

Quick Facts

What does this course offer?

Web Applications have changed quite a bit since the internet became publically available and will probably continue to evolve. This course will teach you 'modern' web development, but more importantly set you up with skills that transcend the moment. Developing user interfaces is an art an science that spans many technologies and deals with the ways that people think and learn.

Success in this class looks different than many others. You will need to learn new ideas and skills, but real success comes in applying those skills in creative ways. The best path to this is your deliberate practice within a variety of skills. You must become resilient to failure and always seek to learn from your mistakes. Programmers make and fix mistakes all day long to claw towards useful solutions. More than anything, if you can build this mindset – learning through failure rather than avoiding it – you will be well-positioned to be a potent computing professional.

Where do I find more details?

D2L will host the majority of course information, including assignments, grades, and content. You should quickly and frequently engage with the online resources in D2L since our time together will focus on practice exercises and working with others, an idea known as a *flipped classroom*. You should read from the book, watch course videos, and start programming **before** coming to each class or lab as that time is not a 'lecture' to share information but a place to tackle the questions that arise as you work on code.

We will use Discord as a place to gather and share information in class. Discord allows for both text and voice chat and will let us work collaboratively in either a synchronous or asynchronous format. We are scheduled to meet once a week, but this class will likely have

you practicing and working with others several times a week.

Tuesday 5:45-9 PM CST

How will I be graded?

You get to choose the grade you seek and the work to accumulate the points needed to earn that grade. I have no tests, and most assignments can be resubmitted until correct (even quizzes). You will complete various tasks until you master their content and master the growing skills in becoming a programmer. Points are not awarded based on the percentage correct, rather by demonstrating competence in each assignment's required skills. If you make a mistake, I expect you to correct it and resubmit the work until it is 'perfect'.

You will also complete many tasks to practice professional communications. Each week you earn points by completing a status report, and throughout the term, you must maintain a Course Plan indicating your progress and goals. The only hard deadlines in this course are professional communication tasks that require timeliness. Most of your work is 'due' at the start of finals week, and you have the flexibility to complete work around your schedule and learning needs. Flexibility comes with the responsibility to get it done that falls on you. Personal accountability is a cornerstone of professional behavior, and your Course Plan provides a reminder of your goals and illustrates your progress.

Learning aids

This class will use two books, both of which should be available online through the library. To better understand user interfaces we will use the book "Designed for Use" by Lukas Mathis.

<https://learning.oreilly.com/library/view/design-ed-for-use/9781680501902/>

There are many books on Angular, and while the chosen text may not be the absolute best, it hopefully is freely accessible – “Learning Angular – Third Edition” by Aristeidis Bampakos and Pablo Deeleman. You are welcome to supplement this with any other book or online resource as well.

<https://learning.oreilly.com/library/view/learning-angular-/9781839210662/>

My Philosophy of Learning

My research investigates how people think and learn, and as such, I try to embody these ideas in my classes. I believe that given the right circumstance and enough time, anyone can learn. My teaching and grading approach may seem very different from your past experiences. Everything I do focus on you improving based on feedback. There is little ‘partial credit,’ but you can revisit nearly every assignment until you ‘get it right’.

One of the most important things I can do as a teacher is to train you to learn independently, particularly in technical topics. Successful professionals take ownership of their learning and use others as resources more than as guides. My classes offer you agency in the speed and depth at which you tackle the content, at least within the term’s timeframe. You will not lose points because you need or want to take more time to understand a topic. I believe that given time and resources, anyone can learn even complex materials and seek to give you as much time and help as possible.

Competence versus Professionalism

Your first goal when taking a class is probably to learn that subject, and thus I first seek to make you competent in the concepts and skills of this course. You will earn a large portion of your grade by demonstrating competency, but all. Your competence and professional conduct

determine your value in the workplace. Talented employees often are forgiven certain liberties, but everyone must communicate and plan effectively.

You will submit a weekly status report and regular updates to your course plan. **These activities have strict due dates that are not flexible.** *You cannot make up for a missed status professionalism task.* If you miss a professional task, you can only make up for the missed points by completing additional programming tasks, but don’t worry, there are plenty. Your final grade will reflect your demonstrated knowledge and skills, but your path is made easier by demonstrating professional conduct.

Attendance

You are not required to attend any individual sessions, but you should attend every lab and class session you can. D2L provides details on all of the class content, including recordings of each class (assuming no technical errors), but attending synchronous sessions will give you the benefits of collaboration. Much of our shared sessions will be dedicated to working times with peers to complete assignments and further enrich your knowledge through additional activities. Whether you attend sessions in a given week or not, I expect a status report by Sunday Evening (no later!). Missing status reports eliminate a marvelous opportunity to let me know your needs for the upcoming week and earn ‘easy’ points.

Unlimited Resubmissions

Failure is always an option but is only complete if you fail to correct your mistakes. While every teacher hopes their students all score perfectly (it makes grading much easier), it is not realistic. Challenging materials often require multiple attempts to learn what is needed. Plus, when the correct answer is “all that matters,” we too easily forget that our real goal is learning, not

completing assignments. Assignments in this class are a learning pathway, not the goal. Your learning the skills required to complete the task is more important than submitting the correct answer on an arbitrary timeline.

You are not only allowed but expected to fix any mistakes and resubmit your work. To better learn from each assignment, each submission to GradeScope requires a 'Cover Sheet'. The Cover Sheet asks you to reflect on what you have learned and gives the grader insights into your submission. GradeScope will require you to update your cover sheet each day and to answer in some level of depth before grading, so spend the time before submitting to fill out your cover sheet properly.

Interview As Assessment

Instead of testing your learning through tests, I require at least two face-to-face interviews during the term. During each 15-minute session, we will discuss your work and progress while practicing the vital skill of technical interviewing. The only way to prepare for these interviews is to complete the assigned work and submit detailed Cover Sheets. If you do the work, report your progress honestly, and reflect on stories about the challenges and opportunities you meet in this class, the interviews will be easy. The only way to fail the interview is if you are unable to convince me that you completed the work you turned in through the term. Failing the interviews can have dire consequences, including failing the entire class, so I suggest taking the opportunity to complete and submit your work with honesty and integrity.

Academic Honesty

Given my philosophy and approach, I hope there is little reason to 'cheat' since learning this invaluable material is the best way to succeed in the course and for your career. I believe that everyone wants to learn from each course and

will do so given a chance. Sometimes, though, life tempts us towards shortcuts. I implore you not to do this. You have my permission to work alongside others so long as you turn in your own original work and list your study partners on each submission's Cover Sheet. Submitting work merely for a grade does neither of us any good as you will not learn, and the odds are I will notice during the interview. Employers care about what you can do, not your GPA. Tackling the work prepares you for the workplace and earns points, no matter how many tries it takes you or how you seek help in learning.

Academic honesty is not just about being caught plagiarizing. At any point, if I feel your submissions do not align with your abilities, I might ask you to demonstrate your competence. If unable to demonstrate competency, you must repeat the work at a minimum, but severe breaches of trust will escalate to the appropriate University channels. I hope never to exercise my academic honesty clause, but I will, with the knowledge that I have given you every opportunity to learn on your own and not require shortcuts to earn a grade.

Classroom Management and Policies

My policies seek give choices in how and when you complete coursework while maintaining high expectations for building the skills vital to your success in school and beyond. That being said, I have probably not considered all possible ramifications that times such as these bring.

Safety and Respect

One non-negotiable request is that you respect the policies, statutes, laws, rules, or edicts that any recognized authority adds to the classroom or virtual environment. Any breaches of these will be reported to the school as appropriate and may lead to your removal from the class if not other University ramifications.