



THE UNIVERSITY OF UTAH

EDPS 6560

Multimedia Learning

Week 1 - Introduction

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Spring 2019
January 9th



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Class Schedule

- Introductions
- Course Objectives
- Today's Objectives
- Canvas & Syllabus Overview
- Class Discussion of Commonly Used Terms
- Looking Forward to Activities & Projects



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Introductions

Introduce yourself to your colleagues (...anyone joining us that is NOT registered in EDPS 6440)

- Name & Program (e.g., IDET, L&C, Counseling, ...)
- Job? Interest in instructional design?
- If your house were on fire, name 3 things that you would bring out with you

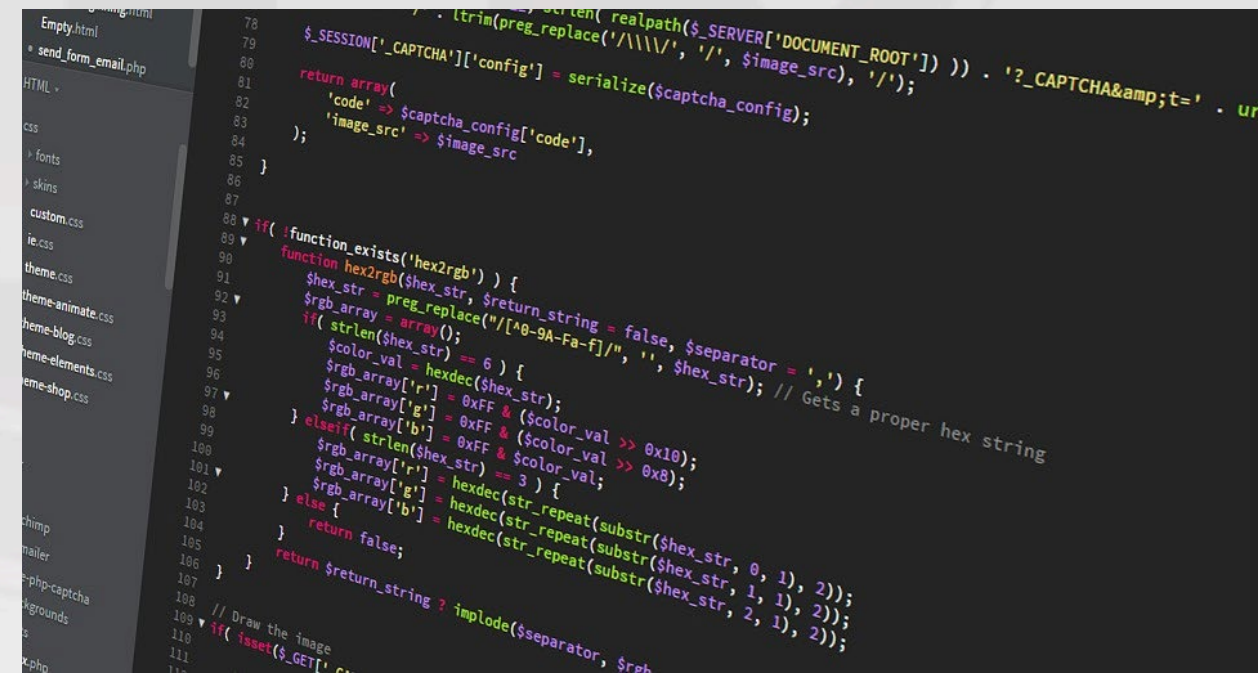


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Class Objectives

Provide beginners with the skillsets to develop your own website

- *Apply HCI methods* – how to manage a project and implement designs
- *Develop web-based interface* that is responsive to different devices (mobile, tablet, desktop) and interactive
- *Gain technical skills* associated to coding websites – how to code the documents and create the multimedia assets



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$SESSION['_CAPTCHA']['config'] = serialize($captcha_config);  
return array(  
    'code' => $captcha_config['code'],  
    'image_src' => $image_src  
);  
  
