

Web Design Specialist

(Adobe CS6 Web Edition)

The *Web Design Specialist* course teaches you how to design and publish Web sites. General topics include Web Site Development Essentials (such as the site development process, customer expectations, and ethical and legal issues in Web development), Web Design Elements (such as aesthetics, the site user's experience, navigation, usability and accessibility), Basic Web Technologies (such as basic Hypertext Markup Language [HTML], Extensible HTML [XHTML] and extended technologies, image files, GUI site development applications, site publishing and maintenance) and Advanced Web Technologies (such as multimedia and plug-in technologies, client-side and server-side technologies, and Web databases).

In this course, you will work with popular production tools such as Microsoft Expression Web, and Adobe Dreamweaver and Flash. You will study design and development technologies such as Cascading Style Sheets (CSS), Extensible Markup Language (XML), JavaScript, Java applets, Dynamic HTML, plug-ins, multimedia and databases. You will also explore the extensibility of design tools, incompatibility issues surrounding these tools, and the functionality of current Web browsers.

Web Design Specialist will also teach you to manage the Web site development process. You will learn about new technologies and traditional strategies involving the Web designer job role. Throughout this course, you will learn how Web sites are developed as managed projects, relate Web site development to business goals, and apply guidelines for user accessibility to Web site development. You will also consider site design from several perspectives. You will approach design from the Web user's perspective so that you can identify with user interests and needs. You will also assume the roles of Web designer and project manager, as you work through the Web site development process by evolving a Web presence site into a working prototype Web project. Hands-on labs include real-world scenarios based on a previously live version of the Habitat for Humanity International Web site. Note that students will build prototype pages using Habitat for Humanity content. This content is provided by Habitat for Humanity with permission to use it in labs teaching site development skills. The prototype pages that students build do not necessarily represent, duplicate or simulate the current live Habitat for Humanity Web site, which can be visited at www.habitat.org.

Topics

Overview of Web Design

Concepts

- Web Technology
- The Nature of the Web
- Web Design Concepts
- New Technologies
- Evaluating Your XHTML Skills

Web Development Teams

- Web Teams and Tasks
- Web Project Management
- Web Project Collaboration
- Your Web Design Portfolio
- Your Web Design Business

Web Project Management

Fundamentals

- Web Project Management Phases
- Project Documentation and Communication

Web Site Development Process

- Bottom-Up Approach to Web Development
- Understanding the Business Process
- Defining a Web Site Vision From Vision to Strategy
- Web Site Specifications

The Metaphor

- Mystery Meat Navigation
- The Mindmapping Process
- Creating a Web Site Wireframe
- Creating a Web Page Wireframe

Web Page Layout and Elements

- Web Users and Site Design
- Effective Web Page Layout
- Branding and the Web
- Color and Web Design
- Fonts and Web Design

Web Site Usability and Accessibility

- Audience Usability and Accessibility
- Defining Usability
- Web Site Usability Testing
- Web Page Accessibility

Browsers

- Browsers and Navigation
- Browsers and Design Considerations
- Browser Adoption
- Major, Minor and Alternative Browsers
- Creating Aliases with TinyURL
- Utilizing CAPTCHA

Navigation Concepts

- Why Is Navigation Critical?
- Primary and Secondary Navigation
- Navigation Hierarchy
- Site Structure, URLs and File Names
- Familiar Navigation Conventions
- Guided Navigation
- Navigation Action Plan

Web Graphics

- Web Site Images
- Digital Imaging Concepts
- Raster vs. Vector Graphics
- Graphics Applications
- Image File Formats
- Creating and Optimizing Images
- Essential Graphic Design Concepts

Multimedia and the Web

- Multimedia and Web Sites
- Current Multimedia Capabilities
- Animation and the Web
- Audio and the Web
- Video and the Web
- Goals of a Multimedia Site
- Multimedia Site Design Basics
- User Interaction
- Selecting Multimedia Elements

Ethical and Legal Issues in Web Development

Ethics and Law in Web Development
Ethical Issues and the Web
Legal Issues and the Web

HTML and the Evolution of Markup

Function of Markup Languages
SGML: A Short History
What Is HTML?
HTML Goals
The HTML Standard
HTML 1.0 and 2.0
HTML 3.0 and 3.2
HTML 4.0 and 4.01
Separating Format from Structure in HTML
Extensible HTML (XHTML)
Reference Sites for Web Developers

XML and XHTML

What Is XML?
XML Goals
What Is an XML Document?
Rules for Well-Formed XML
HTML Transition to XML
What Is XHTML?
Applying a Single Standard Consistently

Web Page Structure — Tables and Framesets

Creating Structure with X/HTML Tables
Diagramming a Basic X/HTML Table
Borderless Web Page Structure
X/HTML Frames and Framesets
The X/HTML <frameset> Tag
The X/HTML <frame> Tag
Targeting Hyperlinks in X/HTML
The X/HTML <noframes> Tag

Cascading Style Sheets

Style Sheets
Cascading Style Sheets
Defining and Using Styles
Changeable Style Attributes
Style Guides
Changes from CSS1 to CSS2
Page Layout with CSS
The CSS Box Model
Document Flow and Positioning
CSS Positioning Schemes

Site Content and Metadata

Written Web Site Content
Internet Marketing and Search Engine Optimization (SEO)
Metadata
The <meta> Tag and Document Identification
The <meta> Tag and Search Engines
The <meta> Tag and Delayed File Change

