Course Syllabus

USF Sarasota-Manatee College of Hospitality and Technology Leadership
CGS3853 IT Web Design– 3 Credit Hours
Fall 2014 Syllabus*, USF Sarasota-Manatee

Instructor: Bill Murphy
E-Mail: wmurphy@usf.edu
Classroom: Canvas

Time: asynchronous; However, the instructor will periodically arrange in person audio or in person meetings with each of you throughout the semester. If you are in this class, you must be able to have audio contact (telephone, SKYPE audio etc) with me when we need to discuss class related matters.

Office: virtual
Office Telephone: 941-350-3085 (cell)
Office Hours: By appointment or see me during the optional in person sessions

COMMUNICATION:
You can call the instructor at 941-350-3085. The instructor can be contacted through the conversations portal of canvas. Please include course name and telephone number in communications. Responses will generally be sent within 1 business day. You can email the instructor at wmurphy@usf.edu, but please include your phone number (or SKYPE ID to voice SKYPE you) with all emails. If you are in this class, you must be able to have audio contact with me when I need to discuss class related questions with you.

PREREQUISITES:
It is strongly recommended that you take IT Foundations I and II (some intro to programming course and some introduction to the Internet/networks course) before you take this course. If you haven’t already taken those courses, prepare to do extra work on your own to catch on the Internet fundamentals required to succeed in this course.

COURSE DESCRIPTION:
HTML is one of the three pillars of Web Design/Development along with Cascading Style Sheets (CSS) and JavaScript. These scripting tools are the three layers of a Web page. HTML provides the structural layer, organizing content in a meaningful way; CSS provides the presentational layer, applying style the content; and JavaScript adds a behavioral layer, bringing a Web page to life so that it interacts with Web visitors. This course will focus on HTML and CSS.

COURSE TOPICS:
This course will cover the following content areas:
1. What is HTML?
2. HTML tags
3. HTML elements
4. Web Page Structure
5. Text Editors
6. HTML JavaScript
7. Basic HTML5
8. CSS Syntax
9. CSS Styling

COURSE OBJECTIVES:
Web technology has become an integral part of our personal and professional lives. Effective web design requires a specialized skill set to build efficient, useful, and visually appealing websites. This course will provide students with a foundation to build websites using HTML and CSS.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY MISSION STATEMENT:
The mission of the Information Technology Program is to provide high quality educational opportunities for students interested in pursuing careers in the broad range of fields that support our computer/information-based society and economy. Additionally, the goal is to utilize the resources of the program to provide service to society; and to emphasize to students the need for lifelong learning, to have ethical conduct, and an understanding of the diverse social context in which Information Technology is practiced.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PROGRAM LEARNING OUTCOMES (PLOs):
1. Demonstrate technical knowledge and skill sets (computational and analytic) needed for success in careers related to Information Technology.
2. Demonstrate an understanding of professional ethics in the development and application of Information Technology.
3. Design and develop computer processes and systems of advanced complexity.
4. Assess the potential value of new technologies and see possibly beneficial applications.
5. Conduct computer research, organize a structured presentation, and deliver it in a way that communicates to novice users as well as computer experts.

**COURSE STUDENT LEARNING OUTCOMES:**

Upon completion of this course, students will be able to:

1. Design, layout and create Web pages using HTML
2. Apply the concepts and principles of information architecture to Web design
3. Create and use cascading style sheets to control display of HTML pages
4. Design effective user interfaces
5. Create and optimize graphics for web delivery
6. Create and apply rollover, drop-down, and other menu functions to webpages
7. Apply styles and templates to multiple pages
8. Create web-based animations
9. Use built-in behaviors to add advanced functionality
10. Utilize web servers to manage, upload, and update web pages
11. Evaluate web designs for usability and effectiveness

**PROBLEM BASED LEARNING (PBL):**

Problem-based learning (PBL) is a student-centered pedagogy in which students learn about a subject through the experience of problem solving. The goals of PBL are to help the students develop flexible knowledge, effective problem solving skills, self-directed learning, effective collaboration skills and intrinsic motivation. Problem-based learning is a style of active learning. Often working in groups, students identify what they already know, what they need to know, and how and where to access new information that may lead to resolution of the problem. The role of the instructor is to facilitate learning by supporting, guiding, and monitoring the learning process, not by lecturing, nor by providing direct answers. PBL is now used at many medical schools, business schools, and engineering schools. (Drawn largely from Wikipedia).

