CGS Agenda Item: 17-08 Effective Fall 2018

Eastern Illinois University New Course Proposal DGT 4923, Emerging Web Technologies

Banner/Catalog Information (Coversheet)

1.	_X_New Course orRevision of Existing Course									
2.	Course prefix and number: DGT 4923									
3.	Short title: Emerging Web Technologies									
4.	Long title: Emerging Web Technologies									
5.	Hours per week: 2 Class 2 Lab 3 Credit									
6.	Terms:FallSpring Summer <u>X</u> On demand									
7.	Initial term: X Fall Spring Summer Year: 2018									
8.	Catalog course description: (2-2-3) On demand. A study of emerging web development tools and techniques. Emphasis will be on integration of emerging web technologies into an educational, organizational, and/or personal website.									
9.	Course attributes:									
	General education component:NOT APPLICABLE									
	Cultural diversity Honors Writing centered Writing intensiveWriting active									
10.	Instructional delivery Type of Course:									
	Lecture Lab <u>X</u> Lecture/lab combined Independent study/research									
	Internship Performance Practicum/clinical Other, specify:									
	Mode(s) of Delivery:									
	<u>X</u> Face to Face <u>X</u> Online Study Abroad									
	$\underline{\mathbf{X}}$ Hybrid, specify approximate amount of on-line and face-to-face instruction 2-50 minute sessions online, 2-50 minute sessions face-to-face per week									
11.	Course(s) to be deleted from the catalog once this course is approved. N/A									
12.	Equivalent course(s): None									
	a. Are students allowed to take equivalent course(s) for credit? Yes No									
13.	Prerequisite(s): CIT 4813 or permission of instructor									
	a. Can prerequisite be taken concurrently? YesX No									
	b. Minimum grade required for the prerequisite course(s)? $\underline{\mathbf{C}}$									
	c. Use Banner coding to enforce prerequisite course(s)? X Yes No									

	d. Who may waive prerequisite(s)?								
	No one Chair X Instructor Advisor Other (specify)								
14.	Co-requisite(s):NOT APPLICABLE								
15.	Enrollment restrictions								
	a. Degrees, colleges, majors, levels, classes which $\underline{\text{may}}$ take the course: All								
	b. Degrees, colleges, majors, levels, classes which may <u>not</u> take the course: _NONE_								
16.	Repeat status: X May not be repeated May be repeated once with credit								
17.	Enter the limit, if any, on hours which may be applied to a major or minor:								
18.	Grading methods: X Standard CR/NC Audit ABC/NC								
19.	Special grading provisions:								
	Grade for course will <u>not</u> count in a student's grade point average.								
	Grade for course will <u>not</u> count in hours toward graduation.								
	Grade for course will be removed from GPA if student already has credit for or is registered in:								
	Credit hours for course will be removed from student's hours toward graduation if student already has credit for or is registered in:								
20.	Additional costs to students: Supplemental Materials or Software None								
	Course Fee X NoYes, Explain if yes								
21.	Community college transfer:								
	A community college course may be judged equivalent.								
	$\underline{\mathbf{X}}$ A community college may <u>not</u> be judged equivalent.								
	Note: Upper division credit (3000+) will <u>not</u> be granted for a community college course, even if the content is judged to be equivalent.								

Rationale, Justifications, and Assurances (Part I)

1.	Course is required for the major(s) of
	Course is required for the minor(s) of
	Course is required for the certificate program(s) of
	X Course is used as an elective BS in Digital Media and MS in Technology

2. Rationale for proposal: Web development is a profession expected to grow by 22% each year until 2020 according to the Bureau of Labor Statistics. In Illinois alone this equates to several hundreds of jobs each year. According to a recent DACUM conducted at Lake Land College in Mattoon, IL, the courses currently offered in the AET area do not go into enough depth to adequately prepare students to be successful in web development. As a result, this course is being developed to support the proposed BS in Digital Media. Currently, there is no coursework that is flexible for students seeking knowledge in emerging web technologies online or in a hybrid format. The sum of the reasons above are more than adequate to justify the proposed course.

