



## EdTech 502 Syllabus

Fall 2011: August 22 – December 10

3 Credit Online Course

Boise State University, Department of Educational Technology

EDTECH Website: <http://edtech.boisestate.edu>

### Instructor Information

Linda Kaiser

Phone: (208) 739-8210

E-Mail: [lindakaiser@boisestate.edu](mailto:lindakaiser@boisestate.edu)

Location: Online

Office Hours: as needed; online, phone

Virtual meetings by appointment through GMail Voice and [Video Chat](#). (Works with BroncoMail)

### Instructor E-Mail Response Time

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I typically respond to e-mail twice per day Monday through Friday during the semester. Exceptions to this rule occur when there is a holiday, BSU break, or during other unavoidable situations that sometimes come up (e.g. MLK day, spring break, power failure, out of town presenting a paper, etc.). If you send an e-mail during the week you should typically have a reply within 24 hours unless it is late Friday or the weekend. I catch up on weekend e-mail on Mondays. If you have not received a reply to your e-mail within a reasonable period of time please send it again. Sometimes e-mail is captured by SPAM filters, is addressed incorrectly, or just simply does not make it through. Also, check your own e-mail filters that screen out junk mail. In the past, my replies to students have sometimes been filtered out and they did not receive them until they checked the junk e-mail box.

## Course Description

Locate, retrieve, and evaluate information found on the Internet. Design and produce instructional Web pages using a combination of software and HTML/XHTML/CSS code. Apply appropriate instructional strategies and models to the design of digital curriculum.

## Course Objectives

After completing this course the student will be able to

- create Web pages using HTML authoring system;
- develop Web pages using CSS templates;
- create a default page for a website;
- apply file management skills to maintain local and remote Web site files and folders;
- write HTML, XHTML, and CSS code correctly so that it validates under W3C standards;
- copy and paste code into a Web page;
- write CSS to position Web page content;
- write and apply an external CSS style sheet to multiple Web pages;
- write and apply alternative style sheets;
- create a navigation menu for multiple Web pages;
- create graphics in the appropriate format for Web pages;
- modify images using image editing software;
- insert images correctly into Web pages;
- create client-side image maps;
- apply appropriate design principles to create professional looking websites;
- create accessible Web pages for individuals with disabilities;
- adhere to rules of netiquette when corresponding with others on the Internet;
- identify and apply copyright and fair use guidelines for website development;
- use Internet search tools to locate high-quality instructional content;
- develop appropriate rules of netiquette for a specified group of learners;
- develop a page of hot links to essential information about Web accessibility;
- develop an Internet scavenger hunt learning activity that integrates Internet resources;
- develop a Jigsaw cooperative learning activity that integrates Internet resources;
- develop an online learning activity for mobile devices;
- develop a WebQuest learning activity that integrates Internet resources;
- develop a virtual field trip learning activity that integrates multimedia an Internet resources.

## Course Location and Login Information

This is an online course delivered via the Moodle course management system. The login page is located at: <http://edtech.mrooms.org>

Use your Boise State email address (include the "@u.boisestate.edu") and your 9-digit student ID to login to Moodle. Problems with user name or password not working should mail Dr. Schroeder at [bschroed@boisestate.edu](mailto:bschroed@boisestate.edu) for assistance.

If you have forgotten your password, click the link below the login box, "lost password?" and you will be able to reset it.

When you login to Moodle look for a link to EDTECH 502-417X The Internet for Educators (Spring 11). The first day of the semester is January 17, 2011.

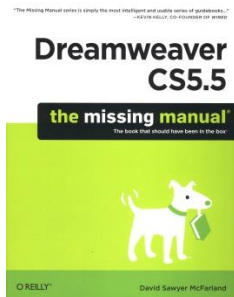
For more instructions on how to login to our Moodle community, update your profile, and enroll in a course, please watch [this short video](#).

## Course Materials

### Required Textbooks

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There are three required textbooks for this course.