**TEXT AND MATERIALS**

To save students money, there are no required textbooks for this class. We will use free online materials instead.

**GRADING, EVALUATION AND ATTENDANCE POLICIES:**

A grade will be determined based on the total of possible points earned, as follows: A 90-100; B 80-89; C 70-79; D 60-69; F 0-59.

<table>
<thead>
<tr>
<th>Description</th>
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<tbody>
<tr>
<td>Introduce Yourself on Intro Discussion Board</td>
<td>1%</td>
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<tr>
<td>Enable a homepage on your USF web server (or alternative)</td>
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<tr>
<td>HTML/HTML5 Discussion Board Participation</td>
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<td>CSS Discussion Board Participation</td>
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<tr>
<td>Design Discussion Board Participation</td>
<td>5%</td>
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<tr>
<td>Complete Free Udacity UX For Mobile Developers Course</td>
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<tr>
<td>Coding Exercises</td>
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<td>HTML/HTML5 Website</td>
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<td>CSS Website</td>
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<tr>
<td>Post Pre-Grading Final Project Peer Feedback</td>
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<tr>
<td>Submit Peer Final Project Grade Assessment</td>
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<tr>
<td>Final Project as assessed by your Peers</td>
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<tr>
<td>Final Project as assessed by the Instructor</td>
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<tr>
<td>Weekly Status Reports</td>
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**INTRODUCE YOURSELF - 1%**

Introduce yourself on the [Introduction](https://usflearn.instructure.com/courses/998225/discussion_topics/2473915) discussion board.

**WEEKLY STATUS REPORT – 5%**

Submit a weekly report with an update of what you have accomplished during the week. Submissions should be done through the canvas assignment interface. Write your report in the text box (not as an attachment). Include a link to your homepage on every post. Status report submissions are due every Sunday night prior to midnight.

Each week a new Status Report Link will appear under the [Assignments tab](https://usflearn.instructure.com/courses/998225/assignments).

**TECHNICAL POST – HTML 5%, CSS 5%, DESIGN 5%**

Every week you will post technical problems and/or solutions you are having with your assignments or a concepts from your tutorials you don't understand to ask for
guidance.

Submissions should be done through the canvas discussion board interface.

To earn full points, you will need to have made at least 10 (ten) qualifying posts to each of the three point earning discussion boards:

- HTML/HTML5 Technical Post (https://usflearn.instructure.com/courses/998225/discussion_topics/2473918)
- CSS Technical Post (https://usflearn.instructure.com/courses/998225/discussion_topics/2473919)
- Design Technical Post (https://usflearn.instructure.com/courses/998225/discussion_topics/2473920)

A qualifying post is where you provide a detailed, relatively correct, and specific answer to a question someone else posted on the board

OR

By posting a very specific and thorough review of an outside resource related to the theme of that discussion board along with the rationale of why and where it would be helpful. To earn points, this must be a non-trivial review with specifics!

You cannot earn points by making trivial posts or by simply posting URLs to outside resources with a couple sentences (however, posting a URL with a very specific and thorough review of the resource along with the rationale of why and where it would be helpful would qualify, especially if you included code or design examples).

Only technical posts should be made on the technical discussion boards (you can post non-technical related posts ONLY to the Community Forum (https://usflearn.instructure.com/courses/998225/discussion_topics/2473917)).

HOMEPAGE AND WEBSERVER ASSIGNMENT - 1%

Get access to a server (either USF provided or otherwise). Create a home page, which includes your name, course number, and section number.

You will create a link for your HTML/HTML5 website, CSS website, and Final Project.

Upload me a link to your site to the Homepage for assignments (https://usflearn.instructure.com/courses/998225/assignments/3326445) assignment.

If you want to use the USF provided web server space but don't know how to get to it or use it, email USF IT support to get support on how to access it or simply Google USF myweb.

Note: Every semester, the students discover the same known deficiency in the USF IT documentation regarding setting up the USF web server, and every semester one of the students discovers the solution (its the same solution every semester) and posts the solution to their HTML class discussion board. A big part of being a web IT person is teaching yourself not to panic when encountering those types of problems and putting in tickets with the counter parties (in this case the USF IT help desk) or experimenting yourself until you discover the solution. So instead of telling the students the answer to that known problem, as part of the class, it is desirable that the students work to figure out the solution themselves - either individually or as a team. Once you're told the solution, its kind of obvious in hindsight, but going through the process of discovery and associated suffering to figure it out, is a valuable learning experience that very closely models the real world that occurs in the Web field every day.

