
IITP 460: Web Industry Application Project

- Course Details:** Web Industry Application Project
<http://webdev.usc.edu/itp460>
Spring 2004
Course 37429/37430
4 Units
- Lecture:** *Mondays from 2 – 4:30 p.m. in KAP267*
- Instructor:** **Patrick Dent**
HED 114 (Chem
Engineering building,
east/southeast of Olin Hall)
dent@usc.edu
(213) 821-1400
- Office Hours:** Mondays, 1:00 - 2:00 p.m.
Tuesdays, 3:30 - 5:00 p.m.
Thursdays, 3:30 - 5:00 p.m.
(Please make appointment when possible)
- TA/Grader:** TBA
- Description:** This course is intended to give experienced Web programmers and developers practical industry theory, skills and experience. Students will be taught important development theory including: methodologies and frameworks; project planning and resource management; project roles and collaboration; information architecture; applied database design and implementation; user interface design and testing; quality assurance, testing and debugging including documentation, and migration and updating projects. Students will work in teams through assigned roles on semester-long Web projects, which they will develop from planning to site launch.

Theory and Skills: Web-based implementation of RUP methodology, adapting programming frameworks such as MVC, creating a planning document and production schedule in MS Project, using Visual SourceSafe, Q/A process and documentation.

Prerequisites: Basic Web development course such as ITP204/ITP413 or equivalent experience, and skills in an advanced area such as database development (like ITP300), server-side scripting (such as ITP404), or equivalent advanced development skills.

Requirements: Students are expected to:

- Attend and participate in lecture discussions and critiques
- Complete assigned projects and papers
- Manage and fully participate in semester-long group projects
- Attend industry tours and outings

Students are responsible for completing assignments and projects by stated deadlines.

Academic Integrity: Student should be aware of the universities policies regarding student conduct, and in particular issues related to academic integrity:
<http://www.usc.edu/dept/publications/SCAMPUS/governance/gov03.html>
<http://www.usc.edu/dept/publications/SCAMPUS/governance/gov05.html>

Grading: Grading will be based on lecture attendance and participation, completed assignments and projects, and evaluation of both individual and group components of projects.

Final grades will be determined as follows:

<i>Class Participation, Attendance, Exercises:</i>	15%
<i>Assignments and Papers:</i>	25%
<i>Milestones/Builds:</i>	30%
<i>Final Site:</i>	30%

Assignments: It is the responsibility of the student to make sure projects and assignment are turned in on time. Make sure you follow the procedures outlined in each assignment or project.

Texts: *Information Architecture: Blueprints for the Web*, Christina Wodtke, *New Riders*, 2003.

Real Web Project Management, Shelford and Remillard, *Addison-Wesley*, 2003.

Course Overview:

(Schedule is Tentative and subject to change)

Week 1	Jan 10	Course introduction and overview. Fundamentals of project management and roles. Resources and components of Web projects.
	<i>Jan 17</i>	<i>University Holiday</i>
Week 2	Jan 24	Project definition and scope. Client interaction. Core project documents such as creative briefs and production schedules and planning documents. Client Meetings (1/26)
Week 3	Jan 31	Initial Designs and Graphic Comps Evaluating Web technologies. Designing information architecture. Project Planning and Documentation Creative Brief Due (1/31)
Week 4	Feb 07	User Interface design. IA con't. Technology requirements and resources. Rapid Application Development. Planning Document Due (2/07) Tech Requirements Due (2/07)
Week 5	Feb 14	Development environment, safeguards, exchanging assets and “good practices” (such as VSS). Programming Framework. Technical Build.
	<i>Feb 21</i>	<i>University Holiday</i>
Week 06	Feb 28	Programming Methodologies. Milestone 1A: Graphic Comps / Wireframe Build Due (2/28) Milestone 1B: Database due (2/28)
Week 07	Mar 07	TBA
	<i>Mar 14</i>	<i>University Holiday (Spring Recess)</i>
Week 08	Mar 21	Site security framework.

Week 09	Mar 28	Proper Quality Assurance procedures. Testing, debugging, and documentation. Milestone 2: Technical Build due (3/22)
Week 10	Apr 04	User Testing.
Week 11	Apr 11	TBA
Week 12	Apr 18	Migration and deployment. "Launching a site." Site marketing and advertisement. Milestone 3: Q/A Documentation (4/12)
	Apr 22	FINAL Build on server by 6 p.m.
Week 13	Apr 25	Updates, patches and other post-launch issues. Project Deployment Document Due (4/29) Marketing Document Due (4/29)
	May 9	Presentations of Projects to Clients