



# Course Outline

## CIW: Web Design Specialist



Lesson



Practice test



Live-Lab

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Here's what you get

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## 1. Course Objective

Gain hands-on expertise in the CIW Web Design Specialist certification exam with CIW Web Design Specialist course. CIW Web Design Specialist cert guide provides complete coverage of the 1D0-520 exam objectives and provides knowledge and skills in the domains such as site development essentials; web design elements; basic and advanced web technologies; website development process; website accessibility and usability; navigation concepts, and many more. The cert guide is best suited for the professionals willing to start a career in the field of web designing.

## 2. Pre-Assessment

Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

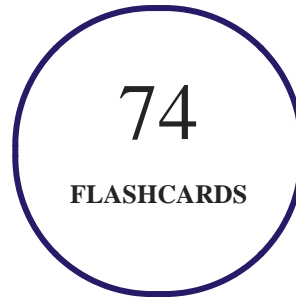
## 3. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.

989  
QUIZZES

## 4. Flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



## 5. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.



## 6. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

## 7. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

## 8. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assignments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

## 9. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 5 years:

- 2014

1. Best Postsecondary Learning Solution

• **2015**

1. Best Education Solution
2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

• **2016**

1. Best Virtual Learning Solution
2. Best Education Cloud-based Solution
3. Best College and Career Readiness Solution
4. Best Corporate / Workforce Learning Solution
5. Best Postsecondary Learning Content Solution
6. Best Postsecondary LMS or Learning Platform
7. Best Learning Relationship Management Solution

• **2017**

1. Best Overall Education Solution
2. Best Student Assessment Solution
3. Best Corporate/Workforce Learning Solution
4. Best Higher Education LMS or Learning Platform

• **2018**

1. Best Higher Education LMS or Learning Platform
2. Best Instructional Solution in Other Curriculum Areas
3. Best Learning Relationship Management Solution



## 10. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

### Syllabus

#### Chapter 1: Overview of Web Design Concepts

- Web Technology
- The Nature of the Web
- Web Design Concepts
- New Technologies
- Evaluating Your XHTML Skills
- Lesson Summary
- Optional Lab

#### Chapter 2: Web Development Teams

- Web Teams and Tasks
- Web Project Management
- Web Project Collaboration
- Your Web Design Portfolio
- Your Web Design Business
- Lesson Summary
- Optional Lab

### Chapter 3: Web Project Management Fundamentals

- Web Project Management Phases
- Project Documentation and Communication
- Lesson Summary
- Optional Lab

### Chapter 4: Web Site Development Process

- Bottom-Up Approach to Web Development
- Understanding the Business Process

- Defining a Web Site Vision
- From Vision to Strategy
- Web Site Specifications
- The Metaphor
- Mystery Meat Navigation
- The Mindmapping Process
- Creating a Web Site Wireframe
- Creating a Web Page Wireframe
- Lesson Summary
- Optional Lab

## Chapter 5: Web Page Layout and Elements

- Web Users and Site Design
- Effective Web Page Layout
- Branding and the Web
- Color and Web Design
- Fonts and Web Design
- Lesson Summary

- Optional Lab

## Chapter 6: Web Site Usability and Accessibility

- Audience Usability and Accessibility
- Defining Usability
- Web Site Usability Testing
- Web Page Accessibility
- Lesson Summary
- Optional lab

## Chapter 7: Browsers

- Browsers and Navigation
- Browsers and Design Considerations
- Browser Adoption
- Major, Minor and Alternative Browsers
- Creating Aliases with TinyURL
- Utilizing CAPTCHA
- Lesson Summary

- Optional lab

## Chapter 8: Navigation Concepts

- Why Is Navigation Critical?
- Primary and Secondary Navigation
- Navigation Hierarchy
- Site Structure, URLs and File Names
- Familiar Navigation Conventions
- Guided Navigation
- Navigation Action Plan
- Lesson Summary
- Optional lab

