CST 252 – Scripting for Multimedia
Syllabus - Spring 2019

Course Information
Credits: 4.0
Prerequisites: CST 201, CST 251
Lectures: M/W, 10:00 AM – 11:50 AM, BIT (Building 506), Room 118

Course Description
This course is designed to provide students with dynamic web application development skills, focusing on HTML5 technologies including HTML, CSS, JavaScript and jQuery. Students learn the fundamental concepts of web programming plus designing, coding, testing, debugging, and documenting of JavaScript programs.

This course is primarily about learning the basic principles of programming, as they are practiced through multimedia scripting. At this point in time, the most important aspect of multimedia scripting comes with the certification of HTML5 and its partner scripting environments, CSS3 (Cascading Style Sheets) and JavaScript.

Instructor
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Office Hours
Office: 234 (eLearning Studio in BIT)
M/W: 12:00 PM – 2:00 PM
Google Hangout by appointment.

Course Web Site
http://ilearn.csumb.edu/
Additional course information and announcements will be available on this site. It is student’s responsibility to check this site frequently.
Course Outcomes: Upon completion of this course, students should be able to

- Read and write advanced HTML5 and CSS.
- Implement open source CSS frameworks.
- Write JavaScript scripts using variables, arrays, objects, functions and control structures.
- Write jQuery scripts to update the content and the style of web pages.
- Create interactive forms and dynamic web pages.
- Learn how to explore HTML5 to discover its many applications.
- Find and read open source JavaScript libraries that can be used to solve problems.
- Create your own JavaScript libraries.
- Incorporate your JavaScript libraries (or others) into your WordPress sites.

Main Topics:

- HTML
- CSS
- JavaScript
- jQuery

Course Learning Approach: Semi-self-taught Learning

Your success in this course, in a much more direct way than which you may currently be familiar, depends on your efforts, as well as your assessment of your own progress. Being able to quickly and repeatedly assess when you are struggling is tantamount to achievement in self-taught learning. This is one of the most important skills you will need to acquire as a junior programmer:

> Learn when you need to push through a problem, and when you need to stop and ask for help.

In a traditional class setup, the instructor spends most of the time teaching basic concepts as part of the lecture and then students do assignments at home. With self-taught learning, much of the acquisition of knowledge is done at home, students using class time to flush out more difficult concepts with the Instructor, and to practice while assistance can be provided. *We will be implementing a mixture for this class.*

When you have an issue you cannot break through, you are encouraged to post questions *directly in the material as comments* so that all students can share in the knowledge, or post questions on StackOverflow for the world to benefit. In some assignments, you may also have a pair programming partner with whom you will be able to work through issues and questions.

You will use whatever materials you find useful to acquire knowledge. Among those materials recommended to learn the basic concepts will be videos and online tutorials, complemented by other materials as needed. Companion textbooks will be cited for those who feel most comfortable learning with that medium. You can read the pertinent parts of the online materials first and then watch the videos or the other way around, or skip the books,
whichever works best for you. It is important that you engage the materials attentively and “away” from any distraction (i.e. have a comfortable set of headphones handy if videos are your target approach).

**TAKING HANDWRITTEN NOTES ON THE VIDEOS AND ONLINE MATERIAL IS VERY IMPORTANT TO UNDERSTANDING AND RETAINING THE MATERIAL.** (Handwritten, not typed.) The process of translating the material into something you can yourself teach to others can be a powerful learning tool.

*IMPORTANT NOTE: The Internet has a vast community of programmers willing and able to help you solve problems with your project code. It is important to learn how to leverage this indispensable resource, and how to contribute to it. Equally important is to learn how not to abuse the goodwill of the community.*

There is no expectation of how much time you will spend on this class each week, though the target is 6 hours per week. The level of effort will ultimately show in your final project, the quality of which no student can hide!

If you are questioning why the course is set up this way, ask yourself how you will be learning after you leave behind the structure of the academic environment. How will you learn emerging technologies 10 years from now, when everything you are learning today is likely to be irrelevant? How are people learning today who were in school 10 years ago? The most fascinating things happening in our field could be happening the very day you are reading this—and none of us know about it yet. How will you learn about that next technology that helps you solve your problems once it is revealed?

Learning how to teach yourself and to assess when you need help are the ways industry professionals and professors stay sharp, and relevant, their entire careers.

**Flashcards**

Throughout the semester we will be using flashcards to help you identify important takeaways from lessons, and to use to practice answering until you understand. You will be asked to self-grade your flashcard time. This will serve to give yourself an idea of your strengths and weaknesses with the materials, but as importantly, it will give me the ability to see progress for you and the class at large so that I may proactively address confusion as we go.

Your participation grade will be as much a function of how much you work with the flashcards and how much you interact with the materials as it will be how much you participate in class.
Optional Textbooks

*Learning Web Design, 4th Edition*
Publisher: O'Reilly Media  
By: Jennifer Niederst Robbins  
ISBN: 978-1-44931-927-4  
Year: 2012  
Available at: http://a.co/3lJIRzB

Publisher: O'Reilly Media  
By: David Sawyer McFarland  
ISBN: 978-1-4919-4707-4  
Year: September 2014  
Available at: http://a.co/6rfBFE8

Development Tools

We will be required to use a mixture of the following tools:

- Showdeo Labs (https://www.showdeolabs.com)
- Cloud9 (https://c9.io)
- JSBin (https://jsbin.com)

Course Grading Components

**Attendance**
- See policy below

**Participation**
- Flashcards and materials interaction
- Completing in-class activities
- Completing tutorial activities
- Assignment presentations
- Overall course engagement

**Labs and Homework**
- Labs and homework assignments will be given throughout the semester.
- Late submission will be penalized 20% after the due date. Assignments handed in more than 48 hours later will not be accepted.
- No re-grading will be accepted one week after the graded assignment is returned to the students.
- Students are expected to be able to present their assignments to the class on the due date.
Exams
- Final: Monday, May 13, 2019. Final exam will be comprehensive.
- The exam is oral. You will be given a take home test and will be required to defend your answer and answer questions in a one-on-one setting.
- No makeup exams will be allowed, except in extreme emergency cases. Students are advised to let the instructor know beforehand, if possible.

