COURSE DESCRIPTION

DIG3110: Web Design & Interactive Media is designed to give Digital Media Studies students a solid foundation in Web publishing, JavaScript and responsive design. By the end of the semester, students will:

- Learn the basics of HTML5 and CSS3.
- Learn the basics of JavaScript
- Understand the basics of responsive design
- Understand how to integrate JavaScript into Web projects
- Produce a new layout for the Zen Garden project.
- Produce a responsive photo slideshow with HTML5/CSS3.
- Produce a multimedia package with HTML5/CSS3.
- Create an analog clock in JavaScript.
- Help produce a digital gallery exhibit
- Work with an interdisciplinary team to produce a work of interactive media
- Learn how to give and receive constructive criticism.

REQUIRED TEXTS AND MATERIALS

NO BOOK is required for this class. However, ALL STUDENTS must have the following by the second week of class:

- Signed a Release and Assumption of Risk form
- Joined the class blog - http://miamistories.com/web
- Created an account on Code Academy (http://www.codeacademy.com)

Equipment Requirements

All equipment that students will need for class assignments may be checked out through the Equipment Room, once you have signed a Release and Assumption of Risk form (we will do this in class).

Helpful Links

- Class Blog
  http://miamistories.net/web
  I will publish important information, course assignments and helpful resources.
• Lynda.com
  http://training.fiu.edu/lynda.html
• SJMC Equipment Room and Software Wiki
  http://fiuinfo.pbworks.com/w/page/5768851/FrontPage
  Essential resource for all equipment room related questions, as well as questions about and access to software, manuals, equipment, etc.
• CodeAcademy - HTML
  http://www.codeacademy.com
• Zen Garden
  http://www.csszengarden.com/
• SublimeText
  http://www.sublimetext.com/

GRADING

Code Academy Learn HTML – 50 points
Students must create an account on Code Academy and complete the Learn HTML Module (https://www.codecademy.com/learn/learn-html). Due by March 5.

Code Academy Learn CSS – 50 points
Students must create an account on Code Academy and complete the Learn CSS Module (https://www.codecademy.com/learn/learn-css). Due by March 5.

Zen Garden Layout – 50 points
Students will use HTML5 and CSS3 to design a simplified version of the Zen Garden. For reference, the Zen Garden site: http://www.csszengarden.com/. Due by January 29.

Code Academy Learn Responsive Design – 50 points
Students must create an account on Code Academy and complete the Learn CSS Module (https://www.codecademy.com/learn/learn-responsive-design). Due by March 5.

Responsive Interactive Photo Slideshow – 100 points
The Interactive Photo Story will consist of a series of 5-12 photographs, with captions, that the user navigates by pressing buttons. Students must hand-code the HTML5 and CSS3 formatting for this project. The photos should tell a story. Students must publish their Web Story online and link it to the class blog. Students must submit a Project Brief and a source list to the instructor. Due February 12.

Multimedia Package – 150 points
Students will create a multimedia story consisting of (at least) 800 words and at three multimedia components. Students must hand-code the HTML5 and CSS3 for this project. Students must publish their Web Story online and link it to the class blog. Due March 5.

CLIMA Project – 100 points
Students will contribute to the CLIMA show at the PineCrest Gallery. See blog for details. Due March 28.
Code Academy Learn Javascript – 50 points
Students must create an account on Code Academy and complete the Learn CSS Module (https://www.codecademy.com/learn/introduction-to-javascript). Due by April 23.

Lynda.com: Make an Analog Clock in Javascript – 50 points
Students must log on to Lynda.com (through FIU) and complete the Make an Analog Clock module https://www.lynda.com/JavaScript-tutorials/Use-CSS-move-clock-hands/574716/612061-4.html. We will work together in class on this. Due April 16.

Interdisciplinary Project – 100 points
Students will work with outside groups to produce an interdisciplinary project that utilizes HTML5/CSS3 and some basic Web programming. Project deliverables include: A project plan; a semi-working prototype or video use case study or visual storyboard showing how the project works; a 5-minute PowerPoint presentation. Due by April 25.

Participation – 100 points
Participation includes regular attendance, on-time arrival to class and participation in class discussions. This includes posting required material to the class blog and your blog in a timely manner. Things that count against participation include: arriving late, missing deadlines and using cell phones in the classroom.