if (!function_exists('hex2rgb')) {  
    function hex2rgb($hex_str, $return_string = false, $separator = ',') {  
        $hex_str = preg_replace("/[^0-9A-Fa-f]/", '', $hex_str); // Gets a proper hex string  
        $rgb_array = array();  
        if (strlen($hex_str) == 6) {  
            $color_val = hexdec($hex_str);  
            $rgb_array['r'] = 0xFF & ($color_val >> 0x10);  
            $rgb_array['g'] = 0xFF & ($color_val >> 0x8);  
            $rgb_array['b'] = 0xFF & ($color_val >> 0x0);  
        } elseif (strlen($hex_str) == 3) {  
            $rgb_array['r'] = hexdec(str_repeat(substr($hex_str, 0, 1), 2));  
            $rgb_array['g'] = hexdec(str_repeat(substr($hex_str, 1, 1), 2));  
            $rgb_array['b'] = hexdec(str_repeat(substr($hex_str, 2, 1), 2));  
        } else {  
            return false;  
        }  
        return $return_string ? implode($separator, $rgb_array) : $rgb_array;  
    }  
}
```

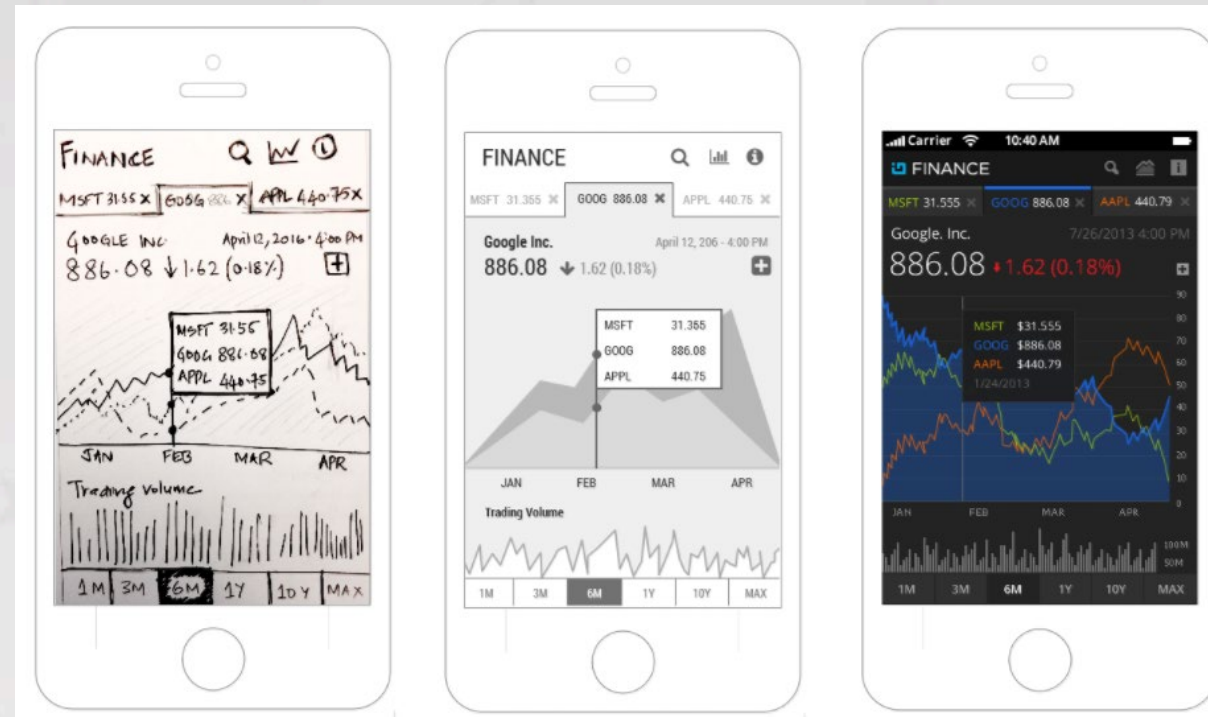



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EDPS 6440 vs. EDPS 6560

HCI

Understanding of how to design materials and interactions to meet user needs



What? Why?

Planning

Design

How?

Executing

Development

Multimedia

Understanding of how to produce materials and interactions that meet user needs



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Today's Objectives

- Common **terms** that you will hear about a lot
- Explain the **building blocks of web development** and how it all fits together in this course
- **Getting ready for next week**
 - How do I prepare for next class?
 - What will I need in class to do the work?
 - What if I get stuck?!?



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What is the Internet?

(In case you've just woken from a coma and missed these last 3 decades...)





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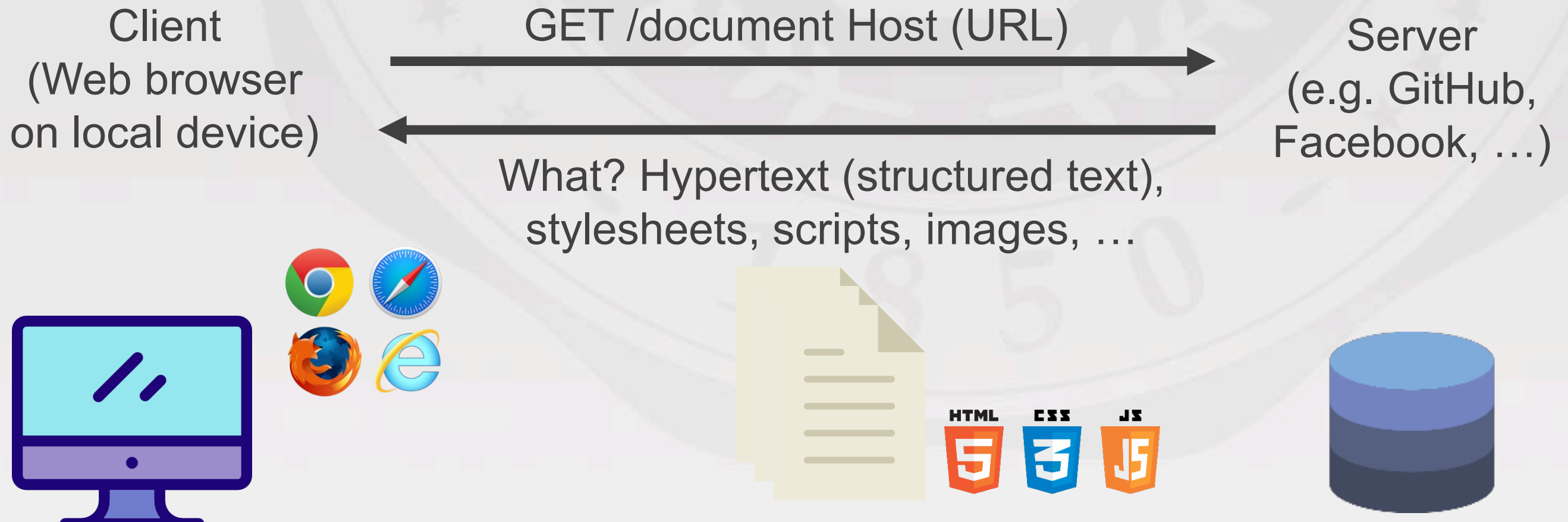
How the Internet Works

Where? Uniform Resource Locator (URL)

http://example.com

How? Hypertext Transfer Protocol (HTTP)

Protocol used to exchange hypertext over a network



Why? Nuclear war... but mostly cute cat videos



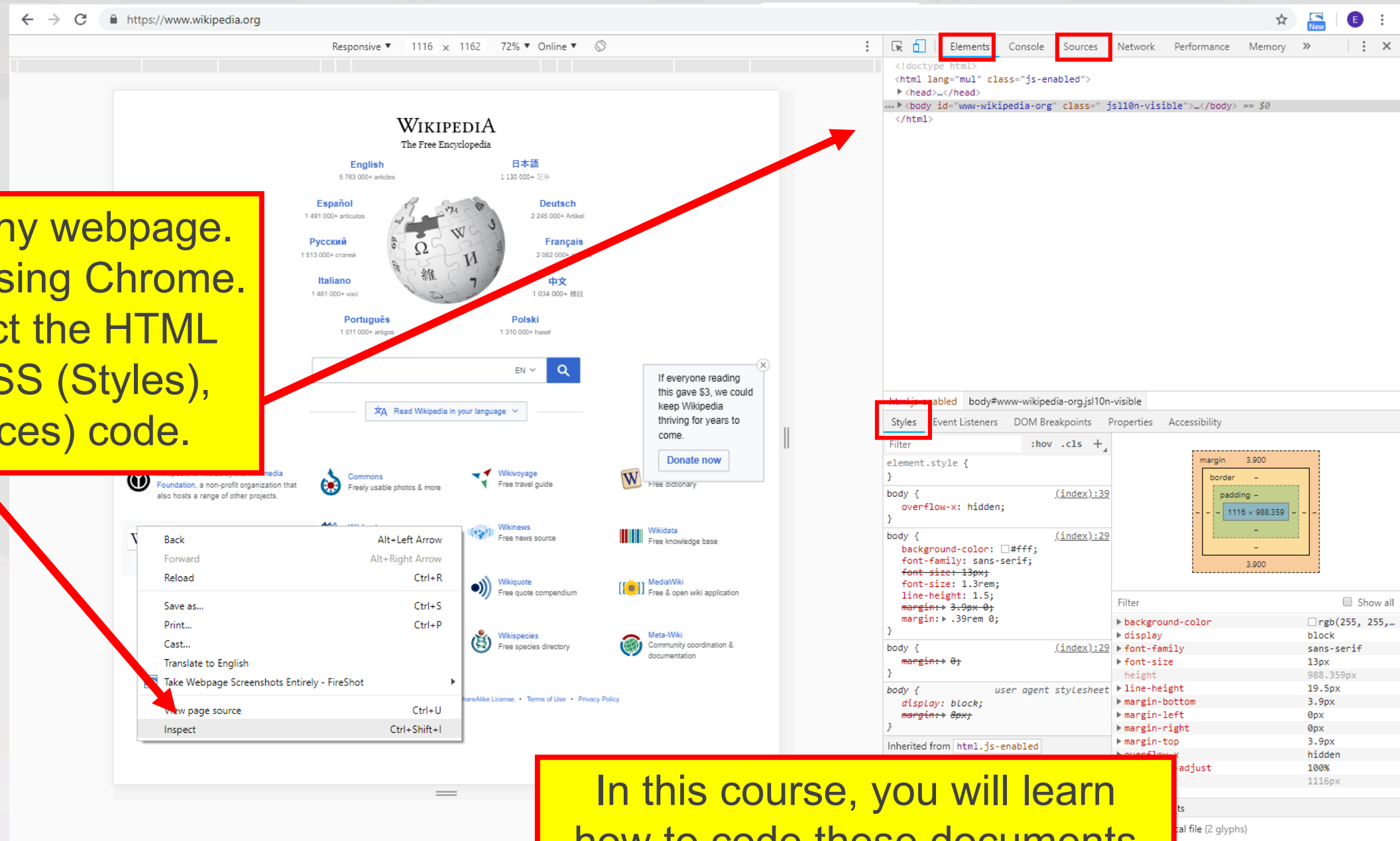
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Building Blocks of Hypertext... Documents

Language	Purpose	Example	Libraries	Timeline