In the real world the web folks are constantly handed requests and problems without known answers - i.e. the web folks have to figure out answers and solutions by experimentation, combing through discussion boards, and putting in tickets to counter parties (who themselves often cannot provide a known solution). So, if you don't enjoy figuring out problems without pre-existing known solutions, then you are probably in the wrong major (assuming you are an IT major in the programming concentration).

COMPLETE THE FREE UDACITY COURSE: “UX Design for Mobile Developers” – 4%

Upload a screenshot of your Udacity dashboard for that course showing all sections completed to this assignment: Udacity Mini-Course - UX Design for Mobile Developers (https://usflearn.instructure.com/courses/998225/assignments/3326448).

I'll give you the same credit whether you completed the free or paid version of their courseware.

Going through this material will take you about 2 months, spending about 3 hours a week to really get the maximum potential out of it.

So, do NOT wait until the last minute to start.

You need to submit your totally complete screenshot of the Udacity dashboard for this course by Nov 1st or earlier.

You can find this course at https://www.udacity.com/course/ud849 (https://www.udacity.com/course/ud849)

CODING TUTORIALS : 50% (START ASAP!)

Start completing the coding exercises listed under the Assignments tab (https://usflearn.instructure.com/courses/998225/assignments). You need to submit the assignments by their listed due date and reporting your progress on your status report by every Sunday by 11:59pm. I strongly recommend you work on these tutorials a little each day and apply what you have learned to the website you will ultimately turn in as a final project. If you wait until the last minute it will show in your final project.

The screenshots you upload for your coding exercises have to follow this format to get credit:


HTML WEB PAGE ASSIGNMENT – 4%

The HTML/HTML5 site ([https://usflearn.instructure.com/courses/998225/assignments/3326440](https://usflearn.instructure.com/courses/998225/assignments/3326440)) is a mechanical assignment and should include an implementation of many of the HTML tags demonstrated in the W3Schools HTML tutorials sections listed under that canvas assignment section. The HTML assignment can be somewhat mechanical, without huge design consideration, but the later CSS assignment should begin to incorporate design concepts into the work, and the final project should look like a real world website that a real organization would use to represent itself.

**CSS WEB PAGE ASSIGNMENT – 5%**

The CSS website ([https://usflearn.instructure.com/courses/998225/assignments/3326441](https://usflearn.instructure.com/courses/998225/assignments/3326441)) assignment should begin to include design and usability considerations, and should include an implementation of each of the CSS tags demonstrated in the W3Schools CSS tutorials sections. Each iteration should demonstrate what you have learned from the tutorials and incorporate feedback you have been given from your peers.

**SUBMIT YOUR FINAL PROJECT PEER FEEDBACK TO 5 STUDENTS AS ASSIGNED – 2.5%**

Submit your pre-grading feedback to your peers on their projects Nov 23rd, to the Final Project Peer Feedback For Improvement ([https://usflearn.instructure.com/courses/998225/assignments/3411531](https://usflearn.instructure.com/courses/998225/assignments/3411531)) discussion board.

Your feedback to your peers must include tips to improve each of the following 5 areas:

**Criteria for review:**
- Usability
- Does it work
- Look and Visual Appeal
- Did they comments and structure their code sufficiently that their code easy to read
- What is the Potential contribution of the website for the intended audience

They (and you) will then have until Dec 1st to implement your peers’ feedback for improvement.

**SUBMIT PEER GRADING ASSESSMENT - 2.5%**

Submit your evaluation for the 5 of your classmates final project websites that you were assigned.

You were initially assigned to give feedback for improvement for 5 on your peers’ final websites on the Final Project Peer Feedback For Improvement ([https://usflearn.instructure.com/courses/998225/discussion_topics/2473910](https://usflearn.instructure.com/courses/998225/discussion_topics/2473910)) by Nov 23rd, and for this assignment (due Dec 5th) you actually assess half of their final project grade. Pay particular attention to whether they implemented your feedback.