Site Development with Microsoft Expression Web 4 — Introduction

The Transition from FrontPage
Microsoft Expression Web 4
Expression Web Views
Expression Web Menus and Toolbars
Opening Web Sites and Files in Expression Web
Developing W3C-Compliant Code with Expression Web

Site Development with Expression Web 4 — Basic Features

Page Layout Options in Expression Web
Creating a New Web Site Using Expression Web
Page Layout with CSS
Inserting Images with Expression Web
Creating Hyperlinks with Expression Web
Creating Image Maps with Expression Web
Creating Navigation Bars Using CSS
Expression Web's Dynamic Web Templates
Pasting Formatted Text with Expression Web
Pasting X/HTML content with Expression Web

Site Development with Expression Web 4 — Advanced Features

Expression Web Styles
Adding Interactivity to Web Pages
Creating Web Forms with Expression Web
Connecting to Databases
Expression Web Reports
Options for Replacing Old Webbots

Site Development with Adobe Dreamweaver CS6 — Introduction

Adobe Dreamweaver CS6
Dreamweaver Layout Options

Site Development with Dreamweaver CS6 — Basic Features

Page Layout in Dreamweaver
Creating Image Maps in Dreamweaver
Creating Templates in Dreamweaver
Importing Content in Dreamweaver

Site Development with Dreamweaver CS6 — Advanced Features

Rollover Images in Dreamweaver
Dreamweaver Web Forms
Dreamweaver Behaviors

Dreamweaver Assets and Library
Editing X/HTML in Dreamweaver
Jump Menus in Dreamweaver
Site Search Forms in Dreamweaver
Adobe Exchange

Creating Web Pages Using Open-Source Tools

Open-Source GUI Editors
GUI HTML Editors vs. Text Editors
Open-Source Text Editors
Creating a Static Web Page
Using Templates
Checking Spelling

Image Editing with Adobe Fireworks CS6

Adobe Fireworks CS6
Creating an Image Document in Fireworks
Adding Text to Images in Fireworks
Cropping Images in Fireworks
Image Layers in Fireworks
Image States in Fireworks
Transparent Images in Fireworks
Image Slices in Fireworks

Multimedia with Adobe Flash Professional CS6

The History of Flash
Flash Technology Features
Developing with Flash
Flash Shapes
Color and Fills in Flash

Multimedia with Flash Professional CS6 — Timeline, Layers, Symbols and Buttons
Flash Timeline
Flash Layers
Saving and Publishing Flash Movies
Flash Symbols
Flash Buttons
Customizing the Flash Library

Multimedia with Flash Professional CS6 — Tweens

Flash Tweens
Motion Tweens in Flash
Shape Tweens in Flash
Tweening Text in Flash

Multimedia with Flash Professional CS6 — Movie Clips

Flash Movie Clips
Adding Sound to Flash Files
Adding Flash Movies to X/HTML Files
Testing for the Flash Player Plug-In

Multimedia with Flash Professional CS6 — ActionScript, Masks and Practical Uses

Flash ActionScript
Mask Layers in Flash
Using SWF and SVG Files on the Web
Flash and Accessibility

JavaScript and DHTML Fundamentals

Why Script?
JavaScript and Common Programming Concepts
What Is JavaScript?
JavaScript vs. Other Languages
Embedding JavaScript into X/HTML
Using JavaScript to Communicate with the User
JavaScript Functions
Using JavaScript for Browser Detection
Dynamic HTML (DHTML)

Plug-Ins and Java Applets

Plug-In Technology
Plug-In Installation
Adobe Shockwave and Flash Players
Adobe Reader
RealNetworks RealPlayer

Rich Media Content
Creating a Downloadable File
Introduction to Java
Java Applets
Applets and Animation
Applet Authoring Tools and Resources

HTTP Servers and Web Applications

What Is an HTTP Server?
Accessing Servers and Services
Basic HTTP Server Administration
Server-Side Technologies
Web Servers and Cookies
Enabling, Disabling and Deleting Cookies
Setting Cookie Files
XML and Web Applications
Syndicated Feeds

Databases

Web Design and Databases

Database Anatomy
Database Queries
Database Management System (DBMS)
Connecting Web Pages to Databases
Database Tools, Products and Programs

Web Site Publishing and Maintenance

Web Site Testing
Web Site Publishing
Web Site Hosting
Web Publishing with an FTP Client
Web Publishing with Expression Web
Web Publishing with Dreamweaver
Comparing Web Publishing Tools
Maintaining Web Sites
Web Server and Web Site Security

Target Audience

Web authors, marketing and communications professionals, PR professionals, Webmasters, graphic designers, desktop designers, technical writers, and library scientists.

Job Responsibilities

Implement and maintain hypertext -based Web sites using authoring and scripting languages; create Web content; use Web management tools and digital media tools; and apply human-factor principles to design.

Prerequisites

Students taking this course need a basic understanding of Internet functionality and tools, and X/HTML. No prerequisite courses or certifications are required prior to taking this course or the corresponding certification exam. However, the course and exam are challenging and comprehensive. CIW offers the Web Foundations Associate curriculum to provide the base of foundational X/HTML and Internet knowledge necessary for this course. The CIW Foundations courses are not required, but for many candidates they are extremely helpful.