3. Justifications for (answer N/A if not applicable)

Similarity to other courses: N/A

Similarity to other courses: N/A

Prerequisites: CIT 4813 is a needed prerequisite for student success. A background in the process of basic creation of websites is required so that students understand processes involved in creation of these projects and the time required to produce these projects. This course provides the foundation students need to be successful in the given course. Students that transfer in might also have foundational knowledge from other institutions. The instructor may review the student's portfolio of work and assess whether the student may be prepared for success in this course.

Co-requisites: N/A

Enrollment restrictions: The prerequisite rationale is listed above. Graduate students may also be allowed to enroll in the course. Students that will acquire Computer and Information Technology major or will acquire a Media Technology minor as undergraduates enroll in the MS in Technology. Other students that come into the MS in technology may have graphics production backgrounds from other academic majors. As these students complete their Master's degree they seek to take electives in the Digital Media area to complete their degree program. Without an open enrollment option for MS in Technology, students must either be manually enrolled in the course or seek other coursework.

Writing active, intensive, centered: N/A

4. General education assurances (answer N/A if not applicable)

General education component: N/A

Curriculum: N/A

Instruction: N/A

Assessment: N/A

5. Online/Hybrid delivery justification & assurances (answer N/A if not applicable)

Online or hybrid delivery justification: The online or hybrid delivery is a necessity to offer flexible options to our student population. The content of a gaming, animation, and simulation course requires little in the way of hardware and many of the needed software packages are free. The Internet connection speed for many users has increased thereby allowing for higher quality rich media instruction to be delivered. Finally, the course management tools that the university now uses allows there to be a richer interaction between students and faculty. Therefore, students at a remote location may benefit more from a course that is entirely online or hybridized.

Instruction: Instructional techniques may include flipped classroom strategies, peer learning, video based lecture, instructor based demonstration, and/or textbook tutorials. In flipped classroom instruction, the instructor will ask students to read on a particular topic and then complete a short assignment in advance of the material being presented. The students will also engage in a short discussion regarding the topics being presented. Certain elements of the course may require the students to teach one another a concept via video, screencast or podcasting. For these assignments, students will work in small groups to present each other material, work through the concepts, and complete assignments related to the topic. Video based lecture may be used to present certain topics from the instructor. In these videos, the instructor will introduce material, complete demonstrations, and show examples of material to be learned. To supplement the videos, the instructor will create tutorials on how to apply and utilize certain tools and techniques or ask students to complete textbook tutorials. Any instructors of technology-delivered courses/sections must provide proof of having the Online Course Development Institute (OCDI) training and certification.

Integrity: Assignments and/or papers will require that students submit work to a dropbox in the course management system where it will be checked for plagiarism. Assignments will be designed to where students will also have to draw on experiences, case studies, and/or develop solutions to problems that would be difficult to replicate from classmates. Projects will be applied and design based. Therefore, the projects will rely upon the students developing and creating new designs of websites unique to a particular client or customer and therefore difficult to replicate. Presentations of work will require students to complete a

screencast and/or computer based presentation where the student will present the results of their work to their classmates. Students involved in peer review of classmates projects and presentations will be required to give feedback via discussion boards or synchronous chat rooms. All assignments, papers, projects, presentations, and critiques will be assigned a rubric that students must review and adhere to. All rubrics will be given to students on the first day of class. Finally, exams and quizzes will be administered through the course management system. Exams and quizzes will validate that students have retained knowledge from all instructional activities.

Interaction: This course will rely upon email, discussion boards, chat rooms, and remote assistance tools. The instructor will frequently respond to emails to address any concerns that students might have and send out messages to remind students of important due dates and address any other issues students may have. Discussion boards will be used as areas to discuss the topics of the week asynchronously. Students will be required to complete discussions with the whole class and/or small groups. Forums may also be set up for students to share issues or work collaboratively to solve problems on lab assignments. Chat rooms will be encouraged for both instructor to student interaction as well as student to student interaction synchronously. In the chat room, students may ask questions, give answers, and share information. Remote assistance tools will be relied upon heavily for this course. Issues that students may be unable to solve on their own may require a digital helping hand. Remote assistance software will be used to demonstrate to students synchronously or help to solve issues.

Model Syllabus (Part II)

Please include the following information:

1. Course number and title

DGT 4923, Emerging Web Technologies

2. Catalog description

A study of emerging web development tools and techniques. Emphasis will be on integration of emerging web technologies into an educational, organizational, or personal website.

