copied (or paraphrased) from another.

For some assignments and/or lab exercises, you may be assigned to a 4 or 5-person team. In these cases, each team will turn in one solution and all team members will receive the same grade except for cases in which one member makes little or no contribution to his/her team's solution. In all cases, each student is responsible for understanding all aspects of the solution submitted.

Quizzes and Lab Exercises

Student understanding of course topics will be measured through weekly quizzes and graded lab exercises. Quizzes will be given before lab and will be composed of questions testing the student's understanding of topics covered previously. A graded lab exercise may

be given in lieu of a quiz, in which students will be given an exercise to complete in a specified time frame (generally one hour or less).

Quizzes will be administered via ETSU's Desire 2 Learn platform and will consist of multiple choice, true/false, fill in the blank, and short answer questions. There will be some paperbased quiz assignments that will require you to write code (HTML and CSS) to satisfy various scenarios. Students have 5 attempts on quizzes.

Weekly quizzes and graded lab exercises cannot be made up.

Students will also be given lab exercises to complete each week in the scheduled lab time for the course. Because these are designed to help you learn the material presented, you will have the opportunity to use any course materials and ask a classmate, a teacher assistant, or your instructor for assistance (this is not the case for the quizzes).

Labs are graded using the following method. I will grade your labs and homework, if I find something wrong, I will give you a grade based on the table below. You will have the opportunity to fix the problems and resubmit for a higher grade before the due date. This gives you the opportunity to master the skills you are being taught. This does not apply to quizzes and tests.

Correct (100%)

Completed with errors (Page displays but there are errors in the code):

- 1-2: 90%
- 3-5: 85%
- 6-10: 80%
- 11+ 75%

At least 50% completed (50%)

- File(s) uploaded to server, but either don't display or display with major errors Incomplete or did not attempt (0%)

Semester Project

There is a major assignment each semester. The semester project is a team assignment. The teams will be required to find a client and develop a web site for the client, based on the client's requirements. Instructions are available on the class website (<https://csci1210.com/project.php> and <https://csci1210.org/project.php>) and will be discussed further over the course of the semester. To successfully complete the assignment, each team will have to communicate with the client and each other on a regular basis to apply the design and development concepts we will be learning this

semester. Many clients in past classes have expressed an interest in continuing development of their sites beyond the semester's conclusion.

Each team will be required to use GitHub, a (free) code repository, to store their work. We will discuss GitHub in class. If you're not familiar with repositories (GitHub is one of the most popular), they represent a solution to a distributed projects' need for a central storage location. From that location, code can be uploaded, downloaded, and updated; updates and contributors' activities are logged; and code conflicts can more easily be resolved. GitHub is challenging to learn in one sense (using the command line), but there is a (free) desktop application available that makes things quite simple.

One issue with academic team projects, historically, has been participation. Some members of a given team may not contribute a fair share to the effort. As a result, toward the end of the semester, each student will be required 'sign' his or her work and to complete an evaluation of their peers' contribution to the project. The evaluation totals for each student within each team will be averaged and, in the event a given student's contribution to the project was sub-par, a grade decrement will be applied to the student's overall project grade. The degree of the decrement will be determined on a sliding scale and will range from 0 – 200 points.

In other words, anyone who contributes nothing to the project effort will receive a 0, regardless of what the overall team project grade is evaluated to be.

The project represents a major portion of each student's overall grade for the semester and should be taken seriously.

Final Exam

There will be two exams- mid-term and the final for the course. Exams will be much longer than quizzes and will include required demonstration of learned coding and troubleshooting skills. The final exam will be a comprehensive exam.

Group Discussions

There will be three discussion topics in Chapter 1 where you will get chance to post your views and reply to one another.

Late Work Policy

Homework	Not accepted late
Quiz	Not accepted late

Labs	Not accepted late
Exams	Cannot be made up; in the event that a student must miss an exam, they must make prior arrangements with the instructor to make it up. The instructor reserves the right to determine whether a student's given reason for missing a test meets the level of a legitimate emergency.

Weekly Schedule

Week	Lecture	Labs	Quiz	Homework	Project	Reading
1/ Aug 24	1-Web 101	Lab 0	-	1	-	Intro to Book
2/ Aug 31	2-HTML Intro	Lab 1	1	2	-	Ch. 1
3/ Sep 08	3-More HTML	Lab 2	2	3	-	Ch.2, 3
4/ Sep 14	4-Links and Images	Lab 3, Lab 4	-	4	-	Ch. 4, 5
5/ Sep 21	5- Classes/IDs/CSS	Lab 5	3	5	1	Ch. 10, 12
6/ Sep 28	6-CSS Colors/Tables	Lab 6	4	6		Ch.6, 11,
7/ Oct 05	7-Site Design	Lab 7	-	-	2	Ch.13, 15
8/ Oct 14	8-Semantics&IA	Lab 8	5	7	3	Ch.17
9/ Oct 19	9-Accessibility	Lab 9		8	-	Ch. 19
10/ Oct 26	10-Fonts/Domains	Lab 10	6	-	-	-
11/ Nov 02	11-Forms	Lab 11	7	-	-	Ch.7
12/ Nov 09	12-Logos	Lab 12	-	-	-	-
13/ Nov 16	13- Work Week	Lab 13	-	-	-	-

14/ Nov 23	Thanksgiving
15/ Nov 30	Presentation Week
16/ Dec 07	Finals Week

Additional Information

Syllabus Attachment Information

Syllabus Attachment Information: The University's approved Syllabus Attachment Information page provides information about relevant University and Academic Policies that all students should know.
<https://www.etsu.edu/curriculum-innovation/syllabusattachment.php>

Campus Safety

East Tennessee State University is dedicated to creating a safe and healthy environment for all students, faculty, staff, and visitors by fostering a strong culture of safety that extends beyond compliance with regulations. All members of the ETSU community play a crucial role in this shared responsibility. You are encouraged to report any issue without fear, ensuring a supportive environment. As Buccaneers, make safety a priority and contribute to a positive, productive campus community by:

- Downloading and utilizing the ETSU Safety App.
- Participating in discussions about emergency procedures at the beginning of the semester.
- Becoming familiar with emergency procedures and resources on the sites below.

[Emergency Management](#) - Faculty Emergency Guide/Emergency Training /Campus Emergency Plan/ Building

Safety

[ETSU Police](#) - Reporting Crimes, Assaults/Cleary Act/Reports and Information [Safe Voyage](#)

Supplemental Information

Course Notes:

Course lecture notes and other supplemental materials are located in D2L (<http://elearn.etsu.edu>) and the class web site. Helpful web sites:

- <http://www.w3schools.com/html/default.asp> - W3 Schools HTML5
- <http://www.w3schools.com/css/default.asp> - W3 Schools CSS
- <http://www.csszengarden.com/> - CSS Zen Garden
- <http://www.webdesignerdepot.com/> -- Web Designer Depot
- <http://paletton.com/> -- Paletton Color picker
- <https://color.adobe.com/create/color-wheel/> -- Adobe Color Wheel

Free online photo editors:

- Pixlr.com
- ToolPic.com
- iPiccy.com