Figure CIT190 Course Banner

Syllabus – Spring 2021

INSTRUCTOR:	**Lisa Balbach**
OFFICE:	JB119 (Beckett Building)
Livestream Office Hours:	
Tuesday & Thursday	11:30-1:00 pm
Tuesday & Thursday	5:30-6:30 pm
.....	or by appointment
Campus Office Hours	
.....	by appointment
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Course Description:

Students in this course develop web client scripting skills using JavaScript and jQuery. Students use variables, decisions, loops, functions, objects, and other programming concepts as they add robust and powerful interactivity to web pages. Students create responsive web solutions integrating HTML, CSS, JavaScript, jQuery, JSON, and Ajax technologies. Course content is mapped to the MTA 98-382 Introduction to Programming Using JavaScript learning objectives and students enrolled in this course will take the certification exam. Group 2 course. Recommended Prerequisites**: CIT180 or instructor permission**

Additional Required Skills: This course assumes that the student possesses the essential skills required to use a computer with the Windows operating system. The student will interact with the Windows desktop to access software and data and perform file and folder maintenance. The student must be proficient in the use of the web, e-mail, and searching. The student must have the skills required to use Moodle. To brush up on these skills, please visit the Online Learning Orientation on the Moodle menu bar.

Materials Needed:

Purchased at the bookstore

Required Book: JavaScript & jQuery Interactive Front-End Web Development ©2014 by Jon Duckett, John Wiley & Sons, Inc., Indianapolis, Indiana, ISBN 978-1-118-53164-8. HTML markup and JavaScript code for activities in the book can be downloaded at the companion website: http://www.javascriptbook.com/

2. **Connection to the Internet** (Optional for on-campus students).

3. **Required Software:**

    - **Web Editor.** We are using VSCode – there is a link in the Course Information block for you to download the software (it is a free editor). We won't be creating pages until week 2
    - **FTP application**. We are using FileZilla – there is a link in the course information block for you to download the software (the program is free). We won't be transferring pages until week 2
    - **Web Browsers**. It is important to test web pages in multiple browsers. Links to download recommended browsers are in the Course Information block. We won't be transferring or viewing our own pages until week 2.
    - **Web Hosts**. You don't need to worry about obtaining a host for your web pages. I have my own domain and will be creating accounts for you.

4. **USB (flash) drive.** This is optional for students who want to store their work on a removable device.

General Education at NMC promotes the acquisition of knowledge, skills, and attitudes needed to function effectively in a changing world. This fosters intellectual curiosity, essential to lifelong learning. To ensure students experience the benefits of our philosophy of general education, the faculty of NMC commits to instilling these practices throughout the curriculum.

This course will help students analyze thinking to effectively identify and resolve issues. The **general education outcome** that has been selected is:

Critical Thinking: *Students will skillfully conceptualize, apply, analyze, synthesize, and evaluate information gathered from observation, experience, reflection, reasoning, or communication.*

Learning Outcomes

General learning outcomes for this course include:

Outcome	Assessment Method
Knowledge #1. Describe JavaScript technologies used to add interactivity to web pages.	Exams, assignments
Application #2. Write, test, and document code to implement interactive features.	Assignments, term projects
Integration #3. Design interactive solutions using HTML, CSS and JavaScript.	Assignments, term projects
Human Dimension #4. Give and receive feedback in an appropriate manner.	Discussion exercises, term project showcase, assignments
Caring – Civic Learning #5. Describe how well-designed interactive features increase web site appeal.	Assignments, discussion exercises, term projects, term project showcase
Learning How to Learn #6. Engage in self-directed learning.	Discussion exercises, term projects, assignments

Grading and Assignment Information

Grades are assigned based on the total points you have accumulated throughout the semester. Points are accumulated by completing assignments, participating in discussion exercises, term projects, project showcase discussions, quizzes and exams. Grade proportions and points are as follows:

Activity	Learning Outcome	Points
12 Assignments @ 15-40 points each (38%)	#1, #2, #3, #4, #5, #6	380
3 Unit Tests @ 30-50 points each (12%)	#1, #4	120
Final Exam: MTA 98-382 Introduction to Programming Using JavaScript (10%)	#1, #2, #6	100
Term Project (17.5%)	#2, #3,#4, #6	
proposal		10
milestone 1		45
milestone 2		45
milestone 3		75
	TOTAL	175
Project Discussions and Reviews (10%)	#3, #4, #5, #6	
milestone 1 showcase discussion		15
milestone 1 peer review		10
milestone 2 showcase discussion		15
milestone 2 peer review		10
milestone 3 showcase discussion		30
milestone 3 peer review		20
	TOTAL	100
Discussion, ePortfolio, GitHub @ 5-20 points each (12.5%)	#1, #2, #3, #4, #5, #6	85
Total Points Possible		**1000**