HyperText Markup Language (HTML)	Code that structures your web content and give it meaning and purpose.	Do I have paragraphs, lists, images?		Spring; 5 Weeks
Cascading Stylesheets (CSS)	Style your website.	Maybe the paragraphs should all be in black color? Or font size should be bigger?	BS4, Googlefonts, Fontawesome, Animate.css	Spring; 10 Weeks
JavaScript (JS)	Interactive features to your website.	What happens if I click here? Or hover my mouse cursor over this?	BS4, JQuery	Summer; 12 Weeks

Building Blocks of Hypertext... Documents

Right click on any webpage.
Select *Inspect* using Chrome.
You can inspect the HTML
(Elements), CSS (Styles),
and JS (Sources) code.





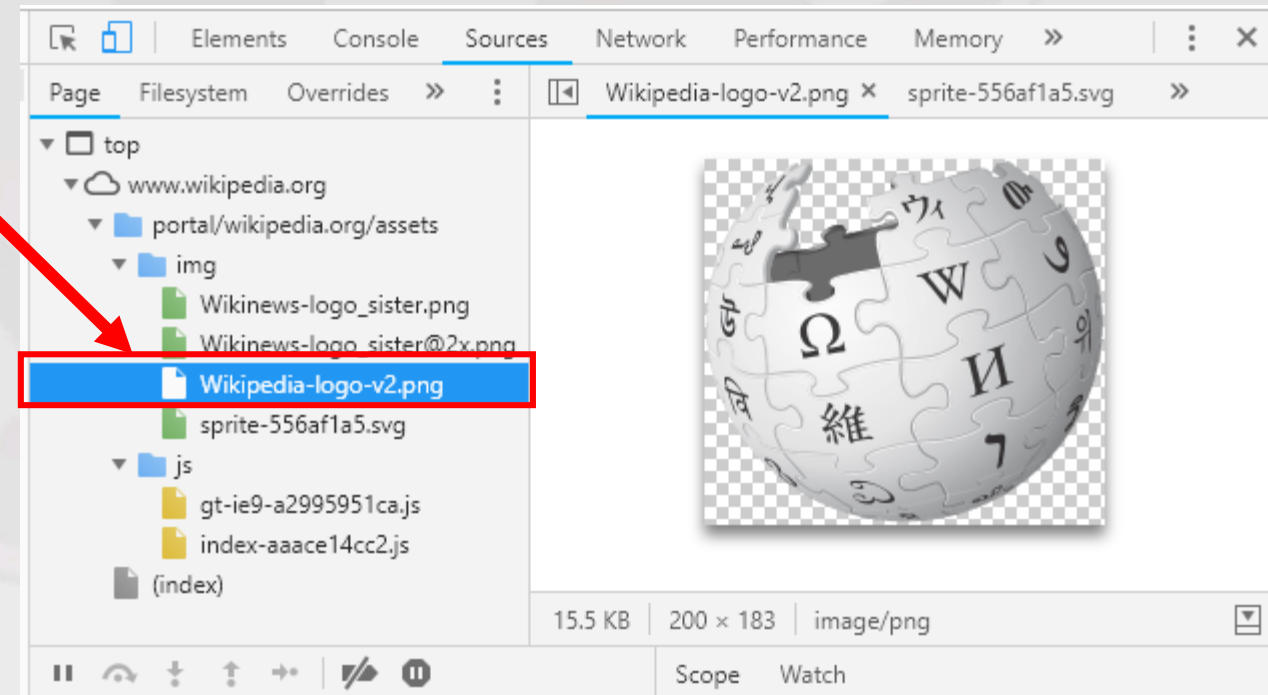
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Building Blocks of Hypermedia... Assets

Language	Purpose	Example	Adobe App	Timeline
Raster Images	Tiny dots or squares with color inside. Put enough together and you've got a photograph.	Common examples include .png, .jpg, .tiff files.	Photoshop	Spring; 5 Weeks
Video Sequence	Assemble together multiple raster graphics together and add sound... you've got yourself a video sequence.	.mp4, .mov	Premiere Pro	Spring; 5 Weeks
Vector Images	Kind of like a stylesheet in CSS – it stores all the lines, shapes, and colors as mathematical formulae.	Commonly found as .eps or .svg files.	Illustrator	Spring; 5 Weeks
eLearning Module	Powerpoint for the web – includes timeline animations applied to different types of media, incl. text, rasters, vectors.	HTML5/Video/.exe export	Captivate	Summer; 12 Weeks

Building Blocks of Hypertext... Assets

Assets are stored on servers alongside documents in folders such as “img”. These are linked within documents and will be rendered by the web browser on the screen.



In this course, you will learn how to edit properties of these assets using Adobe CC apps.

Technical Skills Necessary for Instructional Designers

- **Web Designer**

Colors, fonts, graphics, content (i.e., wire framing, prototyping, user testing, heavy users of Adobe CC, WYSIWYG editor programs to export code - Captivate, Lectora, Storyline, Adobe XD, InDesign, Sketch, Xara, Affinity, ...)

- **Front-End Web Developer**

Code that assembles all the pieces together into a web-based interface (i.e., HTML for the content, CSS for the styling, JS for the interactions, and UI libraries (jQuery, Bootstrap) and frameworks to organize them all (Angular, React, Vue)

