



GCOM390 Special Topics: JavaScript for Web Designers

Instructor: Alex Fogarty
Office: CA116E
Email: alex.fogarty@mnstate.edu
Phone: 218-477-2402
Office Hours:
W: 10:30 - 1:00pm, 3:00-6:00pm
T-R: 12:00 - 2:30pm

Department: SoMAD
Program: GCOM
Section: 01
Meeting Dates: Monday/Wednesday
Meeting Time: 1:30-2:45
Location: Hagen Hall 0201
Prerequisite: Special Permission

FALL SEMESTER 2014 - SYLLABUS

Class Dates August 25 through December 17, 2014

Course Credits 3.0 Credit Hours

Course Content **GCOM 390** JavaScript for Web Designers covers introductory to intermediate JavaScript Programming with a focus on web-based projects and visual-based learning. The course will be presented in 3 phases - programming fundamentals, visual projects, and working with frameworks and data. Building on the HTML and CSS skills you've mastered in intermediate and advanced web design, you will learn how to incorporate interactivity into your projects. Subjects will include where to code - JavaScript playgrounds, text editors, IDE's; how to program - statements, syntax and structure, variables and values, conditions and loops, functions, objects, the DOM and events; and how to use resources such as frameworks, libraries, and data. You will learn through instructor and guest lectures, demonstrations, reading assignments, online resources, and hands-on experiences.

Objectives Upon successful completion of the course the student will have:

- 1) an understanding of the major uses of JavaScript.
- 2) a sense of the structure of the JavaScript language.
- 3) seen basic and advanced examples of JavaScript in action and deconstructed how they work.
- 4) examined examples of professional applications of JavaScript.
- 5) been exposed to foundational programming concepts that apply to JavaScript (& other languages that you may learn in the future).
- 6) built your own JavaScript scripts.
- 7) the tools to go out and learn more about and get deeper with JavaScript on your own.

Projects The course centers a variety of mediums and resources. Fundamentals will be discussed in class and covered in readings. Also, a part of your grade will come from completing the JavaScript Codecademy online resource. We'll have four web-based pure JavaScript projects, two framework projects, and one data-based project.

Books Please purchase the following books from the book store
Modern JavaScript Develop and Design, by Larry Ullman
ISBN-10: 0321812522
ISBN-13: 978-0321812520

Grading Policy for Student Evaluation

Codecademy JavaScript	20% of the grade
In-class/homework projects	40% of the grade
Midterm test	20% of the grade
Final comprehensive project	20% of the grade



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Letter grades determined as follows:

A +	100% - 97%	B-	82.9% - 80%	D	66.9% - 63%
A	96.9% - 93%	C+	79.9% - 77%	D-	62.9% - 60%
A-	92.9% - 90%	C	76.9% - 73%	F	59.9% - 0%
B+	89.9% - 87%	C-	72.9% - 70%		
B	86.9% - 83%	D+	69.9% - 67%		

Assignment due date policy.

Homework assignments are due at the beginning of class on the date specified. Deadlines are very important in this industry and are usually very strict. In order to make the student aware of the importance of deadlines and to become comfortable working with them, assignments will not be accepted for full credit after the beginning of class on the due date.

The late assignment policy is as follows:

- Homework assignments turned in after the beginning of the class and on the due date will receive a maximum of 85% credit.
- Homework assignments turned in after the due date will not be graded and will receive an automatic 50% credit.
- Homework assignments turned in more than three days (not class periods) late will not be accepted.

In-class assignments are due at the end of the class period they are assigned unless specified otherwise.

Academic Dishonesty policy

See the MSUM Academic Honesty policy in the MSUM Student Handbook. (www.mnstate.edu/sthandbook)

Attendance policy

It is expected that students will attend class regularly and on time. Because there will be lectures, discussions, in-class projects, presentations, and quizzes, it is very important to attend all class meetings. ***The student is responsible for any information missed, and should make arrangements to obtain this information from a classmate.***

Absences will be either excused or unexcused. Excused absences are official university activities, illness with doctor's note, proof of hospitalization, etc. ***Official dated verification of the reason absent is required.*** Exceptions will only be made in extreme cases!

