ARCH 498  
WEB WEAVING  
3 Credits  
Prerequisite: Computer literacy (Arch 370 or permission)

Instructor  
Brian Johnson

Course Description  
A project-based exploration of media, technologies, limitations and opportunities for effective use of the Internet and World wide web as part of a personal or professional endeavor. Through progressively more complex sets of issues, students learn what makes the web work, and are encouraged to consider specific professional and academic communications scenarios and how best to use these technologies to support them.

Course Objectives  
This course is designed to achieve three main goals:

- To teach the student the underlying technologies and principles and design guidelines of Internet and web-based applications, including beginning through advanced HTML, issues of image encoding and storage, Javascript, Cookies, Cascading style sheets, the processes of CGIs and forms, and various web-capable media (images, VRML, animations, and Object and Pano movies).
- To encourage the student to examine and consider issues of appropriate web design for navigation, maintainability, and accessibility.
- To facilitate the development of student skills for use in subsequent classes and quarters, enabling the student to make use of these media with skill, confidence, and judgement.

Course Requirements  
Completion of assigned exercises and associated readings.  
Attendance in class.

Course Evaluation  
Exercises.  100%

Required Texts  
Exercise handouts constitute an initial reading packet.  
Numerous web-based information resources are also introduced.

Recommended Readings  
"Beginners Guide to HTML" (UIUC Supercomputer Center)