- **Call for Jobs (Check Canvas for examples)... Usually organized around specialties in larger companies; a broad skillsets facilitate coordination amongst interdisciplinary teams**

Learning and Dev Consultant, Project Lead/Manager, Instructional Script Writer/Designer, Software Engineer, Graphic Artist



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Break (10 Min.)

How to Navigate the Canvas Course Section

- Syllabus is the first module
- Each module is organized by week
- **How to get ready for each class:**

Before class (Sat-Sun): Familiarize yourself with videos, exercises, and readings in preparation for next class (AdobeTV, Codecademy, and so on). You can also post to discussion forum (Any issues or post, if applicable to that particular week)

During class (Wed): Download class slides for Adobe CC software demo (ppt or pdf) & Review the code snippets and activity

After class (Th-Fri): Familiarize yourself with assignment(s)

Incl. projects and activities due by 11h59PM on Friday (work is completed in class)



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Working In Class

- **Out-of-Class**
 - Watch AdobeTV instructional videos
 - Complete Codecademy modules
 - Skim online resources (e.g., Blog posts, W3School examples, Bootstrap 4 documentation)
- **In-Class (Typical Schedule)**
 1. Code demonstration (30 min.)
 2. Practice and question period (50 min.)
 3. BREAK
 4. Adobe CC demonstration (30 min.)
 5. Practice and question period (50 min.)

Let's Review the Course Syllabus

- Office hours and my contact info
- No textbook required – all readings/videos/exercises in Canvas
- Course assignment and evaluation methods (see description & schedule – 1 week revise/resubmit option)

Assignment	Weight	Deadline(s)
Activities #1-5: Front-End Web Development	30%	Jan 9, Jan 23, Feb 13, Mar 20, Apr 17
Project #1: Raster Graphic in Photoshop	20%	Feb 6
Project #2: Video in Premiere	20%	Mar 6
Project #3: Vector Graphic in Illustrator	20%	Apr 10
Training Videos, Readings, and Exercises	10%	Apr 17



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Alignment with EDPS 6440 Schedule

EDPS 6560 Assignments	Deadline(s)	EDPS 6440 Assignments
Project #1: Raster Graphic in Photoshop	Feb 6	
