

Course Number and Name	
BEE031 & Web Design	
Credits and Contact Hours	
3 & 45	
Course Coordinator's Name	
Ms.Kavitha	
Text Books and References	
<p>Text Books:</p> <ol style="list-style-type: none"> 1. Gary B.Shelly, H.Albert Napier, Ollie N. Rivers, “Web Design: Introductory Concepts and Techniques”, Course Technology, Cengage Learning, Third Edition, 2009. 2. 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. <p>References:</p> <ol style="list-style-type: none"> 1. Tom Negrino, Dori Smith, “Dreamweaver CS5 for Windows and Macintosh: Visual QuickStart”, Peachpit Press, 2010. 2. Elaine Weinmann, Peter Lourekas, “Photoshop CS5 for Windows and Macintosh: Visual QuickStart”, Peachpit Press, 2010. 3. Katherine Ulrich, “Flash CS5 Professional for Windows and Macintosh: Visual QuickStart”, Peachpit Press, 2011. 4. https://teamtreehouse.com/tracks/web-design 	
Course Description	
<ul style="list-style-type: none"> • 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. 	
Prerequisites	Co-requisites
Fundamentals of Computing	Nil
required, elective, or selected elective (as per Table 5-1)	
Required	
Course Outcomes (COs)	
<p>CO1: To understand the principles of creating an effective web page, including an in-depth consideration of information architecture.</p> <p>CO2: To design, create, and maintain of web pages and websites with various multimedia elements.</p> <p>CO3: To develop skills in developing web site with Dream weaver</p> <p>CO4: To draw and create symbols in Flash for providing interactivity with the user</p> <p>CO5: To understand basics of Photoshop and incorporate the artistic skills by applying</p>	

various brushes and filters

Student Outcomes (SOs) from Criterion 3 covered by this Course

COs/SOs	a	b	c	d	e	f	g	h	i	j	k	l
CO1	M				L				M			
CO2	M								M			
CO3												
CO4												
CO5									M			

List of Topics Covered

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	9
Getting Started –Developing a web page –Working with Text and CSS –Adding Images –Working with Links and Navigation –Managing a Web Server and files		
UNIT IV	FLASH	9
Getting Started –Drawing objects –Working with Symbols – Creating Animations		
UNIT V	PHOTOSHOP	9
Photoshop Basics –Working with Layers –Making Selections –Incorporating Color Techniques – Brushes –Filters –Placing Type in an Image		