MAXIMUM POINTS POSSIBLE – 850

Final Grade Scale
All grading will be done on a point system, with a letter grade assigned at the end of the term based on points earned from a total of 870 points. Grades of Incomplete will be given only for acceptable written medical reasons. You can calculate your final score as follows:

94% and higher or 799 points and higher: A
90-93% or 765-798 points: A-
87-89% or 739-764 points: B+
84-86% or 714-738 points: B
80-83% or 680-713 points: B-
77-79% or 654-679 points: C+
70-76% or 595-653 points: C
65-69% or 552-594 points: D
Below 65% or below 552 points: F

COURSE POLICIES

Attendance - Both your physical presence in class and your class participation are essential. You will be expected to attend every class with the assigned work completed, and to contribute meaningfully to class discussion. One (1) unexcused absence will be allowed during the semester. You may fail this course with more than one unexcused absence. Excused absences require documentation.

Deadlines - Successfully meeting deadlines is an essential part of being a professional media producer. Therefore, late work will only be accepted in the case of a documented emergency or if circumstances are cleared with me prior to the due date. Late work submitted without
prior approval will result in substantial grade reduction. **Work submitted more than 2 weeks late will not be accepted.**

**Academic Honesty** - As FIU students, you are expected to strictly follow the honor code regarding academic honesty. Florida International University outlines your responsibilities as follows: Florida International University is a community dedicated to generating and imparting knowledge through excellent teaching and research, the rigorous and respectful exchange of ideas and community service. All students should respect the right of others to have an equitable opportunity to learn and honestly to demonstrate the quality of their learning. Therefore, all students are expected to adhere to a standard of academic conduct, which demonstrates respect for themselves, their fellow students, and the educational mission of the University. All students are deemed by the University to understand that if they are found responsible for academic misconduct, they will be subject to the Academic Misconduct procedures and sanctions, as outlined in the Student Handbook. Misconduct includes: **Cheating** – The unauthorized use of books, notes, aids, electronic sources; or assistance from another person with respect to examinations, course assignments, field service reports, class recitations; or the unauthorized possession of examination papers or course materials, whether originally authorized or not. **Plagiarism** – The use and appropriation of another’s work without any indication of the source and the representation of such work as the student’s own. Any student who fails to give credit for ideas, expressions or materials taken from another source, including Internet sources, is responsible for plagiarism. Any students who fail to meet these expectations will receive an “F” for the course grade and will be reported to the Chair of the Department, as well as the Dean of the School.

**Original Material** - **All work in this class is assumed to be yours, and composed of your original material, or material that you have permission to use.** Research and sourcing is fundamental to story construction. Quote attribution is basic. If you use images, audio or video that you did not create, you must GET PERMISSION FROM THE INSTRUCTOR AHEAD OF TIME and attribute them accordingly. Failure to cite material amounts to plagiarism, and you will fail the course.

**Factual Errors and Spelling Errors** - All student projects must be free of errors of fact. Each grammar, style or spelling error, will result in a 5-point deduction from the project final grade. Factual errors may result in a failing grade on the assignment. Meticulous research, careful copyediting, and a thorough proofreading of final work, will usually catch any errors before the project is submitted for grading.

**Blackboard** - This course will utilize Blackboard. Students are expected to log in regularly.

**Class Blog** - The instructor will use a WordPress blog to post course notes, and students are expected to link their completed projects to the class blog: http://miamistories.net/web

**Lab Time** - You will need to schedule time to work on the computers outside of class.

**Constructive Criticism** - In this class, students will be required to present their work to the class and explain their production choices. Students will constructively critique each other’s work. This communal display and critique of work will help produce a competitive environment wherein you push yourself to produce high quality work. However this situation should also be a cooperative one, where students help each other with challenges and ideas.
**Digital Challenges** - The digital medium presents many unique challenges. Learning to work with digital difficulties is part of learning to work with the digital medium. For best results, I recommend the following:

- Back up all of your files.
- Save your files often as you are working.
- Complete your production projects prior to the due date and test them.
- Pay close attention to all tutorials and take notes, even if you think you know the material.

**Online Resources** – This class is rich in material to help you with the technical aspects of your projects. Documents with technical details are available on Blackboard and the class blog. Often a Google search will turn up helpful information (ex: “How do I crop images in Photoshop?”).

**CLASS SCHEDULE**

This is an outline of our planned schedule. This schedule is subject to change.