	Feb 11	HCI Exercise #3: Persona and Scenario (Create a user persona using Photoshop)
Project #2: Video in Premiere	Mar 6	
	Mar 18	HCI Exercise #5: Low-Fidelity Video (Edit the video using Premiere Pro)
Project #3: Vector Graphic in Illustrator	Apr 10	
	Apr 15	High Fidelity Video (Draw assets for UI components in Illustrator)
Activity #5 (Digital portfolio OR Prototype of an app/site with hyperlinks to simulate interactions)	Apr 17	



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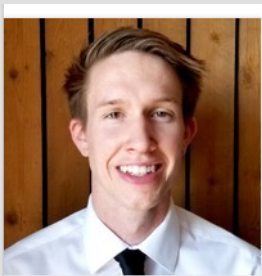
Choosing a Topic for Activities/Projects

A few examples (HCI class requirements? Career goal? Hobbies?):

- Design a professional portfolio to showcase your technical skills and all the assets you've developed in EDPS 6560/HCI (used as an example throughout the course)
- Design a website to help teachers use technology in optimal, student-centered way
- Design a website to host training modules to help K-12 teachers to teach online
- Create a tablet interface for charting in the ER
- Create a mobile app to share resources with students for learning outside of the classroom
- Create a classroom website to showcase all the cool activities that students are doing



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Brian Tillman

UX/UI Learning Experience Designer
Greater Salt Lake City Area | Computer Software

Current Western Governors University
Previous Maintenance Connection LLC, U.S. Forest Service, Park City
Education
Websites Portfolio

Example: ESL App for Teaching Phrasal Verbs (Tillman, Fuentes, LaMar, Wang, 2018)

MARIA GARCIA

ESL Student



Maria Garcia obtained a green card to come to America from Colombia to learn English, 6 months ago. She is now in her level four class at her school, and starting to learn high concept English. She is very passionate about learning and hopes to land a job in international business when she completes the program. Her biggest challenge so far had been memorizing phrasal verbs expectedly the tricky "get" ones. She spends most of her time out side of class site seeing and getting small jobs (on the down low) to help pay for her stay in America. She came to Salt Lake City because it was one of the cheaper cities to live in.

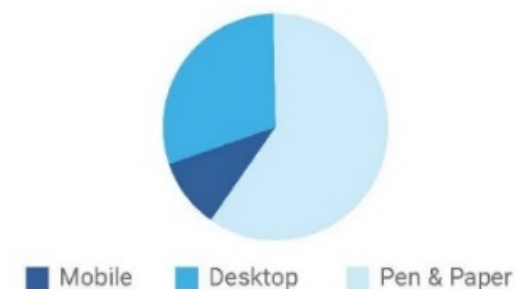
FRUSTRATIONS

- Not enough conversational practice