#### **Dreamweaver CS5.5: The Missing Manual**

Author: David Sawyer McFarland

Date: 2010

Publisher: [Pogue Press, O'Reilly](#)

ISBN-10: 1-4493-8181-2

Companion Web Site: <http://www.sawmac.com/dwcs5/index.php>



#### **HTML, XHTML & CSS (Sixth Edition)**

**Visual QuickStart Guide**

Author: Elizabeth Castro

Date: 2007

Publisher: [Peachpit Press](#)

ISBN-10: 0321430840

Companion Web Site: <http://www.cookwood.com/html6ed/>



## **The Non-Designer's Web Book: An Easy Guide to Creating, Designing, and Posting Your Own Web Site (Third Edition)**

Authors: Robin Williams & John Tollett

Date: 2006

Publisher: [Peachpit Press](#)

ISBN-10: 0321303377

Please order your books immediately if you have not already done so. Here are two suggested vendors who can take your order online and send your books through the mail. If it turns out that one vendor cannot get books to you in a timely manner please cancel your order and look for another vendor.

- [Boise State University Bookstore](#)
- [Amazon.com](#)

## **Required Software**

### **Adobe CS5 Web Premium Suite**

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Adobe makes several CS suites. We use Adobe CS5.5 Web Premium in the EDTECH program. This suite includes includes Illustrator CS5.5, Photoshop CS5.5 Extended, Acrobat 9 Pro, Flash CS5.5, Dreamweaver CS5.5, Fireworks CS5.5, and Contribute CS5.5. In EDTECH 502 we will use Dreamweaver CS5.5, Fireworks CS5.5 and Device Central. Please install all of these when you install the CS5.5 suite. Alternatively, you will also do fine with earlier versions such as CS4 or CS5.

Students are eligible for an academic discount on Adobe software. Software may be obtained at either of the following places:

- [BSU Bookstore](#) (Click the Software link under Technology)
- [Academic Superstore](#)

### **System Requirements for Adobe CS5.5**

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Please check your computer to make sure that it will run the Adobe CS5.5 software: [Click on this link to run the check.](#)

## Additional Software

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- Antivirus Software: It is critical to have up to date antivirus software installed and running on your computer.
- Free Software:
  - [Popup Blocker](#): This is highly recommended. Google has one built into their free toolbar if you want to try it.
  - [Adobe Reader](#)
  - [Flash Player](#)
  - [QuickTime Player](#)
  - [Firefox Web Browser](#)
  - [FireFTP](#) (Firefox add on)
  - [Fangs Screen Reader Emulator](#) (Firefox add on)

## Additional Technical Requirements

### Internet Connection and FTP Capability

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Of course, an up to date computer with an Internet connection is required to participate in this online course. If you have a high speed connection it is preferable to dial-up access. If you only have dial-up access you can still get by, but patience is a virtue when waiting for files to download.

We will be creating a series of Web pages over the semester and it will be necessary to FTP files to a Web server here at Boise State University. Dreamweaver uploads and downloads files through FTP (File Transfer Protocol). If you plan to work from a school or business location, it may be necessary to request help from your network administrator. Sometimes FTP is blocked. Please be prepared for this possibility so that you can either get help or find a different place to do your assignments.

### Alternative Website Space

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Typically, we provide website space for students on the EDTECH2 server. However, sometimes things go wrong with the server or students are unable to FTP to it. This has sometimes been an issue for students who are outside of the United States. Please be prepared to obtain alternative website space if necessary. You may already have this as part of the Internet Service Provider subscription you are using. Free or inexpensive website hosting is also quite easy to find.

## Assignment Policy and Grading Scale

### Assignment Information

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Detailed information about assignments and how to complete them will be posted in Moodle as we progress through the semester. After opening the course site click the Assignments link in the left hand navigation panel to access this information. The course schedule has been set up so that new assignments will be posted on Wednesdays. Due dates are always set for Tuesdays. Please check at least twice per week to read announcements since these can be posted at any time. Also, check your [BSU BroncoMail](#) at least once per week for course related correspondence. The default email address in Moodle is your BSU email address. Use this link for help using your [BroncoMail account](#) .