- **3.** Learning objectives.
 - 1. Discuss advantages and limitations of various emerging web technology management tools. (WCR 1-7) (Grad 1-4)
 - 2. Research various emerging web technologies. (WCR 1-7) (Grad 1-4)

- 3. Create websites utilizing emerging web technologies. (CT 2, 3, 4) (Grad 1-2)
- 4. Analyze the effectiveness of various emerging web technologies. (QR 1-6) (Grad 4)
- 5. Publish and present finished website projects in a professional format to be critiqued by peers and professionals. (SL 1-7) (Grad 1-4)
- 6. Offer criticism and suggestions for improvement of websites utilizing emerging technologies. (CT 1-6) (Grad 1-3)

4. Course materials.

- One USB Drive Minimum of 16 GB
- Access to a computer and reliable internet connection
- Web Development software (Dreamweaver, Komodo Edit, Sublime Text, or Brackets)
- Adobe Creative Cloud Software (Photoshop, Illustrator)

5. Weekly outline of content.

Topics for this course will change over time to match current technology.

Outlines based on current sample topics:

Face-to-face

Week Day 1 (50 minutes) Lab work (50 minutes)		Day 2 (50 minutes)	Lab work (50 minutes)		
	Face-to-face	Face-to-face	Face-to-face	Face-to-face	
Week 1	The landscape of	Research web	Resources for web	Analyzing Resources for web	
	today's web	development trends	development	development	
	development world				
Week 2	Emerging and	Analyzing standards for	Emerging and current	Analyzing standards for web	
	current standards in	web development	standards in web	development	
	web development		development		
Week 3	Website project	SCRUM Exercises	Website project	SCRUM Exercises	
	management:		management: SCRUM		
	SCRUM		***		
Week 4	Website project	Agile Web Development	Website project	Agile Web Development	
	management: Agile	Exercises	management: Agile Web	Exercises	
West- 5	Web Development	Do atatuan Evansiaas	Development	Do otatnan Ewanaisas	
	Week 5 Bootstrap Bootstrap Exercises		Bootstrap	Bootstrap Exercises	
Week 6 Bootstrap Bootstrap Exercises		Bootstrap	Bootstrap Exercises		
Week 7 Bootstrap Bootstrap Exercises			Bootstrap	Bootstrap Exercises	
Week 8	Midterm Exam	Midterm Exam	Angular	Angular Exercises	
Week 9	Angular	Angular Exercises	Angular	Angular Exercises	
Week 10	Angular	Angular Exercises	Angular	Angular Exercises	
Week 11	Angular	Angular Exercises	Angular	Angular Exercises	
Week 12	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
Week 13	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
			_		
Week 14	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
Week 15	Final Project	Final Project	Final Project	Final Project Presentations	
	Presentations	Presentations	Presentations		
Week 16	Final Exam				

Hybrid

Week	Day 1 (50 minutes)	Lab work (50 minutes)	Day 2 (50 minutes)	Lab work (50 minutes)	
	Online	Face-to-face	Online	Face-to-face	
Week 1	The landscape of	Research web	Resources for web	Analyzing Resources for web	
	today's web	development trends	development	development	
	development world				
Week 2	Emerging and	Analyzing standards for	Emerging and current	Analyzing standards for web	
	current standards in	web development	standards in web	development	
Week 3	web development	CODINE	development	CODIME	
week 3	Website project	SCRUM Exercises	Website project	SCRUM Exercises	
	management: SCRUM		management: SCRUM		
Week 4	Website project	Agile Web Development	Website project	Agile Web Development	
WCCK 4	management: Agile	Exercises	management: Agile Web	Exercises	
	Web Development	Excleises	Development Development	LACICISCS	
		Bootstrap Exercises	Bootstrap	Bootstrap Exercises	
Week 6	Bootstrap	Bootstrap Exercises	Bootstrap	Bootstrap Exercises	
Week 7	Bootstrap	Bootstrap Exercises	Bootstrap	Bootstrap Exercises	
Week 8	Midterm Exam	Midterm Exam	Angular	Angular Exercises	
Week 9	Angular	Angular Exercises	Angular	Angular Exercises	
Week 10	Angular	Angular Exercises	Angular	Angular Exercises	
Week 11	Angular	Angular Exercises	Angular	Angular Exercises	
Week 12	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
Week 13	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
Week 14	Emerging Web	Emerging Web	Emerging Web	Emerging Web Technology	
	Technologies	Technology Exercises	Technologies	Exercises	
Week 15	Final Project	Final Project	Final Project	Final Project Presentations	
	Presentations	Presentations	Presentations	-	
Week 16	Final Exam				