Grading Scale:

Grade	Percentage	Points Required
4.0	95-100%	950-1000
3.5	90-94%	900-949
3.0	85-89%	850-899
2.5	80-84%	800-849
2.0	75-79%	750-799
1.5	70-74%	700-749
1.0	65-69%	650-699
0.0	0-64%	0-649

I = incomplete, W = withdrawn (with or without grade (see posted date), FA = failed to attend, AU = audit or drop without record (see posted date)

General Assignment Information:

All assignments, exercises and quizzes in this course have due dates which are indicated in the semester schedule which is located at the bottom of this syllabus. **Late work will NOT be accepted unless prior arrangements are made with the instructor.**

Textbook Chapters and Lecture

You need to read the assigned pages from the textbook before class. The lecture will explain the concepts in more detail and provide examples. Students who read the material first will already be familiar with information explained and will understand it better during lecture and labs.

Assignments

Weekly assignments are designed to practice, and fine-tune skills presented in the textbook chapter and lecture.

Weekly assignments are worth 15-40 points each and are due on the Internet by the date indicated in the schedule. **Late work will NOT be accepted unless prior arrangements are made with the instructor.**

Final Project and Project Showcase:

You will be working on individual projects that involve creating three JavaScript games and showcasing your final project to the class. You can recreate an existing game, OR you can make up your own game. DO NOT copy someone else's game and use it as your own (that is plagiarism and will result in a zero for the project). Specific game requirements and the grading rubric are posted to Moodle.

As you complete final project milestones, you will share your games with the class in a discussion forum. For the first two milestones, you will be assigned to a small group and will only need to review projects of classmates that are in your group. The purpose of sharing the project and completing the peer reviews is to learn from each other and help one another improve their final projects.

The final showcase, after the last milestone, is your opportunity to show the class your completed final project and to discuss its design. Requirements are posted to the showcase assignment page. For the final showcase, you will be reviewing all final projects and you will not be placed into groups.

Discussion, ePortfolio and GitHub:

During this course, we will investigate and research two of our learning outcomes. You will be posting the results of your research to a discussion board to share with the class and you will be reading what others have posted and responding to their posts. You will also be adding a repository to GitHub and updating your ePortfolio with a link to your repository. After each final project milestone, you will be updating your GitHub repo with the new version of your project.

Unit Quizzes

Quizzes cover textbook, lecture and assignment material. Quizzes consist of a variety of question types including multiple answer, selection, reordering, multiple choice, and true/false. Quizzes are in Moodle and must be completed by the due date which is in the course schedule. There are 3-unit quizzes in the course. Each quiz is worth between 30 – 50 points. Quizzes can only be taken 1 time, but they are open book/open note and do not have a time limit. NOTE: The types of questions you will see on the quizzes is similar to what you will see on the MTA exam.

Final Exam

This class prepares you for the MTA 98-382 Introduction to Programming Using JavaScript exam, which is your final exam in this course. Passing the certification exam is worth 100 points. Students who do not pass, will be allowed to retake the

exam. Students who retake and pass the exam will be awarded 100 points. Students who do not pass the certification exam, will still receive points for the final, but their score will be prorated.

PLEASE NOTE the MTA exam must be taken in the professional testing center which is in the Parsons-Stulen building on the Aero Park Campus

Course Communication

Announcements will be posted throughout the semester as necessary; plan to be online an average of three times per week to check for these. The instructor will also send e-mail messages, so you need to check your NMC e-mail account frequently. It is important that you monitor your email between classes. Failure to check email will not be accepted as a reason for late or missed work.

Please use the following email address: Lbalbach@nmc.edu to communicate with me outside of class.

I will try my best to answer your emails to me within a 24-hour period during Monday through Friday. I will also check email over the weekend. I will try to read the emails at least once or twice a day and respond at that time. If I am gone or ill, I will post that fact in the announcements so that you will know why I have not responded to your email.

The Student Questions/Answers discussion forum at the top of the course is for you to ask each other questions. You may be able to resolve the problem without waiting for a response from me 😊.