List of Assignments and Point Values		
	Assignments	Points
1	Self-introduction	25
2	XHTML 502.html page	50
3	External CSS page for 502.html	50
4	Netiquette page	75
5	Web accessibility hot links page	75
6	Copyright scavenger hunt	75
7	Interactive concept map	75
8	Jigsaw activity	75
9	m-learning activity (mobile learning)	75
10	Edtech home page: default.html	75
11	Virtual field trip	150
12	WebQuest	150
13	Participation in online discussions	50
	<b>Total Points</b>	<b>1,000</b>

## Standards

The assignments in this course have been aligned to the AECT-NCATE [Standards for the Accreditation of School Media Specialist and Educational Technology Programs](#).

Assignments Mapped to Standards	
Assignment(s)	Associated AECT-NCATE Standards
4, 5, 6, 7, 8, 9, 11,12	1.1.2.b Create instructional plans (micro-level design) that address the needs of all learners, including appropriate accommodations for learners with special needs.
8	1.1.2.c Integrate information literacy skills into classroom and media center instruction.
4, 5, 6, 7, 8, 9, 11,12	1.1.2.d Incorporate contemporary instructional technology processes in the development of interactive lessons that promote student learning.
1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11,12	1.1.3.b Demonstrate personal skill development with at least one: computer authoring application, video tool, or electronic communication application.
4, 5, 6, 7, 8, 9, 11,12	1.3.b Identify at least one instructional model and demonstrate appropriate contextualized application within practice and field experiences.
4, 5, 6, 7, 8, 9, 11,12	1.4.b Describe and/or document specific learner characteristics which influence the selection of instructional strategies.
1, 2, 3, 4, 5, 6, 7, 8, 9, 10,11,12	2.3.2 Design, produce, and use digital information with computer-based technologies.
4, 5, 6, 7, 8, 9, 11,12	2.4.1 Use authoring tools to create effective hypermedia/multimedia instructional materials or products.
4, 5, 6, 7, 8, 9, 11,12	2.4.2 Develop and prepare instructional materials and products for various distance education delivery technologies.
4, 5, 6, 7, 8, 9, 11,12	2.4.4 Use telecommunications tools such as electronic mail and browsing tools for the World Wide Web to develop instructional and professional products.
2, 3, 4, 5, 6, 7, 8, 9, 10, 11,12	2.4.5 Develop effective Web pages with appropriate links using various technological tools.
6	3.4.3 Identify and apply copyright and fair use guidelines within practice.
6	3.4.5 Identify policies and regulations which apply to the utilization, application, and integration of distance delivery technologies.

Final grades are based on the following scale.

Final Grade Scale	
Grade	Points Required
A+	970 - 1,000
A	940 - 969
A-	900 - 939
B+	870 - 899
B	840 - 869
B-	800 - 839
C+	770 - 799
C	740 - 769
C-	700 - 739
D+	670 - 699
D	640 - 669
D-	600 - 639
F	0 - 599

### **Advanced Copies of Assignments**

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Please understand that I am continually updating and revising my course materials. Therefore, it is not feasible for me to provide advanced copies of assignments. Full assignment details will only become available at the beginning of each new assignment week (Mondays). Assignments are posted at least one week prior to the due date.

An outline of topics and readings is available in the course schedule if you would like to read ahead.

### **Submitting Assignments**

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Web page projects: Most of the assignments for EDTECH 502 are Web pages that are submitted by posting them on the discussion forums.

Discussions: Participation in class discussions is accomplished by posting in the Discussions forums in Moodle.

## **Grading Cycle**

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All assignments are graded together as a group to maintain a higher level of consistency. Grading begins on the first day after a due date and is completed before the next due date. You may track your progress through Grades in Moodle. All of the assignments are listed in Grades and points will be added as we progress through the semester. Announcements will be posted when assignments have been graded.

## **Late Work**

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**Due Dates:** Please note that all assignment due dates fall on Mondays. Assignments must be submitted by midnight Mountain time on scheduled due dates. For time zone information please visit the [World Clock Web site](#).

**Your Responsibility with Late Work:** If you will be late for any reason please e-mail the instructor at [lindakaiser@boisestate.edu](mailto:lindakaiser@boisestate.edu) on or before the scheduled due date. When the assignment is completed you must send a follow-up email to let the instructor know it is ready to grade. If you communicate regularly and in a timely fashion you may not lose any points. Failure to notify the instructor could lead to a grade of zero. Work submitted later than one week past the due date will result in loss of points.