Your evaluations should include classmates name, URL of the website you are reviewing, a point assignment with project getting a potential of 30 total points based on your peers assessment of your website based on the following criteria:

- 6 points - Usability
- 6 points - Does it work
- 6 points - Look and Visual Appeal
- 6 points - Did they comments and structure their code sufficiently that their code easy to read
- 6 points - What is the Potential contribution of the website for the intended audience

You will receive 2.5% of your final grade for completing your peer reviews (1/2 % for each review completely as described above).

You will lose 1/2 % if you do not provide a total for each student you reviewed.

You will lose 1/2 % if your submitted review is hard to read (too small a font, ridiculous large font, irregular contrast, not well organized etc).

You will not be given points for any review that was not thoughtful and well explained).

**FINAL PROJECT GRADE: 5% FROM YOUR PEERS, AND 5% FROM THE INSTRUCTOR:**

Your final project is worth 10% of your final grade. Half of your grade is assessed by your peers, and half of your grade is assessed by the instructor according to the following criteria:

- Usability
- Does it work
- Look and Visual Appeal
- Did they comments and structure their code sufficiently that their code easy to read
- What is the Potential contribution of the website for the intended audience

The final webpage should reflect the sum total of all work you have put into your webpage. The website should have the look and feel of a real website that would provide a real value to its audience, and would be used by a real organization to represent itself. The website can be for your favorite non-profit, your own business, to help promote the USF CHTL department, or to promote other outside work that you do.

**Late Work**

Your instructor will not accept late work unless you have obtained prior permission. Be mindful of due dates, and turn in assignments accordingly.

**Incomplete Grade**
An Incomplete grade is reserved for those with good reason for having missed a small amount of work, and must be agreed by the student and instructor during the course as circumstances require. Otherwise, assignments not turned in will receive a zero grade and will be counted in the final grade accordingly. Please note that it is the student's responsibility to ensure that work is completed before the end of the following semester and the Incomplete changed to a regular grade. If this is not done before the end of the following semester, the Incomplete automatically becomes an F.

**Cheating/collaboration**

Unlike other development courses you have been in, collaboration and even code sharing is entirely encouraged. However, don't use other people's code unless you give them credit for the code they wrote, and you use their code legally.

Cheating is still not acceptable. If cheating has been discovered, at best a grade of zero will be earned for the assignment. In regards to the final project, colluding with your classmates for grades constitutes cheating and will result in zero points for the final project for each student involved.

**Attendance Policy**

This is an asynchronous class; however, it is imperative that students complete their assignments in a timely fashion including status reports and technical posts. Absenteeism is not an excuse for late work unless approval from your Instructor is obtained in advance.

The last day to drop a course with a grade of "W" is November 2. There will be no refund and no academic penalty.

**USFSM Policies**

A. **Academic Dishonesty**: The University considers any form of plagiarism or cheating on exams, projects, or papers to be unacceptable behavior. Please be sure to review the university’s policy in the catalog, [USFSM Undergraduate Catalog](http://www.sarasota.usf.edu/Academics/Catalogs/) or [USFSM Graduate Catalog](http://www.sarasota.usf.edu/Academics/Catalogs/), the USF System Academic Integrity of Students, and the [USF System Student Code of Conduct](http://www.sa.usf.edu/srr/page.asp?id=88).

B. **Academic Disruption**: The University does not tolerate behavior that disrupts the learning process. The policy for addressing academic disruption is included with Academic Honesty in the catalog: [USFSM Undergraduate Catalog](http://www.sarasota.usf.edu/Academics/Catalogs/) or [USFSM Graduate Catalog](http://www.sarasota.usf.edu/Academics/Catalogs/), USF System Academic Integrity of Students, and the [USF System Student Code of Conduct](http://www.sa.usf.edu/srr/page.asp?id=88).

C. **Contingency Plans**: In the event of an emergency, it may be necessary for USFSM to suspend normal operations. During this time, USFSM may opt to continue delivery of instruction through methods that include but are not limited to: CANVAS, Elluminate, Skype, and email messaging and/or an alternate schedule. It's the responsibility of the student to monitor CANVAS site for each class for course specific communication, and the main USFSM and College websites, emails, and [MoBu](http://www.mobull.usf.edu) messages for important general information. The USF hotline at 1 (800) 992-4231 is updated with pre-recorded information during an emergency. See the [Safety Preparedness Website](http://www.sarasota.usf.edu/facilities/SafetyPreparedness.php) for further information.

