

JOMC 187.002 SP15

Introduction to Interactive Media

TTh 9:50 a.m to 11:35 a.m. | Lab: 60

Instructor

Chris Kirkman, Adjunct
Professor Carroll Hall 60
chris.kirkman@gmail.com
Cell: 919.260.8029

Office Hours

By appointment

Course Description

Multimedia authoring tools provide communicators with some of the most powerful and effective storytelling options available. Understanding these tools is essential for anyone who plans a successful career in the media industry. However, the ability to resourcefully and proficiently use these tools is an even greater asset. The goal of this class, therefore, is to help you gain knowledge of both these aspects. You will examine and understand the value of multimedia in the journalism industry and begin to develop the skills to execute your ideas.

Prerequisites: While this is not a prerequisite for this course, Visual Communication majors are strongly recommended to take JOMC 182: Introduction to Graphic Design prior or concurrent with this course.

Course Format

This course will consist of four interactive media projects and a student presentation on an interactive document or product; quizzes, tutorials, critiques and class discussions on practice and readings; and a final reflection. The course uses flipped classroom content and lecture when necessary.

Course Progression

Part I: Information Architecture and User Experience
Part II: HTML & CSS
Part III: PHP & Content Management Systems

Course Goals

To meet the following student learning outcomes core values and competencies:

Student Learning Outcomes

- Design systematic interactive information architecture and usability;
- Design for user experiences that responds to a diversity of peoples and cultures;
- Logically organize information for different interactive projects;
- Understand concepts and apply legal practices in the use of images and information;
- Compare and contrast interactive design and communication strategies;

- Write and develop with basic programming languages including HTML, CSS, PHP;
- Write HTML and CSS using a dynamic text editor;
- Adapt the work flow and creative process for a front-end designer or developer
- Demonstrate interactive best practices in file management, code and design decisions.
- Plan and produce diverse interactive projects for web and mobile;
- Build responsive interactive projects using a preferred framework;
- Present, evaluate and critique interactive projects.

Course AEJMC Core Values and Competencies

- Demonstrate an understanding of the history and role of professionals and institutions in shaping communications;
- Demonstrate an understanding of the diversity of peoples and cultures and of the significance and impact of mass communications in a global society;
- Understand concepts and apply theories in the use and presentation of images and information;
- Demonstrate an understanding of professional ethical principles and work ethically in pursuit of truth, accuracy, fairness and diversity;
- Think critically, creatively and independently;
- Conduct research and evaluate information by methods appropriate to the communications professions in which they work;
- Write correctly and clearly in forms and styles appropriate for the communications professions, audiences and purposes they serve;
- Critically evaluate their own work and that of others for accuracy and fairness, clarity, appropriate style and grammatical correctness;
- Apply tools and technologies appropriate for the communications professions in which they work.

Attendance

This course is demanding, and skills will be taught in each session that you will need to proceed with your assignments. Missing a class will leave you behind, particularly during the summer, when a lot of information is crammed into a short period of time. Therefore, attendance is required, participation is expected and deadlines are absolute.

NO unexcused absences are allowed. Failure to do so will lower a student's participation grade by one full grade. Each student is allowed one excused absence. Excused absences may include natural disasters, illness, a death in the family, sickness, or an approved academic activities. Unexcused absences do not include non-emergency medical appointments or non-required academic events. Three or more absences—unexcused and excused—will result in a failing grade. If you must miss a class for any reason, it is your responsibility to talk to the instructor [Lisa Villamil] ahead of time.

Additionally, you are expected to arrive to class on time. Arriving more than 15 minutes late or leaving more than 15 minutes early (with the exception of open lab days) will count as an absence if you fail to provide the instructor with a valid reason before class.

Class Expectations

Most class sessions will consist of lecture/demonstration and lab time used to work on the current assignment. Students should plan on spending a generous amount of additional lab time outside of class to complete readings, tutorials and assignments. You

are expected to come to every class on time, interact with your classmates and the instructor, and work hard inside and outside of lab.

Once class has started, you are expected NOT to check your cell phone or browse non-course related websites during class. This is distracting to students around you and to the instructor. Failure to do so will lower a student's participation grade.

Also, please be aware that you will be working in a computer lab filled with expensive equipment. Therefore drinks and food are not allowed on desks next to computers. If you must eat, please make arrangements with the instructor [Lisa Villamil] prior to class.

