

## JOMC 187.2 SP16

### Introduction to Interactive Media

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#### Instructor

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#### Office Hours

**After class and 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.

#### Course Format

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

#### Course Progression

Part I: User Experience: Content Strategy, Information Architecture, User Interface, Design Part II: HTML & CSS Part III: PHP & Content Management Systems

**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. Therefore, attendance is required, participation is expected and deadlines are absolute.

Each student will be allowed one unexcused absence. Additional unexcused absences will result in a 2% reduction in your final grade. Excused absences (doctor's note or cleared with me in advance) do not affect your grade.

Additionally, you are expected to arrive to class on time. Arriving more than 15 minutes late or leaving more than 15 minutes early will count as an absence.

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## **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.

## **Course Textbooks Required:**

**HTML & CSS: Design and Build Websites** Jon Duckett John Wiley & Sons (2011) ISBN-13: 978-1118008188

## **Other Course Materials**

Website domain (around \$10) Website hosting with Hostgator or another server (around \$6/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.

1. The first one will challenge you to design a website using Adobe Illustrator and employing sound design techniques that we will discuss in class.
2. The second project will expand on the first by asking you to both design and develop a website using HTML and CSS.
3. The third will challenge you to create your own personal portfolio website using WordPress.
4. The final project will be an 4 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.

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% Assignments and Quizzes: 15%  
Website critique: 10%

Projects: 65%

## 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

**Honor Code** I expect that each student will conduct himself or herself within the guidelines of the University honor system (<http://honor.unc.edu>). All academic work should be done with the high levels of honesty and integrity that this University demands. You are expected to produce your own work in this class. If you have any questions about your responsibility or your instructor's responsibility as a faculty member under the Honor Code, please see the course instructor or Senior Associate Dean Charlie Tuggle, or you may speak with a representative of the Student Attorney Office or the Office of the Dean of Students.

**Seeking Help** If you need individual assistance, it's your responsibility to meet with the instructor. If you are serious about wanting to improve your performance in the course, the time to seek help is as soon as you are aware of the problem – whether the problem is difficulty with course material, a

disability, or an illness.

**Diversity** The University's policy on Prohibiting Harassment and Discrimination is outlined in the 2011-2012 Undergraduate Bulletin <http://www.unc.edu/ugradbulletin/>. UNC is committed to providing an inclusive and welcoming environment for all members of our community and does not discriminate in offering access to its educational programs and activities on the basis of age, gender, race, color, national origin, religion, creed, disability, veteran's status, sexual orientation, gender identity, or gender expression.

**Special Accommodations** If you require special accommodations to attend or participate in this course, please let the instructor know as soon as possible. If you need information about disabilities visit the Accessibility Services website at <https://accessibility.unc.edu/>

The School of Journalism and Mass Communication's accrediting body outlines a number of values you should be aware of and competencies you should be able to demonstrate by the time you graduate from our program.

Learn more about them here:

<http://www2.ku.edu/~acejmc/PROGRAM/PRINCIPLES.SHTML#vals&comps>

No single course could possibly give you all of these values and competencies; but collectively, our classes are designed to build your abilities in each of these areas. In this class, we will address a number of the values and competencies, with special emphasis on "Professional values and competencies" listed below.

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;

Apply tools and technologies appropriate for the communications professions in which they work.

## **Schedule (subject to change)**

**Week 1** Introduction

**Week 2** Interaction Design Basics

**Week 3** Layout and Grid 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

### **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)**