Final Project
- The final project is due on Monday, May 6, 2019.
- You will be presenting your final project to the class.
- You’ll select the topic of your final project but it must include most of the content covered in the class.

Grading Policy
Note: grades for exams, final project, as well as the final grade may optionally be graded on a curve, so a score on an exam may not reflect the actual letter grade. In such cases, the statistics will be provided, i.e. mean, deviation from the mean, etc.

| Participation | 10% |
| Labs | 10% |
| Homework | 20% |
| Final Exam | 30% |
| Final Project | 30% |

| Grade* | | Grade* |
|--------|--------|
| A+ 100 | C+ 79 |
| A 96 | C 76 |
| A– 93 | D 69 |
| B+ 89 | F 59 |
| B 86 | |
| B– 83 | |

* Fractions will be rounded up

Attendance
You are expected to attend class and do so punctually. You will be allowed to have 3 excused absences. Each unexcused absence will cause a deduction of 4% of your grade. Each excused absence in excess of the limit will cause a deduction of 4% of your grade.

If there is an extraordinary circumstance that will keep you from attending for an extended period of time, please see me so we can set up an accommodation.
Classroom Conduct

All students are required to show respect to their fellow students and the Instructor. Personal attacks, humiliating or degrading comments, verbal or written, are very serious matters, and will be treated as such. No texting, phone calls, or other non-class related use of your devices is allowed.

Classroom Expectations

This course is designed to encourage students learning through experiential activities. The instructor has the role of facilitator in this learning process. Students, as adult learners, are ultimately responsible for their own learning. In general, the students may expect to spend at least 6-10 hours outside of class per week on average, including extra work on assignments.

Attendance is considered an essential part of your learning experience. If you miss class(es), then the absence(s) cannot be construed as relieving you from the responsibility for the completion of all work assigned by the instructor, and knowing the material presented in the lecture. The responsibility for obtaining and completing all missed work rests solely upon the student. Students are strongly encouraged to form study groups with at least one or preferably two other students. All students are expected to be present, and active participants, during class presentations by other teams and/or individuals.

Instructor reserves the right to make copies of any student work for use for SCD web site, Program Review or related purposes.

There are times when discussions amongst students are encouraged, and there are others when the instructor is trying to present information to the students. Side conversations during lectures interferes with the ability of other students to hear and understand the material being presented, and will not be tolerated. If you want to have a side conversation, please leave the classroom. Anyone disrupting the class will be asked to leave on the first offense, and will be prohibited from coming to lectures after the second offense.

While in class, please stay focused on class. Work on other classes during our class time is explicitly prohibited.

Laptops and Cell Phones

The use of laptops for taking course notes is permitted. There may be occasions when the instructor will ask that laptops be closed for certain class activities. Laptops may also be used to fulfill the instructional purposes of the course, i.e. writing and testing HTML and JavaScript files, creating/modifying databases, etc.

Cell phone calls/texting ARE NOT permitted under any circumstances. Cell phones must be turn off or set on silent.
It is expected that while you are in class you are paying attention, not surfing the web, updating your Facebook status, checking your email, following your favorite sports teams, etc.

**Academic Integrity**

Cheating of any kind will not be tolerated in this class. We are trying a new model for this class that gives you the freedom and flexibility to learn crucial professional skills that will serve you well in the long term. This class will be useful to only if you commit to making the best use of the opportunity, resources and guidance to learn. If you are just interested in a grade and are not committed to learning, be aware of academic integrity policy.

The CSUMB Academic Integrity Policy is available at: [https://csumb.edu/policy/academic-integrity-policy](https://csumb.edu/policy/academic-integrity-policy). You are responsible for reading and understanding the Academic Integrity policy.

On all assignments if you receive any help from anyone or use any outside sources, except where explicitly allowed or directed, you must acknowledge that help/source in writing (on the assignment either as an attached document or in the comments of your code) and you must do this separately for each assignment on which you receive help. You should explain who you got help from, how much they helped, and how the work you turned in still represents your understanding of the material. If you used an outside source you must provide the title of that source (if a textbook) or url (if a website or online forum). If you receive help or use a source and do not acknowledge it, you will not receive credit for this course. I encourage you to discuss ideas and topics from the class with each other and to form study groups.

Students who violate the academic integrity policy, or submit someone else’s work as their own will be subject to the following sanctions:

- 1) The first violation will result in failing the assignment
- 2) The second violation will result in failing the class
- 3) ALL violations are reported to academic affairs

**Note to Students with Disabilities**

Students with disabilities who may need accommodations please contact me as soon as possible during office hours. Optionally you could also contact:

Student_Disability_Resources@csumb.edu
Building 47, Student Services, First Floor
Phone: 831/582-3672 voice, or 582-4024 fax/TTY
http://sdr.csumb.edu/
Email, Chat and Appointments

Please demonstrate your professionalism when communicating with me. It is never too early to practice this...the “real world” rarely gives second chances at first impressions.

When you email me, please put the class name in the subject line and include your name in the body of the message. I teach a couple of classes, so this helps me whenever questions are being asked.

The number I have provided also accepts SMS texts through Google Hangouts. I reserve the use of this for urgent issues only. (Being late for an assignment is not urgent, for example.) Please be considerate of the hour when using this method of communication.

Please use Google calendar if you want to ask for an appointment with me via Google Hangouts.