Online Communication Netiquette Policy:

Dialogue through Discussion Boards provides opportunities to communicate with each other and the instructor. Communication is expected to be positive and constructive with the intent of helping others gain further insight and clarity on assignments and concepts. Think critically as you respond to others and consider the following:

- Have others expressed the same sentiment you are thinking?
- Can you offer suggestions or provide examples illustrating points you are making?
- Use a subject line reflective of the material you are providing.

- Written responses should be concise in paragraph form with longer passages broken into additional paragraphs for ease in reading.
- Be respectful and professional. Disrespectful or sarcastic responses will be removed.
- Use emotional symbols (:-), :-(, :-o, etc. to indicate the tone of voice. Use emotional symbols to convey feelings.
- Use standard writing practices including correct spelling, complete sentences with punctuation, and capitalization.

Additional Instructional Support:

1**) Support Materials:** Support materials include grading rubrics, completed examples, weekly lesson summaries, lecture videos, example videos and individualized help when needed.

2) **Feedback on assignments/scores:** The instructor will correct assignments within a week of receiving them. Scores will be posted to the assignment dropbox (comments will also be placed in the dropbox).

3) Posting Scores: Scores will be updated when textbook, supplemental or discussion assignments are corrected. Quiz scores should display immediately; however, short answer questions will need to be corrected manually by the instructor and won't display until after the instructor enters a score. If you have any questions about your assignment scores, please email your instructor and ask.

4) Time Requirements: This course is NOT a self-paced course. College courses are designed to require 2 to 3 hours of study per hour of class time. This means that a 4-unit course, in addition to 4 hours of class time, requires at least 8 hours of study outside of class. If you cannot find 8 hours of time per week to study for this course, then you should postpone until a future semester when you have adequate time to study. If you are taking more than one course, multiply your total units by 2 hours and consider whether you will have time to do that much work at a minimum in addition to class time. There is no point in setting yourself up for failure.

Strategies for Success

- Do all reading and activities that were assigned before the first-class session each week.
- Practice, on the computer, the skills taught in the text or other assigned materials.
- In addition to class time, work at the college or your home on a regular and consistent schedule. Use time management skills to establish your weekly commitment to this course.
- Ask for help when you need it. Your instructor is available to help you learn. Your instructor's goal is to assist you in having a pleasant and successful learning experience.
- Take advantage of tutoring available through the college and the CIT department.
- Attend office hours. There is a strong correlation between students who attend office hours and high grades. Your instructor is also available via phone and remote meeting software.

Course Expectations and Department Policies

Student Preparation, Attendance, and Participation Policy:
Active participation and completion of homework is expected and will ensure the best results from this class. Students who do not submit work for 3 weeks may be administratively withdrawn from class.

Software/Network Policy: Students using NMC's network or downloading office software cannot share login information with others. Please realize, NMC resources are for your use only. Any misuse of the network or college resources may result in a denial of services. If you have any questions about the use of the network, please ask!

Computer Labs: There are 2 labs on-campus you can use to complete work outside of class: JB214 (James Beckett building, upstairs) and the business POD in the Osterlin student success center. Please consult the Computer Lab website for hours: https://www.nmc.edu/departments/help-desk/computer-labs.html.

Department Policy for Academic Code of Conduct: The **policy for academic dishonesty** is as follows: The penalty for the first offense of cheating will be zero (0.0) on the assignment. Future offenses will result in failure of the course. The same will be true for the quizzes. Please think before you cheat—it is really hurting you the most.

Note: NMC requires instructors report any cheating incidents to the Vice President of Student Services. Each offense will be recorded, and multiple offenses could result in expulsion.

Writing and Reading Center: NMC's writing center (https://www.nmc.edu/student-services/writing-center/) offers peer assistance with all types of writing at all stages of the writing process and with all forms of reading.

Laptop Checkout at the Osterlin Library: NMC students, faculty, and staff may be able to check out laptops for home use from the Mark & Helen Osterlin Library, subject to availability. Please view the website for more information: (https://www.nmc.edu/library/contact-us.html)

CIT Majors: CIT majors must have a 3.0 GPA in CIT courses as a prerequisite to taking the work experience internship. This internship class is necessary for a CIT degree. Please see the internship instructor if you are near the end of your program.

Syllabus Changes: The instructor reserves the right to make changes to the syllabus and will inform the class of any changes.