D. **Disabilities Accommodation**: Students are responsible for registering with the Office of Students with Disabilities Services (SDS) in order to receive academic accommodations. Reasonable notice must be given to the SDS office (typically 5 working days) for accommodations to be arranged. It is the responsibility of the student to provide each instructor with a copy of the official Memo of Accommodation. Contact Information: Disability Coordinator, 941-359-4714, disabilityservices@sar.usf.edu ; [http://www.usfsm.edu/students/disability](http://www.usfsm.edu/students/disability).

E. **Fire Alarm Instructions**: At the beginning of each semester please note the emergency exit maps posted in each classroom. These signs are marked with the primary evacuation route (red) and secondary evacuation route (orange) in case the building needs to be evacuated. See [Emergency Evacuation Procedures](http://www.sarasota.usf.edu/Facilities/documents/EAP_FAQ.pdf).

F. **Religious Observances**: USFSM recognizes the right of students and faculty to observe major religious holidays. Students who anticipate the necessity of being absent from class for a major religious observance must provide notice of the date(s) to the instructor, in writing, by the second week of classes. Instructors canceling class for a religious observance should have this stated in the syllabus with an appropriate alternative assignment.

G. **Web Portal Information**: Every newly enrolled USF student receives an official USF e-mail account. Students receive official USF correspondence and CANVAS course information via that address.

*Syllabus is subject to change with prior notice*

<table>
<thead>
<tr>
<th>Date</th>
<th>Details</th>
<th>due by</th>
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<tbody>
<tr>
<td>Sun Aug 31, 2014</td>
<td><a href="https://usflearn.instructure.com/courses/998225/assignments/3391902">HTML Default, Intro, Editors, and Basic</a></td>
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<td><a href="https://usflearn.instructure.com/courses/998225/assignments/3396255">HTML Elements, Attributes, Headings, and Paragraphs</a></td>
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<td>Wed Sep 3, 2014</td>
<td><a href="https://usflearn.instructure.com/courses/998225/assignments/3413555">Introduction</a></td>
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<tr>
<td>Date</td>
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<tr>
<td>Sat Nov 1, 2014</td>
<td><strong>COMPLETE THE FREE UDACITY COURSE: &quot;UX Design for Mobile Developers&quot;</strong></td>
<td>11:59pm</td>
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<td></td>
<td>(<a href="https://usflearn.instructure.com/courses/998225/assignments/3413510">https://usflearn.instructure.com/courses/998225/assignments/3413510</a>)</td>
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<td>Sun Nov 2, 2014</td>
<td><strong>CSS Link and List</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3399597">https://usflearn.instructure.com/courses/998225/assignments/3399597</a>)</td>
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<td><strong>CSS Tables</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3399699">https://usflearn.instructure.com/courses/998225/assignments/3399699</a>)</td>
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<td>Sun Nov 9, 2014</td>
<td><strong>CSS Outline and Margin</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3410659">https://usflearn.instructure.com/courses/998225/assignments/3410659</a>)</td>
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<td><strong>CSS: Box Models and Border</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3399733">https://usflearn.instructure.com/courses/998225/assignments/3399733</a>)</td>
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<td><strong>DesignTechnical Post</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3326425">https://usflearn.instructure.com/courses/998225/assignments/3326425</a>)</td>
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<td><strong>Submit Peer Grading Assessment</strong> (<a href="https://usflearn.instructure.com/courses/998225/assignments/3326444">https://usflearn.instructure.com/courses/998225/assignments/3326444</a>)</td>
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<td><strong>Udacity Mini-Course - UX Design for Mobile Developers</strong></td>
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<td>Sun Dec 7, 2014</td>
<td>CSS3 Gradients (<a href="https://usflearn.instructure.com/courses/998225/assignments/3411409">https://usflearn.instructure.com/courses/998225/assignments/3411409</a>)</td>
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<td>CSS3 Introduction, Borders, Backgrounds (<a href="https://usflearn.instructure.com/courses/998225/assignments/3411141">https://usflearn.instructure.com/courses/998225/assignments/3411141</a>)</td>
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<td>Extra Credit Opportunities (<a href="https://usflearn.instructure.com/courses/998225/assignments/3434154">https://usflearn.instructure.com/courses/998225/assignments/3434154</a>)</td>
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