For ***officially excused absences***, talk to the instructor as soon as possible. You must make arrangements in person or by phone (not by email) for completion of any missed work. For ***unexcused absences***, you do not need to inform the instructor.

Disability Assistance

Students with disabilities who believe they may need an accommodation in this class are encouraged to contact Greg Toutges, Director of Disability Services at 477-4318 (Voice) or 1-800-627-3529 (MRS/TTY), Flora Frick 154 as soon as possible to ensure that accommodations are implemented in a timely fashion. Information regarding Disability Services is available at www.mnstate.edu/disability/



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Outline for GCOM 390: JAVASCRIPT FOR WEB DESIGNERS

Projects may vary from this agenda throughout the semester. All homework is assigned for the week on Monday and is expected to be completed by the following Monday. D2L dropboxes will be created for submissions of your urls and fiddles.

Week 1 **8-25, 27**

MON: Introductions, Syllabus, Review of Javascript 101 pdf
WED: Fundamentals - What is Programming? Variables and Values
Objectives for the week: Understand the scope of our class, your role as a designer learning an interactive programming language, and the basic workings of JavaScript.
Homework:

1. Building a Basic Interest Calculator
<http://msum.alexfogarty.com/gcom390/javascript/wk1/assignment.html>
2. Sign up and get started with Codecademy JavaScript - **to be completed by week 5.**

Reading:

Modern JavaScript: Design and Develop - Chapters 1 & 2

Week 2 **9-1, 3**

MON: NO CLASS
WED: Expressions and Math, Logic and Loops -
Objectives for the week: Understand match basics, conditional statements and looping through statements with 'while' and 'for' keywords.
Homework:

1. Work on Codecademy - Goal: have completed Intro to JavaScript and Functions by end of week 2.

Reading:

Modern JavaScript: Design and Develop - Chapters 3 & 4

Assignments:

1. Expressions - Math: Cookie Fiddle
 2. Logic: Ice Cream Scoops
- Functions: Bon Appetit

Week 3 **9-8, 10**

MON: Functions, passing arguments, local, global, with conditional statements
WED: More Functions
Objectives for the week: Understand functions and their impact on your programs
Homework:

1. Work on Codecademy - Goal: have completed For Loops in Javascript and While Loops in JavaScript

Reading:

Modern JavaScript: Design and Develop - Chapters 5 & 7

Assignments:

1. Functions: Bon Appetit

Week 4 **9-15, 17**

MON: Arrays
WED: Objects
Objectives for the week: Understand how arrays work, in particular with a 'for' looping statement. Understand the role of objects in OOP, how objects are created, and their properties and methods.
Homework:

1. Work on Codecademy - Goal: have completed Control Flow and Data Structures

Reading:

Modern JavaScript: Design and Develop - Chapters 6

Assignments:

1. Arrays - Phrase Assignment
2. Objects - Car Assignment



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Week 5 9-22, 24

MON: The DOM
WED: Events Part 1
Objectives for the week: Understand the node-based structure of the DOM, and how it is used to access page elements and create events.
Homework:
1. Work on Codecademy - Goal: have completed Objects 1 and Objects 2
Reading:
Modern JavaScript: Design and Develop - Chapters 8 & 9
Assignments:
1. DOM - GetElementById and SetAttribute HTML page
2. Events1 - Unblur the Image game event HTML page

Week 6 9-29, 10-1

MON: Events Part 2
WED: Event Listeners
Objectives for the week: Become proficient in adding event listeners and corresponding functions.
Homework:
1. Work on Codecademy - Goal: have completed Objects 1 and Objects 2
Reading:
Modern JavaScript: Design and Develop - Chapters 8 & 9
Assignments:
1. Events 2 - 2 versions of Unblur multiple image game, create your own unique event handler

Week 7 10-6, 8

MON: Project - Build and Understand - Simple Slideshow.
WED: Project - Build and Understand - Clickable panel.
Objectives for the week: Complete two common visual, web based projects.
Homework:
1. Prepare/study for midterm

Week 8 10-13, 15

MON: NO CLASS
WED: MIDTERM - Fill in the blank and multiple choice.
Reading:
Modern JavaScript: Design and Develop - Chapter 10

