

Web Authoring Using Adobe Dreamweaver



Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for web communication.

The following skills will be assessed on the Web Authoring Using Adobe Dreamweaver exam.

Web Authoring Using Adobe Dreamweaver objectives

Domain 1.0 Setting Project Requirements

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 1.2 Identify web page content that is relevant to the website purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
- 1.5 Make website development decisions based on your analysis and interpretation of design specifications.
- 1.6 Understand project management tasks and responsibilities.

Domain 2.0 Planning Site Design and Page Layout

- 2.1 Demonstrate general and Dreamweaver specific knowledge of best practices for designing a website, such as maintaining consistency, separating content from design, using standard fonts, and using a visual hierarchy.
- 2.2 Produce website designs that work equally well on various operating systems, browser versions/configurations, and devices.
- 2.3 Demonstrate knowledge of page layout design concepts and principles.
- 2.4 Identify basic principles of website usability, readability, and accessibility.
- 2.5 Demonstrate knowledge of flowcharts, storyboards, wireframes, and design comps to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design plans.

Domain 3.0 Understanding the Adobe Dreamweaver Interface

- 3.1 Identify elements of the Dreamweaver interface.
- 3.2 Use the Insert panel.
- 3.3 Use the Property Inspector.
- 3.4 Use the Assets panel.
- 3.5 Use the Files panel.
- 3.6 Customize the workspace.

Domain 4.0 Adding Content by Using Dreamweaver

- 4.1 Demonstrate knowledge of Hypertext Markup Language.
- 4.2 Define a Dreamweaver site.
- 4.3 Create, title, name, and save a web page.
- 4.4 Add text to a web page.
- 4.5 Insert images and apply alternative text on a web page.
- 4.6 Link web content using hyperlinks, email links, and named anchors.
- 4.7 Include video and sound in a web page.
- 4.8 Include animation and interactivity in a web page.
- 4.9 Insert navigation bars, rollover images, and buttons created in a drawing program on a web page.

- 4.10 Import tabular data to a web page.
- 4.11 Import and display a Microsoft Word or Excel document to a web page.
- 4.12 Create forms.

Domain 5.0 Organizing Content by Using Dreamweaver

- 5.1 Set and modify document properties.
- 5.2 Organize web page layout with relative and absolutely-positioned div tags and CSS styles.
- 5.3 Modify text and text properties.
- 5.4 Modify images and image properties.
- 5.5 Create web page templates.
- 5.6 Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
- 5.7 Add head content to make a web page visible to search engines.
- 5.8 Use CSS to implement a reusable design.

Domain 6.0 Evaluating and Maintaining a Site by Using Dreamweaver

- 6.1 Conduct technical tests.
- 6.2 Identify techniques for basic usability tests.
- 6.3 Identify methods for collecting site feedback.
- 6.4 Manage assets, links, and files for a site.
- 6.5 Publish and update site files to a remote server.