## Chapter 9: Web Graphics

- Web Site Images
- Digital Imaging Concepts
- Raster vs. Vector Graphics
- Graphics Applications

- Image File Formats
- Creating and Optimizing Images
- Essential Graphic Design Concepts
- Lesson Summary
- Optional lab

## Chapter 10: Multimedia and the Web

- Multimedia and Web Sites
- Current Multimedia Capabilities
- Animation and the Web
- Audio and the Web
- Video and the Web
- Goals of a Multimedia Site
- Multimedia Site Design Basics
- User Interaction
- Selecting Multimedia Elements
- Lesson Summary

- Optional lab

## Chapter 11: Ethical and Legal Issues in Web Development

- Ethics and Law in Web Development
- Ethical Issues and the Web
- Legal Issues and the Web
- Lesson Summary
- Optional Lab

## Chapter 12: HTML and the Evolution of Markup

- Function of Markup Languages
- SGML: A Short History
- What Is HTML?
- HTML Goals
- The HTML Standard
- HTML 1.0 and 2.0
- HTML 3.0 and 3.2
- HTML 4.0 and 4.01

- Separating Format from Structure in HTML
- Extensible HTML (XHTML)
- Reference Sites for Web Developers
- Lesson Summary
- Optional lab

### Chapter 13: XML and XHTML

- What Is XML?
- XML Goals
- What Is an XML Document?
- Rules for Well-Formed XML
- HTML Transition to XML
- What Is XHTML?
- Applying a Single Standard Consistently
- Lesson Summary
- Optional Lab

### Chapter 14: Web Page Structure — Tables and Framesets



- Creating Structure with X/HTML Tables
- Diagramming a Basic X/HTML Table
- Borderless Web Page Structure
- X/HTML Frames and Framesets
- The X/HTML <frameset> Tag
- The X/HTML <frame> Tag
- Targeting Hyperlinks in X/HTML
- The X/HTML <noframes> Tag
- Lesson Summary
- Optional lab

## Chapter 15: Cascading Style Sheets

- Style Sheets
- Cascading Style Sheets
- Defining and Using Styles
- Changeable Style Attributes
- Style Guides
- Changes from CSS1 to CSS2

- Page Layout with CSS
- The CSS Box Model
- Document Flow and Positioning
- CSS Positioning Schemes
- Lesson Summary
- Optional Lab

## Chapter 16: Site Content and Metadata

- Written Web Site Content
- Internet Marketing and Search Engine Optimization (SEO)
- Metadata
- The <meta> Tag and Document Identification
- The <meta> Tag and Search Engines
- The <meta> Tag and Delayed File Change
- Lesson Summary
- Optional lab

## Chapter 17: Site Development with Microsoft Expression Web 4 — Introduction

- The Transition from FrontPage
- Microsoft Expression Web 4
- Expression Web Views
- Expression Web Menus and Toolbars
- Opening Web Sites and Files in Expression Web
- Developing W3C-Compliant Code with Expression Web
- Lesson Summary

## Chapter 18: Site Development with Expression Web 4 — Basic Features

- Page Layout Options in Expression Web
- Creating a New Web Site Using Expression Web
- Page Layout with CSS
- Inserting Images with Expression Web
- Creating Hyperlinks with Expression Web
- Creating Image Maps with Expression Web
- Creating Navigation Bars Using CSS
- Expression Web's Dynamic Web Templates

- Pasting Formatted Text with Expression Web
- Pasting X/HTML content with Expression Web
- Lesson Summary
- Optional lab

## Chapter 19: Site Development with Expression Web 4 — Advanced Features

- Expression Web Styles
- Adding Interactivity to Web Pages
- Creating Web Forms with Expression Web
- Connecting to Databases
- Expression Web Reports
- Options for Replacing Old Webbots
- Lesson Summary
- Optional Lab