Week 9 10-20, 22

MON: Javascript in Forms
WED: Project - Build and Understand - Working form - verified and collection of data.
Objectives for the week: Understand the role that javascript plays in validating forms and collecting user submissions.
Reading:
Modern JavaScript: Design and Develop - Chapter 11

Week 10 10-27, 29

MON: Introduction to jQuery
WED: jQuery Project - Build and Understand - project to come.
Objectives for the week: Understand how the jQuery framework works and is implemented on your websites.
Reading:
Modern JavaScript: Design and Develop - Chapter 13



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Week 11 11-3, 5

MON: jQuery Guest Lecture - Project to come
WED: jQuery Guest Lecture - Project to come
Objectives for the week: Understand how the jQuery framework works and is implemented on your websites.

Week 12 11-10, 12

MON: FRAMEWORK2 GUEST LECTURE - Project to come
WED: FRAMEWORK2 GUEST LECTURE - Project to come
Objectives for the week: Understand how the framework works and is implemented on your websites.

Week 13 11-17, 19

MON: JSON GUEST LECTURE - Project to come
WED: JSON GUEST LECTURE - Project to come
Objectives for the week: Understand JSON (Javascript Object Notation) - the lightweight data-interchange format works and how to use on your sites.

Week 14 11-24, 26

MON: Review and Final Project Intro
WED: NO CLASS

Week 15 12-1, 3

MON: Work on Final Projects
WED: Work on Final Projects

Week 16 12-8, 10

MON: Last Class Period - Final project due by THURS Dec. 11 at 2pm.
WED: No Class - Study Day

Week 16 12-11

THURS: Final project due by TODAY at 2pm.



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RECOMMENDED READING LIST/ OPTIONAL RESOURCES

***Learn to Program* by Chris Pine**

http://www.amazon.com/gp/product/1934356360/ref=as_li_ss_tl?ie=UTF8&tag=mangapunk-20&link-Code=as2&camp=1789&creative=390957&creativeASIN=1934356360

***JavaScript Cookbook* by Shelley Powers**

http://dl.e-book-free.com/2013/07/javascript_cookbook.pdf

***JavaScript: The Good Parts* by Douglas Crockford**

<http://shop.oreilly.com/product/9780596517748.do>

JavaScript the Definitive Guide, 6th edition

<http://shop.oreilly.com/product/9780596805531.do>

***JavaScript Enlightenment* by Cody Lindley**

Available for free online.

<http://www.javascriptenlightenment.com/>

***Effective JavaScript* by Dave Herman**

http://www.amazon.com/gp/product/0321812182/ref=as_li_ss_tl?ie=UTF8&tag=mangapunk-20&link-Code=as2&camp=1789&creative=390957&creativeASIN=0321812182