Online

Week	Online Online		Day 2 (50 minutes) Online	Lab work (50 minutes) Online	
Week 1	The landscape of	Research web	Resources for web	Analyzing Resources for web	
today's web development trends		development trends	development	development	
	development world				
Week 2	Emerging and	Analyzing standards for	Emerging and current	Analyzing standards for web	
	current standards in	web development	standards in web	development	
	web development		development		
Week 3 Website project SCRUM Exercises		Website project	SCRUM Exercises		
	management:		management: SCRUM		
	SCRUM				
Week 4	Website project	Agile Web Development	Website project	Agile Web Development	
management: Agile E		Exercises	management: Agile Web	Exercises	
		Development			
Week 5 Bootstrap Bootstrap Exerc		Bootstrap Exercises	Bootstrap	Bootstrap Exercises	
Week 6	Bootstrap	Bootstrap Exercises	Bootstrap	Bootstrap Exercises	
Week 7	Bootstrap	Bootstrap Exercises	Bootstrap Bootstrap Exercises		
		Angular Angular Exercises			
Week 9	Angular	Angular Exercises	Angular	Angular Exercises	
Week 10	Angular	Angular Exercises	Angular	Angular Exercises	
Week 11	Angular	Angular Exercises	Angular	Angular Exercises	

Week 12	Emerging Web Technologies	Emerging Web Technology Exercises	Emerging Web Technologies	Emerging Web Technology Exercises	
Week 13	Emerging Web Technologies Emerging Web Technology Exercises		Emerging Web Technologies	Emerging Web Technology Exercises	
Week 14	Emerging Web Technologies	Emerging Web Technology Exercises	Emerging Web Technologies	Emerging Web Technology Exercises	
Week 15	ek 15 Final Project Final Project Presentations Presentations		Final Project Presentations	Final Project Presentations	
Week 16	Final Exam				

6. Assignments and evaluation, including weights for final course grade.

	Undergraduate	Graduate
Assignments	15%	10%
Discussions	15%	15%
Quizzes	15%	15%
Applied Projects	20%	20%
Exams	25%	20%
Papers	10%	10%
Grad Research Paper		10%
TOTAL	100%	100%

7. Grading scale.

$$A = 90 \text{ to } 100 \text{ \%}, B = 80 \text{ to } 89\%, C = 70 \text{ to } 79\%, D = 60 \text{ to } 69\%, F < 60\%$$

8. Correlation of learning objectives to assignments and evaluation.

Objective	Assignment S Undergraduate: 15% Graduate: 10%	Discussion S Undergraduate: 15% Graduate: 15%	Quizzes Undergraduat e: 15% Graduate: 15%	Project S Undergraduat e: 20% Graduate: 20%	Exams Undergraduat e: 25% Graduate: 20%	Papers Undergraduat e: 10% Graduate: 10% Grad Research paper: 10%
1. Discuss advantages and limitations of various emerging web technology managemen t tools. (WCR 1-7) (Grad 1-4)	X	X	X		X	X
2. Research various	X	X		X		

web tech s. (V	erging o nnologie WCR 1- Grad 1-						
utili eme web tech s. (0	osites izing erging	X			X		
effe s of eme web tech s. (dlyze the activenes various erging annologie QR 1-6) and 4)	X		X	X	X	
pres	elish and sent shed shed site sects in a fessional mat to be iqued by rs and fessional SL 1-7) and 1-4)	X		X		X	X
and sug for imp nt o web util	gestions roveme		X				X

technologie s. (CT 1-6) (Grad 1-3)			
(Grad 1-3)			

Date approved by the department or school: 10/20/2016

Date approved by the college curriculum committee: 12/9/2016 Date approved by the Honors Council (if this is an honors course):
Date approved by CAA: 2/23/2017 CGS: