# Academic Course Description

# BHARATH UNIVERSITY Faculty of Engineering and Technology Department of Electrical and Electronics Engineering

# BEE031& Web Design Seventh semester (Odd Semester)

### **Course (catalog) description**

The purpose of the course is to provide the knowledge and skills to build creative, interactive, and well-designed Web sites

To balance the technical skills with artistic skills to create web pages that are conceptually interesting, easily navigable, visually pleasing, and functional with web publishing tools and Graphics programs including Dreamweaver, Photoshop and Flash

Compulsory/Elective course: Elective for EEE students

Credit & Contact hours : 3 and 45 hours

Course Coordinator : Ms.Kavitha

**Instructors** : Ms.Kavitha

Name of the	Class	Office	Office	Email (domain:@	Consultation
instructor	handling	location	phone	bharathuniv.ac.in	
Ms.Kavitha	Final year EEE	KS 304	04422290125	vasshnikavitha@gmail.com	12.30 PM- 1.30 PM

### **Relationship to other courses:**

Pre – requisites : BCS101-Fundamentals of Computing

### Syllabus Contents

UNIT I WEB DESIGN INTRODUCTION 9 Environment and Tools – Web Publishing Fundamentals – Planning a Website UNIT II **WEB DESIGN – CONCEPTS** 9 Typography and Images –Multimedia Elements –Promoting and maintaining a Website UNIT III **DREAM WEAVER** Getting Started -Developing a web page -Working with Text and CSS -Adding Images -Working with Links and Navigation –Managing a Web Server and files 9 FLASH UNIT IV Getting Started –Drawing objects –Working with Symbols – Creating Animations UNIT V PHOTOSHOP Photoshop Basics – Working with Layers – Making Selections – Incorporating Color Techniques – Brushes – Filters –Placing Type in an Image

# Text book(s) and/or required materials

T1. Gary B.Shelly, H.Albert Napier, Ollie N. Rivers, "Web Design: Introductory Concepts and Techniques", Course

Technology, Cengage Learning, Third Edition, 2009.

T2. Sherry Bishop , James E. Shuman , Elizabeth Eisner Reding, "The Web Collection Revealed Premium Edition: Adobe

Dreamweaver CS5, Flash CS5 and Photoshop CS5", DELMAR, Cengage Learning, 2010.

# **Refrence Books:**

R1. Tom Negrino, Dori Smith, "Dreamweaver CS5 for Windows and Macintosh: Visual QuickStart", Peachpit Press, 2010.

**R2.** Elaine Weinmann, Peter Lourekas, "Photoshop CS5 for Windows and Macintosh: Visual QuickStart", Peachpit Press, 2010.

R3. Katherine Ulrich, "Flash CS5 Professional for Windows and Macintosh: Visual QuickStart", Peachpit Press, 2011.

R4. https://teamtreehouse.com/tracks/web-design

# **Computer usage:**

### **Professional component**

General	-	0%
Basic Sciences	-	0%
Engineering sciences & Technical arts	-	0%
Professional subject	-	0%
Open Elective	-	100%

### **Test Schedule**

S. No.	Test	Tentative Date	Portions	Duration
1	Cycle Test-1	August 1 <sup>st</sup> week	Session 1 to 14	2 Periods
2	Cycle Test-2	September 2 <sup>nd</sup> week	Session 15 to 28	2 Periods
3	Model Test	October 2 <sup>nd</sup> week	Session 1 to 45	3 Hrs
4	University	TBA	All sessions / Units	3 Hrs.
	Examination			

# Mapping of Instructional Objectives with Program Outcome

<ul> <li>The purpose of the course is to provide the knowledge and skills to build creative, interactive, and well-designed Web sites.</li> <li>To balance the technical skills with artistic skills to create web pages that are conceptually interesting easily navigable, visually pleasing, and</li> </ul>		Correlates to program outcome	
functional with web publishing tools and Graphics programs including Dreamweaver, Photoshop and Flash.			L
1. To understand the principles of creating an effective web page, including an in- depth consideration of information architecture			e
2. To design, create, and maintain of web pages and websites with various multimedia elements.			
3. To develop skills in developing web site with Dream weaver			
4. To draw and create symbols in Flash for providing interactivity with the user			
5. To understand basics of Photoshop and incorporate the artistic skills by applying various brushes and filters			

H: high correlation, M: medium correlation, L: low correlation

S.no	Торіс	Problem solving Yes/no	Text/chapter	
UNIT I	WEB DESIGN INTRODUCTION			
1.	Environment and Tools	No		
2.	Environment and Tools	No		
3.	Environment and Tools	No	T1,T2	
4.	Web Publishing Fundamentals	No	-	
5.	Web Publishing Fundamentals	No	-	
6.	Web Publishing Fundamentals	No	-	
7.	Planning a Website	No	-	
8.	Planning a Website	No		
9.	Surprise Test	No	-	
UNIT II	WEB DESIGN – CONCEPTS			
10.	Typography and Images	No	T1	
11.	Typography and Images	No	-	
12.	Typography and Images	No	-	
13.	Multimedia Elements	No		
14.	Multimedia Elements	No		
15.	Multimedia Elements	No	-	
16.	Promoting and maintaining a Website	No		
17.	Promoting and maintaining a Website	No	-	
18.	Surprise Test	No	1	
UNIT III	DREAM WEAVER			
19.	Getting Started	No	T2	
20.	Developing a web page	No		
21.	Working with Text and CSS	No		
22.	Adding Images	No		
23.	Adding Images	No	-	
24.	Working with Links and Navigation	No		
25.	Working with Links and Navigation	No		
26.	Managing a Web Server and files	No		
27.	Surprise Test	No		
UNIT IV	FLASH			
28.	Getting Started	No	T1,R2	
29.	Getting Started	No		
30.	Drawing objects	No		
31.	Drawing objects Page 4 of 7	No		

32.	Drawing objects	No	
33.	Working with Symbols	No	
34.	Working with Symbols	No	
35.	Creating Animations	No	
36.	Surprise Test	No	
UNIT V	РНОТОЅНОР	·	
37.	Photoshop Basics	No	
38.	Working with Layers	No	
39.	Making Selections	No	
40.	Incorporating Color Techniques	No	
41.	Incorporating Color Techniques	No	
42.	Brushes –Filters	No	
43.	Brushes –Filters	No	
44.	Placing Type in an Image	No	
45.	Surprise Test	No	

# **Teaching Strategies**

The teaching in this course aims at establishing a good fundamental understanding of the areas covered using:

- Formal face-to-face lectures
- Tutorials, which allow for exercises in problem solving and allow time for students to resolve problems in understanding of lecture material.
- Laboratory sessions, which support the formal lecture material and also provide the student with practical construction, measurement and debugging skills.
- Small periodic quizzes, to enable you to assess your understanding of the concepts.

### **Evaluation Strategies**

Cycle Test – I	-	5%
Cycle Test – II	-	5%
Model Test	-	10%
Assignment	-	5%
Attendance	-	5%
Final exam	-	70%

**Prepared by**: Ms.Kavitha Dated :

### Addendum

#### ABET Outcomes expected of graduates of B.Tech / EEE / program by the time that they graduate:

a) An ability to apply knowledge of mathematics, science, and engineering fundamentals.

b)An ability to identify, formulate, and solve engineering problems.

c) An ability to design a system, component, or process to meet the desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

d)An ability to design and conduct experiments, as well as to analyze and interpret data.

- e) An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.
- f) An ability to apply reasoning informed by the knowledge of contemporary issues.
- g) An ability to broaden the education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context.
- h) An ability to understand professional and ethical responsibility and apply them in engineering practices.
- i) An ability to function on multidisciplinary teams.
- j) An ability to communicate effectively with the engineering community and with society at large.
- k) An ability in understanding of the engineering and management principles and apply them in project and finance management as a leader and a member in a team.
- 1) An ability to recognize the need for, and an ability to engage in life-long learning.

#### Program Educational Objectives

#### **PEO1: PREPARATION**

Electrical Engineering Graduates are in position with the knowledge of Basic Sciences in general and Electrical Engineering in particular so as to impart the necessary skill to analyze and synthesize electrical circuits, algorithms and complex apparatus.

#### **PEO2: CORE COMPETENCE**

Electrical Engineering Graduates have competence to provide technical knowledge, skill and also to identify, comprehend and solve problems in industry, research and academics related to power, information and electronics hardware.

#### PEO3: PROFESSIONALISM

Electrical Engineering Graduates are successfully work in various Industrial and Government organizations, both at the National and International level, with professional competence and ethical administrative acumen so as to be able to handle critical situations and meet deadlines.

#### PEO4: SKILL

Electrical Engineering Graduates have better opportunity to become a future researchers/ scientists with good communication skills so that they may be both good team-members and leaders with innovative ideas for a sustainable development.

#### **PEO5: ETHICS**

Electrical Engineering Graduates are framed to improve their technical and intellectual capabilities through life-long learning process with ethical feeling so as to become good teachers, either in a class or to juniors in industry.

<b>Course Teacher</b>	Signature
Ms.Kavitha	

**Course Coordinator** (Ms.Kavitha)

HOD/EEE

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