- Learns better when motivated
- Running out of time on visa
- Auditory learner

GOALS

- Learn phrase verbs so I can under stand conversation better.
- Use English speaking skills to get dream job
- Have more opportunities to practice conversational English.
- Utilize technology with learning

LEARNING METHOD

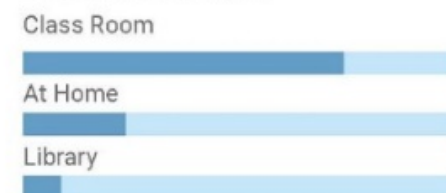


Age	26
Location	Salt Lake City, UT
Title	Student
Salary	N/A
Archetype	Hero
Quote	"Learning is not a spectator sport"

BRANDS



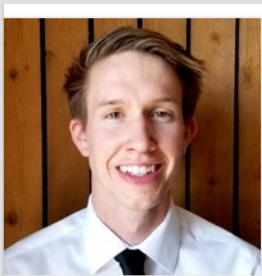
STUDYING LOCATIONS



Project #1: User persona created with Photoshop



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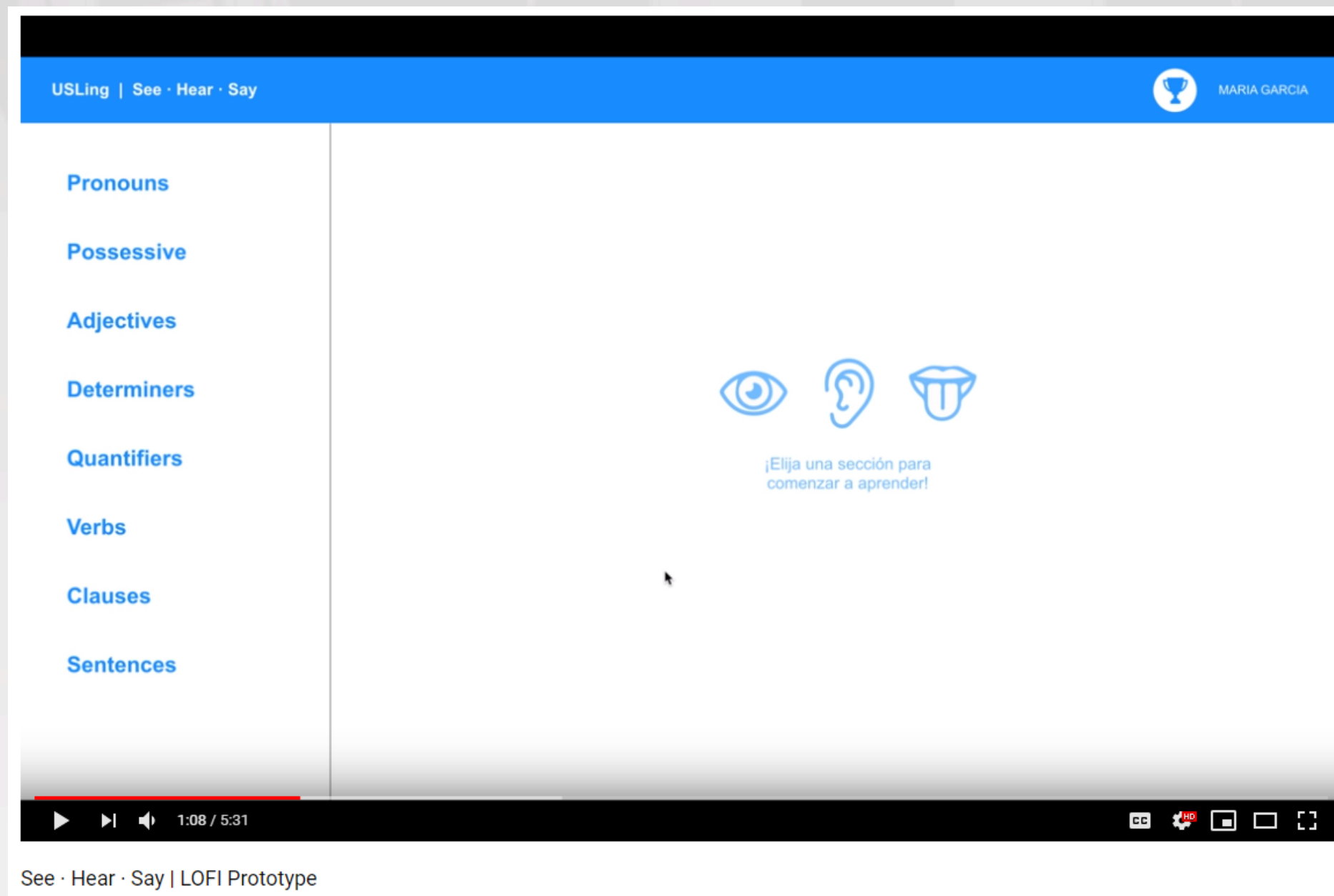


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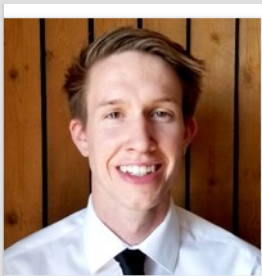
Example: ESL App for Teaching Phrasal Verbs (Tillman, Fuentes, LaMar, Wang, 2018)



Project #2: Low-Fi video edited in Premiere Pro



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Websites Portfolio

Example: ESL App for Teaching Phrasal Verbs (Tillman, Fuentes, LaMar, Wang, 2018)

The screenshots show the following app features:

- Top Left Screenshot:** A sidebar menu with options: USLing, See · Hear · Say, Verbs, Phrasal Verbs, Get, and Dictionary. The main content area displays the phrasal verb "get along (with)" with a speaker icon, its definition "To like someone and to be freindly with that person.", and two example sentences: "John gets along with his brother. They do not fight." and "John and his brother get along." Below the text is a small illustration of two people shaking hands.
- Top Right Screenshot:** A sidebar menu with options: USLing, See · Hear · Say, Verbos, Phrasal Verbs, Get, and Practice 2. The main content area shows a practice exercise with a background illustration of an airport. A speech bubble asks "Are you getting on the plane?" with a speaker icon. Below the illustration are three bullet points: "The plane leaves at 10:30", "I have two bags", and "Yes, I am".
- Bottom Left Screenshot:** A login screen with a sidebar menu. The main content area has a "See · Hear · Say" header, followed by input fields for "Username / Email" and "Password", a "Remember Me" checkbox, a "Forgot my Password?" link, and a "LOGIN" button. At the bottom is a "Langague" link.
- Bottom Right Screenshot:** A sidebar menu with options: USLing, See · Hear · Say, Verbs, Phrasal Verbs, Get, and Practice 1. The main content area displays the word "correct!" in large blue letters, followed by the phrasal verb "get up" with a speaker icon and the sentence "I get up every morning at 6:00 am." Below the text is a small illustration of a person waking up. A large blue play button icon is on the right, and a progress bar at the bottom shows "1/10".

Project #3: Icons/Some artwork created with Illustrator

Activities #1-5: Creating the elements (HTML) and adding styling properties (CSS)



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In Preparation for Next Class

- **Adobe Creative Cloud Campus License Agreement (*Photoshop, Premiere Pro, Illustrator*)**

[Download and institutional login instructions](#)

- **Source Text Editor (*Brackets*, or equivalent)**

[Download](#)

*** These software are also available in our labtop cart ***

- **Websites Account Sign Up**

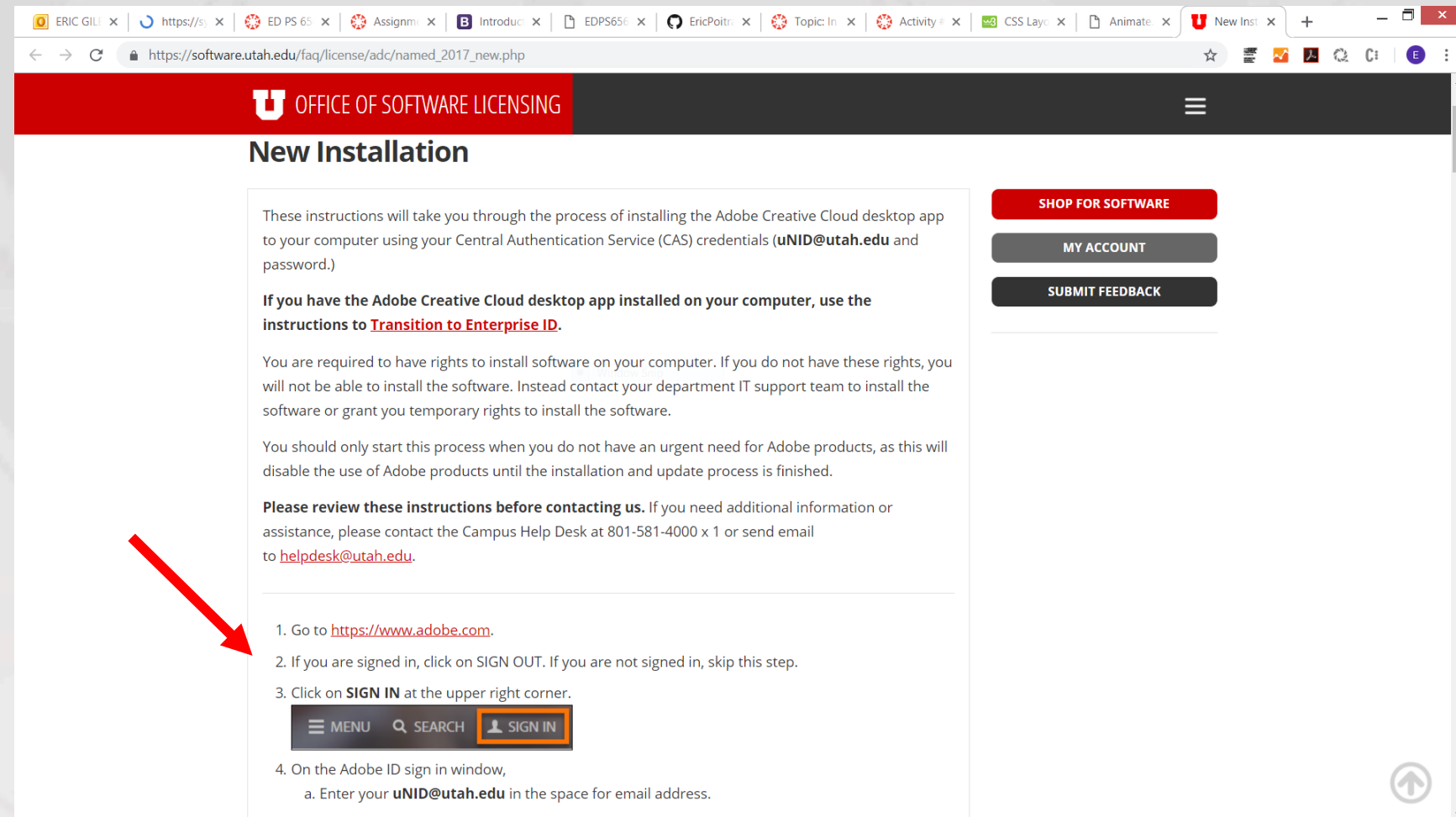
[Codecademy Sign Up Page](#)

[GitHub Sign Up Page](#)

In Preparation for Next Class

Adobe Creative Cloud

- The instructions to download Adobe Creative Cloud desktop manager are mentioned below.
- Sign in with your enterprise ID (UNID and password)
- 2 sessions can run simultaneously on separate machines – remember to logout.
- Install 3 apps – Photoshop, Illustrator, Premiere Pro (otherwise use laptops in class)



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https://software.utah.edu/faq/license/adc/named_2017_new.php

OFFICE OF SOFTWARE LICENSING

New Installation

These instructions will take you through the process of installing the Adobe Creative Cloud desktop app to your computer using your Central Authentication Service (CAS) credentials (**uNID@utah.edu** and password.)

If you have the Adobe Creative Cloud desktop app installed on your computer, use the instructions to [Transition to Enterprise ID](#).

You are required to have rights to install software on your computer. If you do not have these rights, you will not be able to install the software. Instead contact your department IT support team to install the software or grant you temporary rights to install the software.