**Week 1 – January 8**
Course Introduction

**Assignments:**

- Complete Code Academy HTML Fundamentals/Structure.
- Complete Code Academy HTML Content/Common HTML Elements
- Begin work on Zen Garden

**MONDAY, JANUARY 15 – MLK DAY – NO CLASS**

**Week 2 – January 17**
HTML5/CSS3

**Assignments:**

- Complete Code Academy CSS Fundamentals/The CSS Setup
- Complete Code Academy CSS Fundamentals/Basic CSS Structure & Syntax.
- Continue Zen Garden.

**Week 3 – January 22**
HTML5/CSS3
Creating Interactive Photo Slideshows.

**Assignments:**

- Complete Code Academy Styling with CSS/Colors.
- Complete Code Academy Styling with CSS/Fonts.
- Complete Zen Garden.
Week 4 – January 29
ZEN GARDEN DUE
Creating Interactive Photo Slideshows.

Assignments:

- Complete Code Academy Organizing HTML & CSS/Classes, IDs & DIVs.
- Continue Interactive Photo Slideshow.

Week 5 – February 5
Responsive Design

Assignments:

- Complete Code Academy The CSS Box Model/Understanding the Box Model
- Complete Code Academy The CSS Box Model/Borders
- Complete Code Academy The CSS Box Model/Content
- Complete Code Academy The CSS Box Model/Changing the Box Model
- Complete Photo Slideshow

Week 6 – February 12
PHOTO SLIDESHOW DUE.
Creating Multimedia Packages.

Assignments:

- Complete Code Academy CSS Positioning/Layout
- Complete Code Academy Images/Adding Images
- Continue working on Multimedia Package

Week 7 – February 19
Creating Multimedia Packages

Assignments:

- Continue working on Multimedia Package
- Complete Code Academy Learn JavaScript/Intro to JavaScript/Intro to JavaScript
- Complete Code Academy Learn JavaScript /Variables
- Complete Code Academy Learn JavaScript/Control Flow

Week 8 – February 26
Programming Concepts

Assignments:

- Complete Multimedia Package.
- Complete Code Academy Learn JavaScript /Functions
- Complete Code Academy Learn JavaScript /Scope
Week 9 – March 5
MULTIMEDIA PACKAGE DUE. Review Multimedia Packages

Assignments:
- Complete Code Academy Learn Javascript/Arrays

MARCH 12-16 – SPRING BREAK – NO CLASSES

Week 10 – March 19
CLIMA Show Projects

Assignments:
- CLIMA Show Projects

Week 11 – March 26
CLIMA Show Projects DUE

Assignments:
- Complete CLIMA Projects

Week 12 – April 2
Interdisciplinary Project
Making an Analog Clock in Javascript

Assignments:
- Begin work on Interdisciplinary Project
  - Begin Analog Clock

Week 13 – April 9
Interdisciplinary Project

Assignments:
- Complete Analog Clock

Week 14 – April 16
In-Class Workshop for Interdisciplinary Project
ANALOG CLOCK DUE

Assignments:
- Continue work on Interdisciplinary Project

Week 15 – April 23
In-Class Workshop for Interdisciplinary Project

Assignments:
INTERDISCIPLINARY PROJECT DUE APRIL 25
<table>
<thead>
<tr>
<th>WEEK</th>
<th>CLASS TOPIC</th>
<th>ASSIGNMENT</th>
<th>DUE THIS WEEK</th>
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<td>1/8</td>
<td>Intro to HTML5/CSS3</td>
<td>Complete Code Academy HTML Fundamentals /Structure and HTML Content /Common HTML Elements.</td>
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<td>Creating Multimedia Packages</td>
<td>Complete Code Academy The CSS Box Model/Understanding the Box Model; Borders; Content and Changing the Box Model. Begin Multimedia Package.</td>
<td>Code Academy Organizing HTML &amp; CSS/Classes, IDs &amp; DIVs.</td>
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<td>Creating a Multimedia Package.</td>
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<td>Code Academy CSS Box Model/Understanding the Box Model; Borders; Content and Changing the Box Model. Photo Slideshow DUE.</td>
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<td>2/26</td>
<td>Programming concepts</td>
<td>Complete Multimedia Package. Complete Code Academy Learn JavaScript /Functions and Scope.</td>
<td>Code Academy Learn JavaScript/Intro to JavaScript; Variables; and Control Flow</td>
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<td>WEEK OF MARCH 12-16 • SPRING BREAK • NO CLASS</td>
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<td>In-class workshop</td>
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<td>3/26</td>
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<td>In-class workshop</td>
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<td>4/23</td>
<td>In-class workshop</td>
<td>Complete Interdisciplinary Project.</td>
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