**Please Avoid End of Course Late Work:** Please note that we work under University deadlines for submitting grades at the end of the semester. If you have an assignment that is late at the end of the semester there is a chance that it might not be in on time to make the deadline. In this situation, I have no choice but to grade whatever I have at that time and submit grades regardless of the late policy above. Please try to avoid this situation.

**Plan Your Time:** It is a good idea to schedule specific times to work on your assignments each week and keep the appointment with yourself. A three credit graduate course requires about 9 to 12 hours per week of work (This doubles during compressed summer sessions.) It is in your best interest to start early on each assignment to give yourself time to fix technical problems or get help before the due date passes.

## **Technical Difficulties**

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On occasion, you may experience problems accessing Moodle or class files located within Moodle, Internet service connection problems, and/or other computer related problems. Do make the instructor aware if a technical problem prevents you from completing coursework. If a problem occurs on our end, such as Moodle or EDTECH2 server failure, then an automatic due date extension is granted.

## Reasonable Accommodations

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Any student who feels s/he may need accommodations based on the impact of a disability should contact me privately to discuss your specific needs. You will also need to contact the [Disability Resource Center](#) at 208-426-1583 located in the Administration Building, room 114 to meet with a specialist and coordinate reasonable accommodations for any documented disability.

## Academic Honesty

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It is expected that students in this class will create original works for each assignment. We will follow the [BSU Student Code of Conduct](#) and also observe [U.S. copyright laws](#) in this course. Several great links to copyright information are available on the [BSU Academic Technologies site](#).

Please adhere to the following guidelines:

- Please do your own original work for each project. Projects that were created for other classes may not be submitted for credit in this course. Each project may only be submitted for credit one time by the person who created it. The BSU Student Code of Conduct states: "Academic dishonesty also includes submitting substantial portions of the same academic course work to more than one course for credit without prior permission of the instructor(s)."
- All projects and other assignments should be composed in original text that is written by the student who is submitting it. The exception to this is the use of small amounts of quoted material that is properly cited. Copying and pasting from other Web sites or projects (including the instructor's examples) is not permitted.
- The practice of copying code from the instructor examples is strongly discouraged. It is best to write your own HTML/XHTML/CSS. The work you submit should be clearly unique and different from the instructor example code.
- Images or other media used in projects should be original, used with permission of the owner, or come from the public domain. Please check terms of use on sites containing these items. If in doubt, don't use it.
- Please cite the source for materials that are obtained for your projects unless they are created by you. If permission is granted for use of copyrighted materials please post a statement explaining that near those materials.

In the event of academic dishonesty a complaint is filed with the BSU Student Conduct Office with supporting documentation. This complaint remains on file and actions may be taken against the student (e.g., loss or credit, grade reduction, expulsion, etc.).

## Course Schedule

Detailed assignment information is posted in Moodle on Mondays and due dates are on Mondays. The instructor reserves the right to make minor changes to the schedule as needed.

The reading assignments for the semester are listed in the course schedule below using abbreviations for each book title. Please note that a dash denotes a series of pages (e.g. 21-37 means to read pages 21 through 37.) In some cases single pages are listed (e.g. 130 means to read page 130.) Pages that serve as additional reference that you should at least skim through are listed using the word "skim."

- DWCS5 = Dreamweaver CS5.5 Missing Manual
- HTML = HTML, XHTML, CSS, Visual QuickStart Guide
- NDWeb = Non-Designer's Web Book