Course Textbooks

Required:

HTML & CSS: Design and Build Websites

Jon Duckett

John Wiley & Sons (2011)

ISBN-13: 978-1118008188

The Principals of Beautiful Web Design

Jason Beard

SitePoint, Ltd. (2007)

PDF on Sakai

Other Course Materials

- Website domain (around \$10)
- Website hosting with WebFraction or another server (around \$9.50/month for two to three months)

Software and Training

Some software programs are required for this course, including Adobe Illustrator. All of the programs you need will be available on the lab computers. If you wish to have Adobe Illustrator on your personal computer, it can be purchased through the UNC Ram Shop online or in store. Contact: (919) 962-2422 or ramshop@email.unc.edu. Software programs are nonrefundable, so be sure you are buying what you want. Earlier versions of Illustrator (CS3, CS4, CS5) are acceptable for use in this course.

Lynda.com is a software training and tutorial video library that is now offered free to UNC students. We will use Lynda.com and other free tutorials throughout the semester. To learn more about Lynda.com, visit the ITS website at its.unc.edu.

Assignments

Projects

There will be four main projects during this course. The first one will challenge you to design a website using Adobe Illustrator and employing sound design techniques that we will discuss in class. The second project will expand on the first by asking you to both design and develop a website using HTML and CSS. The third will challenge you to create your own personal portfolio website using WordPress. The final project will be an

online magazine/publication with a completely custom design and WordPress theme. Additional information about all of these projects will be provided during class.

In-class exercises and quizzes

In-class exercises will cover the reading assignments and material pertaining to the particular week's lessons. There may also be a couple unannounced quizzes on reading assignments and class discussion. If you keep up with the reading assignments and pay attention in class, the quizzes should be easy to complete.

Website critique

You will be asked to critique and lead a discussion about a professional multimedia project of your choosing for the class. More specifics about the requirements of this presentation and the accompanying paper will be provided during class.

Assessment

Your success in this course will be determined by participation as well as completion and effort on assignments. There will be smaller assignments, quizzes and four main projects throughout the semester. In general, late projects are unacceptable. You will lose one letter grade per day late. In unusual circumstances (serious illness, etc.), late projects will be accepted only if you reach out to the instructor [Lisa Villamil] before the assignment is due with a legitimate reason for its tardiness.

It is also important that you share your work during critiques and informal class discussions when we are sharing our work. Failure to do so will lower your participation grade.

Grading

There are basic expectations that any supervisor or project manager will have for a project undertaken by an interactive designer or developer. All of your assignments must meet the following minimum basic standards to be considered for a grade of "B" or better the project must be:

- Presented and shared during class critiques and informal discussions
- Completed according to the assignment specifications.
- Completed on time.
- Free of typographical, grammatical and mechanical errors.
- Completed so as to evidence a clear grasp of interactive design and production standards.

For a grade of "A" or better, your work will be evaluated for information and news value, presentation, editing decisions, information architecture, aesthetic design choices, and creativity and innovation.

Grade Weighting

Participation: 10%

Tutorials: 10%

Quizzes & Final Reflection: 10%

Website critique: 10%

Projects: 60%

Grading Scale

94% and higher: A

90-93: A-

87-89: B+

84-86: B

80-83: B-

77-79: C+

74-76: C

70-73: C-

67-69: D+

64-66: D

60-63: D-

59% or below: F

Explanation of course letter grades

A Excellent: Above and beyond

B Strong: Very good

C Adequate: Acceptable performance

D Minimal passing: Marginal performance

Academic Honesty

The Honor Code and the Campus Code, embodying the ideals of academic honesty, integrity and responsible citizenship, have for more than 100 years governed the performance of all academic work and student conduct at the University of North Carolina at Chapel Hill. Acceptance by a student of enrollment in the University presupposes a commitment to the principles embodied in those codes and a respect for this most significant University tradition. All academic work should be done with the high level of honesty and integrity this university demands. You can access more information about the UNC Honor Code at <http://studentconduct.unc.edu/>. If you have any questions about plagiarism when it comes to Web site coding, please ask.

SCHEDULE FOR SPRING 2015

Week 1

Introduction

Week 2

Interaction Design Basics

Week 3

Layout Basics

Week 4

Usability

PROJECT 1: IA/UX DESIGN DUE

Week 5

HTML

Week 6

CSS

Week 7

Responsive Design

Week 8

Graphics and Copyright

PROJECT 2: WEBSITE DUE

Week 9

PHP

Week 10

Plugins & Wiki's

Spring Break

PROJECT 3: PORTFOLIO DUE

Week 11

Wordpress Theming
SEO

Week 12

Site Architecture

Week 13

Framework Integration

Week 14

Interactive Graphics

Week 15

Publish

PROJECT 4: MAGAZINE DUE (last day of class)

FINAL EXAM

Tuesday, May 5th at 7 p.m.