## Chapter 20: Site Development with Adobe Dreamweaver CS6 — Introduction

- Adobe Dreamweaver CS6
- Dreamweaver Layout Options

- Lesson Summary
- Optional lab

## Chapter 21: Site Development with Dreamweaver CS6 — Basic Features

- Page Layout in Dreamweaver
- Creating Image Maps in Dreamweaver
- Creating Templates in Dreamweaver
- Importing Content in Dreamweaver
- Lesson Summary
- Optional Lab

## Chapter 22: Site Development with Dreamweaver CS6 — Advanced Features

- Rollover Images in Dreamweaver
- Dreamweaver Web Forms
- Dreamweaver Behaviors
- Dreamweaver Assets and Library
- Editing X/HTML in Dreamweaver
- Jump Menus in Dreamweaver

- Site Search Forms in Dreamweaver
- Adobe Exchange
- Lesson Summary
- Optional lab

## Chapter 23: Creating Web Pages Using Open-Source Tools

- Open-Source GUI Editors
- GUI HTML Editors vs. Text Editors
- Open-Source Text Editors
- Creating a Static Web Page
- Using Templates
- Checking Spelling
- Lesson Summary
- Optional Lab

## Chapter 24: Image Editing with Adobe Fireworks CS6

- Adobe Fireworks CS6
- Creating an Image Document in Fireworks

- Adding Text to Images in Fireworks
- Cropping Images in Fireworks
- Image Layers in Fireworks
- Image States in Fireworks
- Transparent Images in Fireworks
- Image Slices in Fireworks
- Lesson Summary
- Optional lab

## Chapter 25: Multimedia with Adobe Flash Professional CS6

- The History of Flash
- Flash Technology Features
- Developing with Flash
- Flash Shapes
- Color and Fills in Flash
- Lesson Summary
- Optional Lab

## Chapter 26: Multimedia with Flash Professional CS6 — Timeline, Layers, Symbols and Buttons

- Flash Timeline
- Flash Layers
- Saving and Publishing Flash Movies
- Flash Symbols
- Flash Buttons
- Customizing the Flash Library
- Lesson Summary



- Optional lab

## Chapter 27: Multimedia with Flash Professional CS6 — Tweens

- Flash Tweens
- Motion Tweens in Flash
- Shape Tweens in Flash
- Tweening Text in Flash
- Lesson Summary
- Optional Lab

## Chapter 28: Multimedia with Flash Professional CS6 — Movie Clips

- Flash Movie Clips
- Adding Sound to Flash Files
- Adding Flash Movies to X/HTML Files
- Testing for the Flash Player Plug-In
- Lesson Summary
- Optional lab

## Chapter 29: Multimedia with Flash Professional CS6 — ActionScript, Masks and Practical Uses

- Flash ActionScript
- Mask Layers in Flash
- Using SWF and SVG Files on the Web
- Flash and Accessibility
- Lesson Summary
- Optional Lab

### Chapter 30: JavaScript and DHTML Fundamentals

- Why Script?
- JavaScript and Common Programming Concepts
- What Is JavaScript?
- JavaScript vs. Other Languages
- Embedding JavaScript into X/HTML
- Using JavaScript to Communicate with the User
- JavaScript Functions
- Using JavaScript for Browser Detection
- Dynamic HTML (DHTML)

- Lesson Summary
- Optional lab

## Chapter 31: Plug-Ins and Java Applets

- Plug-In Technology
- Plug-In Installation
- Adobe Shockwave and Flash Players
- Adobe Reader
- RealNetworks RealPlayer
- Rich Media Content
- Creating a Downloadable File
- Introduction to Java
- Java Applets
- Applets and Animation
- Applet Authoring Tools and Resources
- Lesson Summary
- Optional Lab

## Chapter 32: HTTP Servers and Web Applications

- What Is an HTTP Server?
- Accessing Servers and Services

- Basic HTTP Server Administration
- Server-Side Technologies
- Web Servers and Cookies
- Enabling, Disabling and Deleting Cookies
- Setting Cookie Files
- XML and Web Applications
- Syndicated Feeds
- Lesson Summary
- Optional Lab