Course Schedule				
Week	Start Date	Topics and Major Assignments	Reading List	Due Date
1	Aug 22	Introduction to the Course <ul style="list-style-type: none"> <li>• Self-introduction</li> </ul>	<a href="#">Syllabus</a> NDWeb: 15-30, 113-132, 155-161	Aug 29
2	Aug 29	Dreamweaver CS5.5 Guided Tour, HTML, and XHTML <ul style="list-style-type: none"> <li>• Create plain 502.html page</li> <li>• Discussions</li> </ul>	DWCS5: 21-67, 713-741, skim 433-472 HTML: 55-68, skim 399-408, skim 419-429	Sept 5
3	Sept 5	Getting Started with CSS in Dreamweaver <ul style="list-style-type: none"> <li>• Create external CSS style sheet for 502.html page</li> <li>• Discussions</li> </ul>	DWCS5: 113 -133 HTML: 119-129, 137-140, skim 409-416	Sept 12
4	Sept 12	Typography on the Web <ul style="list-style-type: none"> <li>• Create netiquette page</li> <li>• Discussions</li> </ul>	DWCS5: 134-163 HTML: 151-168, 174-177, 181-182, 184-185 NDWeb: 245-255	Sept 19

<b>5</b>	<b>Sept 19</b>	Accessibility on the Web <ul style="list-style-type: none"> <li>• Create accessibility hot links page</li> </ul>	DWCS5: 167-216 HTML: 103-108, 146	<b>Sept 26</b>
<b>6</b>	<b>Sept 26</b>	Copyright and Fair Use <ul style="list-style-type: none"> <li>• Create copyright scavenger hunt</li> <li>• Discussions</li> </ul>	DWCS5: 102-110 HTML: 215-225	<b>Oct 3</b>
<b>7</b>	<b>Oct 3</b>	Images for Web Pages <ul style="list-style-type: none"> <li>• Create interactive concept map</li> <li>• Discussions</li> </ul>	DWCS5: 221-224, 233-237, 255-257 HTML: 81-102 NDWeb: 167-183, 185-198	<b>Oct 10</b>
<b>8</b>	<b>Oct 10</b>	Creating Tables for Web Pages <ul style="list-style-type: none"> <li>• Develop Jigsaw activity</li> <li>• Discussions</li> </ul>	DWCS5: 273-298 HTML: 227-252	<b>Oct 17</b>
<b>9</b>	<b>Oct 17</b>	Web Pages for Mobile Devices <ul style="list-style-type: none"> <li>• Create m-learning activity</li> <li>• Discussions</li> </ul>	HTML: 199-214	<b>Oct 24</b>
<b>10/11</b>	<b>Oct 24</b>	Working with CSS Templates <ul style="list-style-type: none"> <li>• Create default.html page</li> <li>• Discussions</li> </ul>	DWCS5: 347-385 HTML: 169-185, 141, 148	<b>Nov 7</b>
<b>12/13</b>	<b>Nov 7</b>	Virtual Field Trip (2 weeks) <ul style="list-style-type: none"> <li>• Create virtual field trip</li> <li>• Discussions</li> </ul>	Online research for your project HTML: 281-310 NDWeb: 142-143, 145-152	<b>Nov 21</b>
<b>14/15</b>	<b>Nov 21</b>	WebQuest (2 weeks) <ul style="list-style-type: none"> <li>• Create WebQuest</li> </ul>	Online research for your project	<b>Dec 5</b>

		<ul style="list-style-type: none"> <li>Discussions</li> </ul>	
16	Dec 5	End of course Last day to submit discussion posts May 9	Dec 10

Please refer to the [BSU Academic Calendar](#) for University dates and deadlines.

## Conceptual Framework

### College of Education - The Professional Educator

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Boise State University strives to develop knowledgeable educators who integrate complex roles and dispositions in the service of diverse communities of learners. Believing that all children, adolescents, and adults can learn, educators dedicate themselves to supporting that learning. Using effective approaches that promote high levels of student achievement, educators create environments that prepare learners to be citizens who contribute to a complex world. Educators serve learners as reflective practitioners, scholars and artists, problem solvers, and partners.

### Department of Educational Technology Mission

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The Department of Educational Technology supports the study and practice of facilitating and improving learning of a diverse population by creating, using, managing, and evaluating appropriate technological processes and resources. Believing technology is a tool that enhances and expands the educational environment, we promote the use of current and emergent technologies for teaching and learning in a dynamic global society. Educational technologists are leaders and innovators, serving in institutions of higher education, public or private school settings, federal, state, or local educational agencies, and educational organizations in the private sector.

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