***Head First JavaScript Programming* by Eric Freeman and Elizabeth Robson**

<http://shop.oreilly.com/product/0636920027065.do>

Matthew Wilson, Absolute blog

<http://www.absolutemg.com/2013/08/20/javascript/>

ONLINE GUIDES AND DOCUMENTATION

<https://developer.mozilla.org/en-US/docs/Web/JavaScript>

<http://www.w3schools.com/jsref/>

<http://www.javascriptkit.com/jsref/>

FREE ONLINE LEARNING ENVIRONMENTS

<http://www.w3schools.com/js/>

<https://www.khanacademy.org/>

<http://www.codecademy.com>

<http://www.lynda.com>

<http://www.udemy.com>

JAVASCRIPT ONLINE PLAYGROUNDS

<http://codepen.io/>

<http://jsfiddle.net>

<http://jsbin.com/>

<http://dabblet.com/>

COMMUNITY

github.com

stackoverflow.com

Doug Crockford - <http://www.yuiblog.com/crockford/>

Shelley Powers - <http://www.burningbird.net>

Bret Victor - <http://worrydream.com>

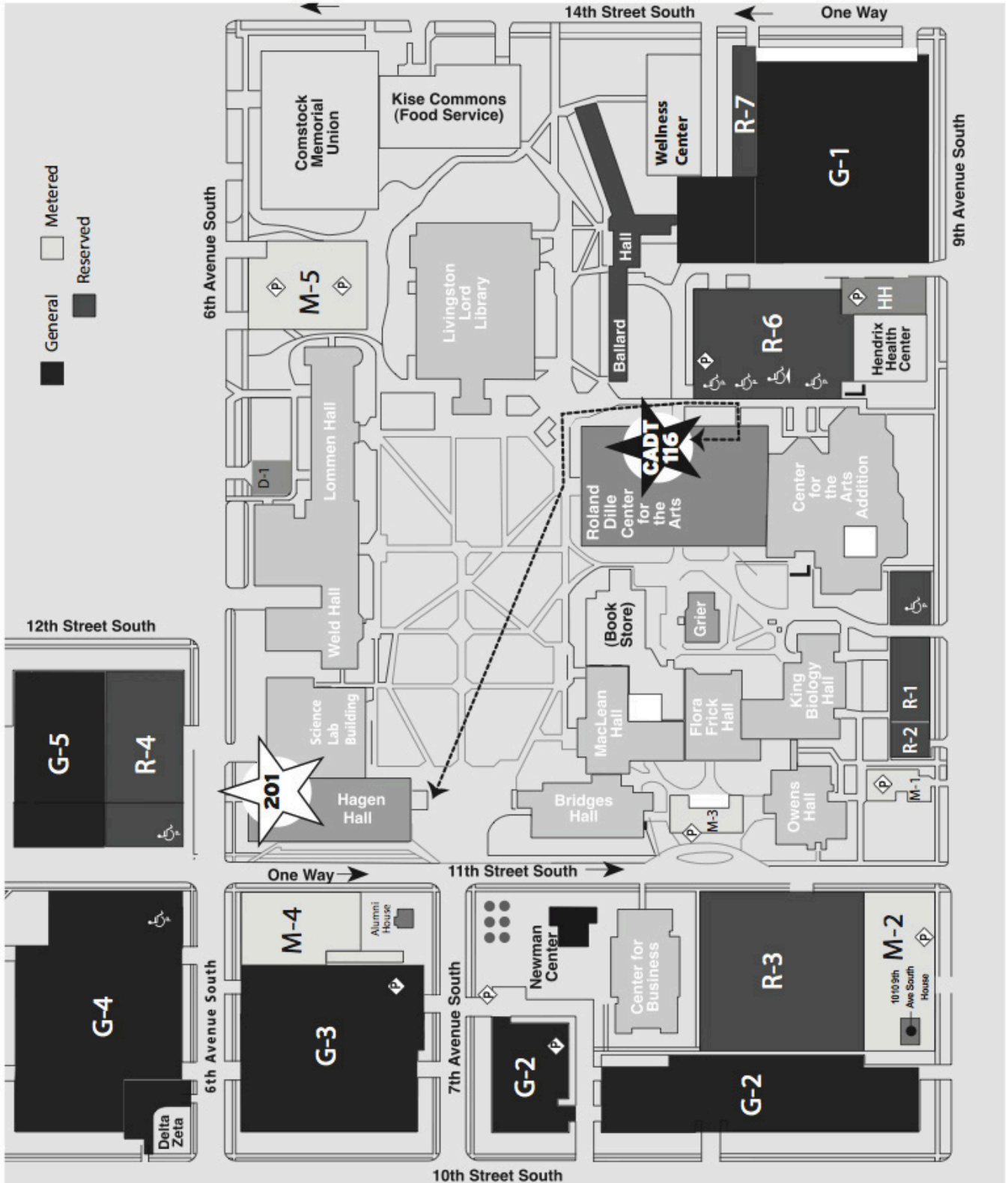


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I, _____, have received and read this course syllabus for GCOM90 Special Topic - JavaScript for Web Designers, Fall Semester 2014 syllabus. The instructor, Alex Fogarty, has gone over the syllabus during the first day of class and at that time I was encouraged to ask any questions pertaining to the syllabus. I fully understand and agree to abide by the policies outlined in the GCOM390 course syllabus. I am fully aware of the responsibilities I have as a student in this class.

Signature & Date