## Chapter 33: Databases

- Web Design and Databases
- Database Anatomy
- Database Queries
- Database Management System (DBMS)
- Connecting Web Pages to Databases
- Database Tools, Products and Programs

- Lesson Summary
- Optional Lab

## Chapter 34: Web Site Publishing and Maintenance

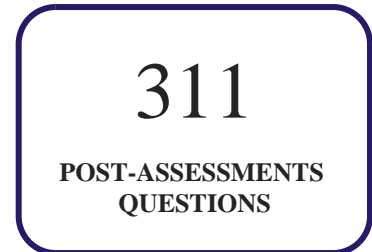
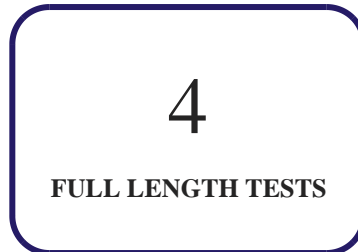
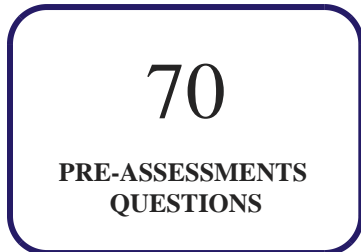
- Web Site Testing
- Web Site Publishing
- Web Site Hosting
- Web Publishing with an FTP Client
- Web Publishing with Expression Web
- Web Publishing with Dreamweaver
- Comparing Web Publishing Tools
- Maintaining Web Sites
- Web Server and Web Site Security
- Lesson Summary
- Optional lab

## 11. Practice Test

uCertify provides full length practice tests. These tests closely follow the exam objectives and are designed to simulate real exam conditions. Each course has a number of test sets consisting of

hundreds of items to ensure that learners are prepared for the certification exam.

## Here's what you get



## Features

### Full Remediation

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

### Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

### Learn, Test and Review Mode

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

## 12. Live Labs

Live-Lab is a real computer equipment, networked together and conveniently accessible over the

internet using virtualization. A live-lab has equipments such as a computer, server, switch or router in it that a user is free to configure.

The benefits of live-labs are:

- Exam based practical tasks
- Real equipment, absolutely no simulations
- Access to the latest industry technologies
- Available anytime, anywhere on any device
- Break and Reset functionality
- No hardware costs

## Lab Tasks

**Overview of Web Design Concepts**

**Web Development Teams**

**Web Project Management Fundamentals**

**Web Site Development Process**

**Web Page Layout and Elements**

**Web Site Usability and Accessibility**

**Browsers**



**Navigation Concepts**

**Web Graphics**

**Multimedia and the Web**

**Ethical and Legal Issues in Web Development**

**HTML and the Evolution of Markup**

**XML and XHTML**

**Web Page Structure — Tables and Framesets**

**Cascading Style Sheets**

**Site Content and Metadata**

**Site Development with Microsoft Expression Web 4 — Introduction**

**Site Development with Expression Web 4 — Basic Features**

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**Creating Web Pages Using Open-Source Tools**

**Image Editing with Adobe Fireworks CS6**

**Multimedia with Adobe Flash Professional CS6**

**Multimedia with Flash Professional CS6 — Timeline, Layers, Symbols and Buttons**

**Multimedia with Flash Professional CS6 — Tweens**

**Multimedia with Flash Professional CS6 — Movie Clips**

**Multimedia with Flash Professional CS6 — ActionScript, Masks and Practical Uses**

**JavaScript and DHTML Fundamentals**

**Plug-Ins and Java Applets**

**HTTP Servers and Web Applications**

**Databases**

## Web Site Publishing and Maintenance

### Here's what you get

#### 13. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

Have Any Query? We Are Happy To Help!

#### GET IN TOUCH:

■ Call: +1-415-763-6300

■ Email: [sales@ucertify.com](mailto:sales@ucertify.com)

■ [www.ucertify.com](http://www.ucertify.com)