You should only start this process when you do not have an urgent need for Adobe products, as this will disable the use of Adobe products until the installation and update process is finished.

Please review these instructions before contacting us. If you need additional information or assistance, please contact the Campus Help Desk at 801-581-4000 x 1 or send email to helpdesk@utah.edu.

1. Go to <https://www.adobe.com>.
2. If you are signed in, click on SIGN OUT. If you are not signed in, skip this step.
3. Click on **SIGN IN** at the upper right corner.
4. On the Adobe ID sign in window,
 - a. Enter your **uNID@utah.edu** in the space for email address.

SHOP FOR SOFTWARE

MY ACCOUNT

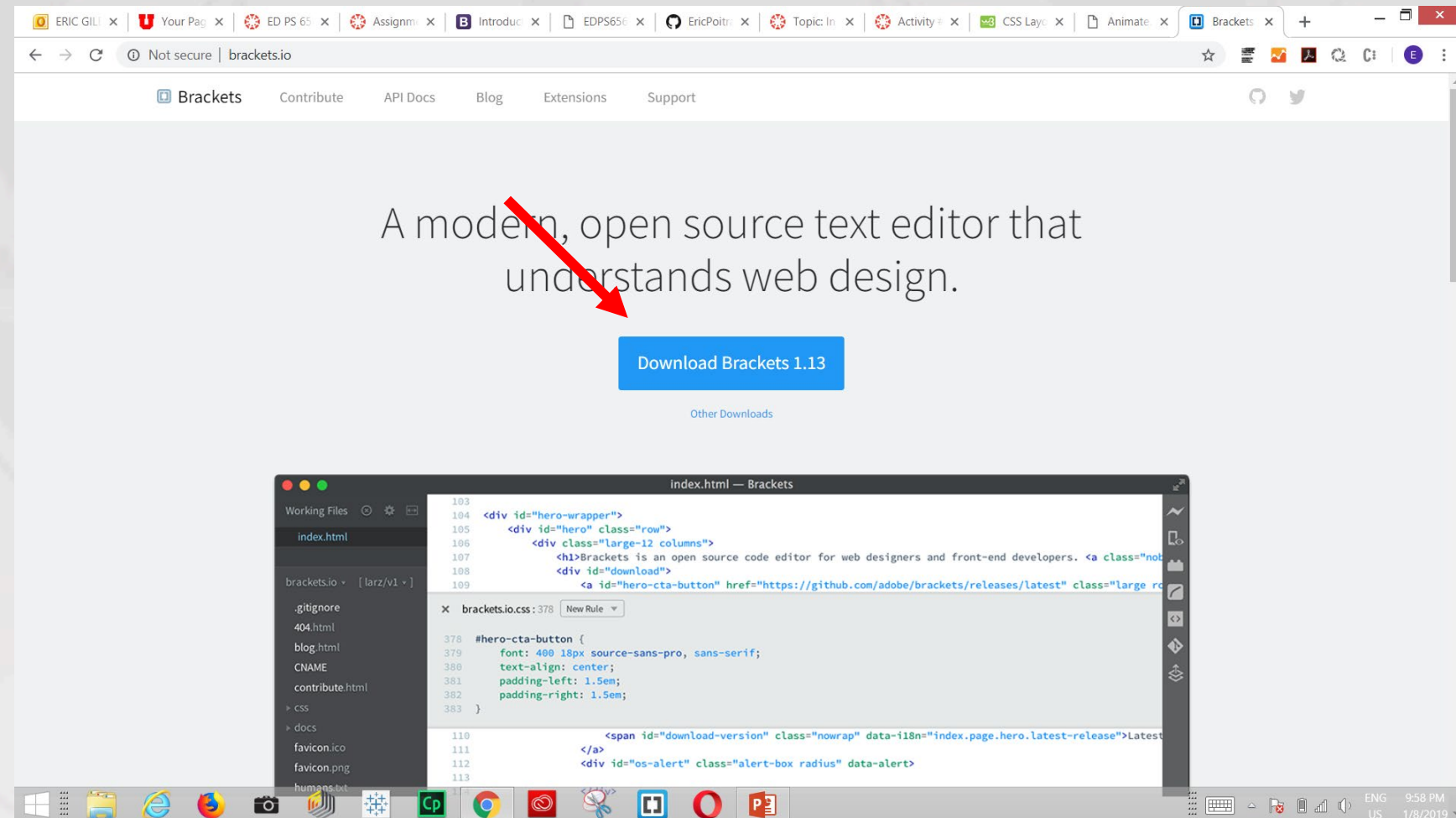
SUBMIT FEEDBACK

MENU SEARCH SIGN IN

In Preparation for Next Class

Adobe Brackets

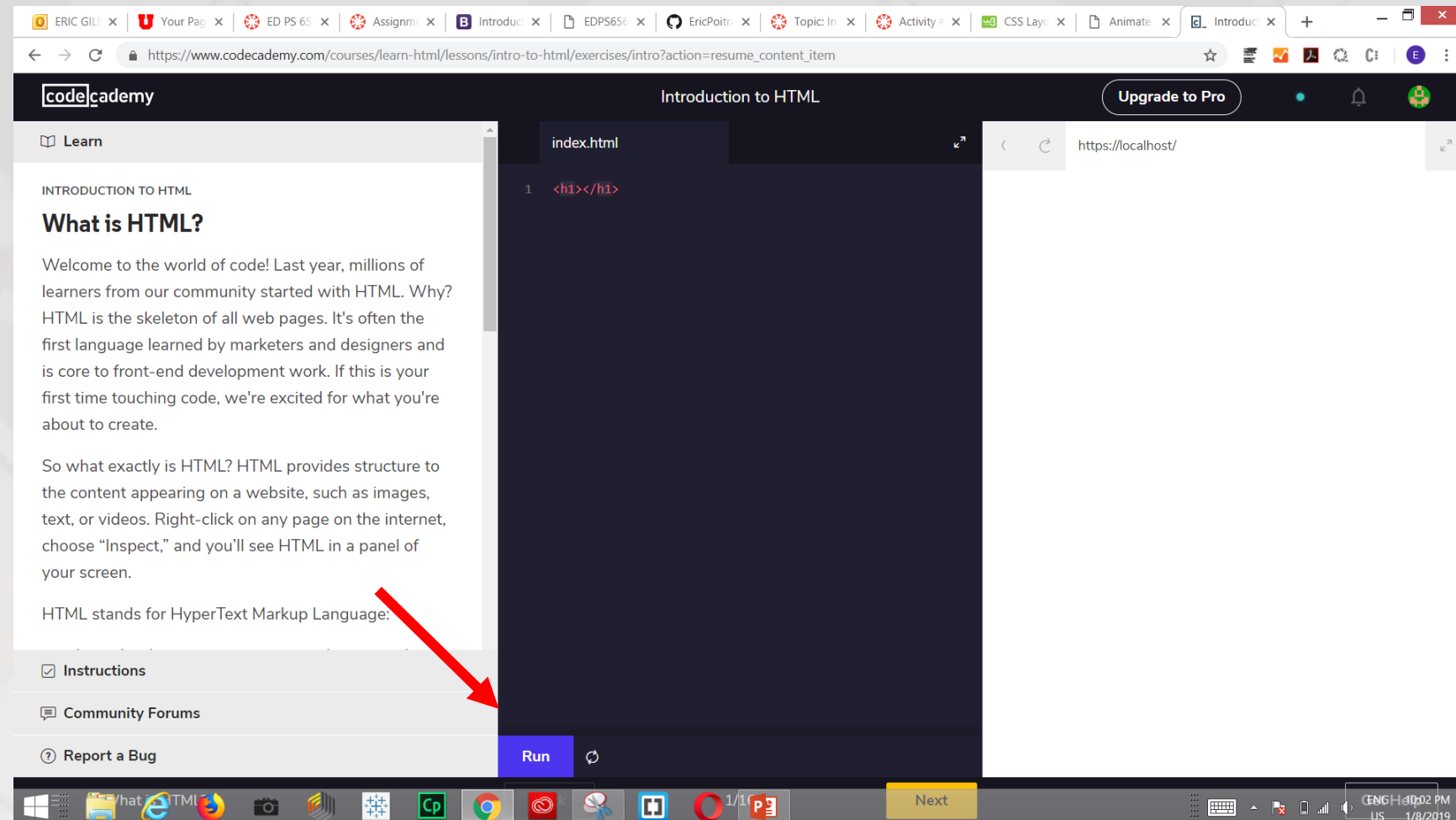
- Free and simple text editor to write HTML, CSS, and JS code



In Preparation for Next Class

Codecademy

- Online and interactive tutorials for learning how to code
- Provides feedback on each attempt for multi-step problem



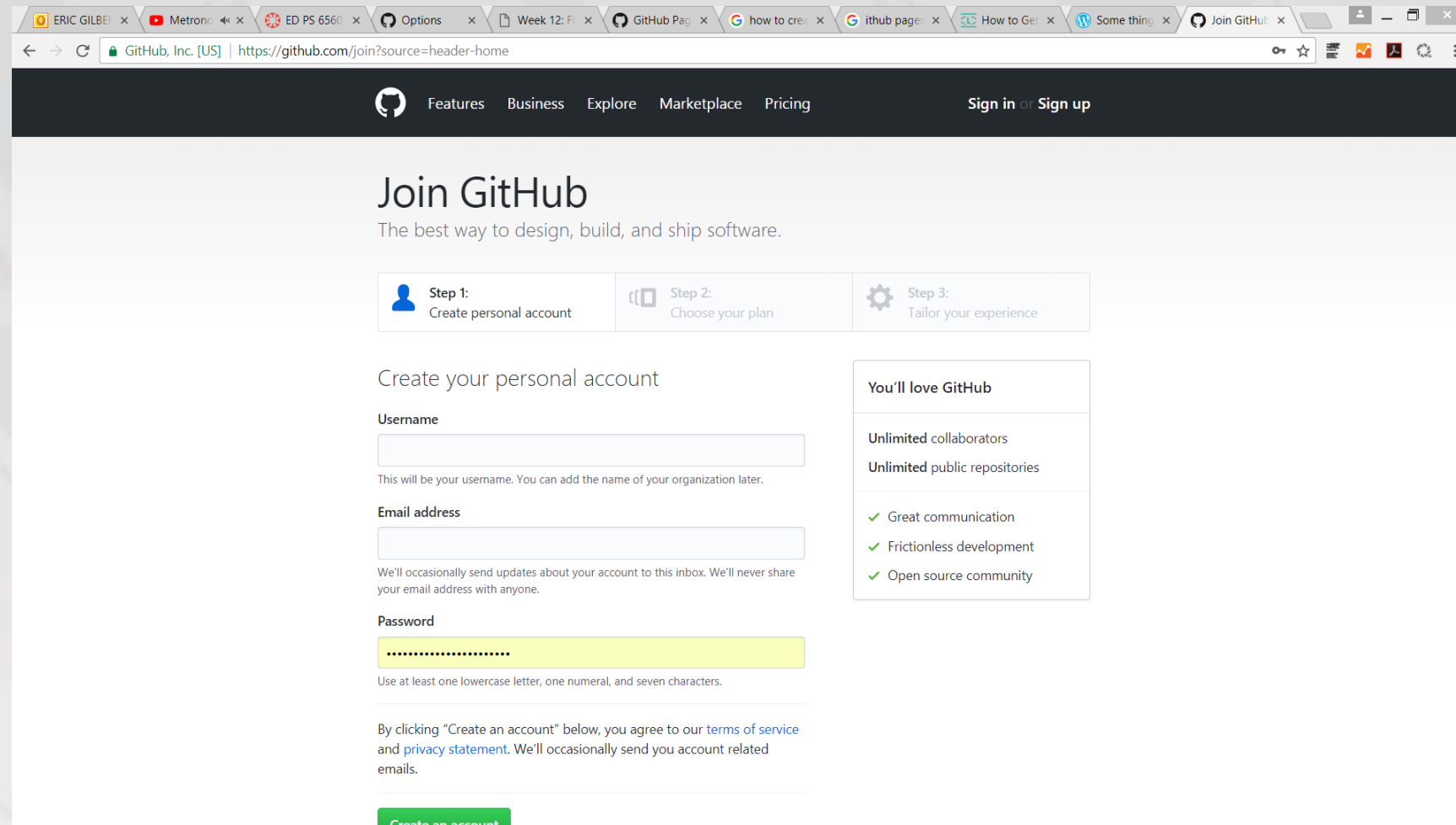
Activity #1: Hello World!

Sign up for an account

1. Navigate to this website:

<https://github.com/join?source=header-home>

2. Choose a username, email, and password. Create an account.

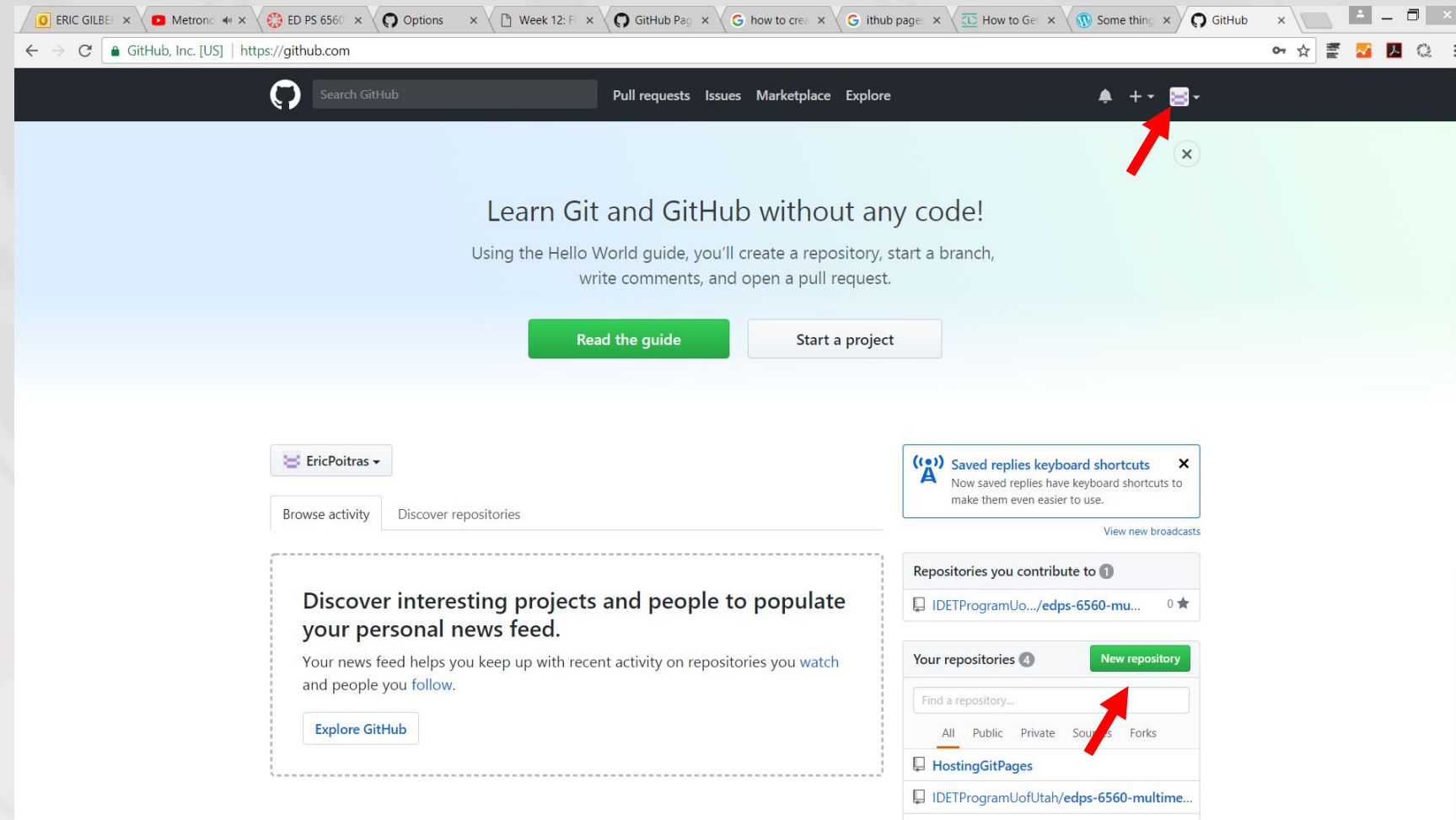


The screenshot shows the GitHub sign-up page in a web browser. The browser's address bar displays the URL <https://github.com/join?source=header-home>. The page features a dark navigation bar with the GitHub logo and links for Features, Business, Explore, Marketplace, Pricing, Sign in, and Sign up. The main content area is titled "Join GitHub" with the tagline "The best way to design, build, and ship software." Below this, there are three steps: Step 1: Create personal account (selected), Step 2: Choose your plan, and Step 3: Tailor your experience. The "Create your personal account" section includes input fields for Username, Email address, and Password, each with a descriptive note. The Password field is highlighted in yellow. To the right, a box titled "You'll love GitHub" lists benefits: Unlimited collaborators, Unlimited public repositories, Great communication, Frictionless development, and Open source community. At the bottom, a green button labeled "Create an account" is visible.

Activity #1: Hello World!

Creating a repository

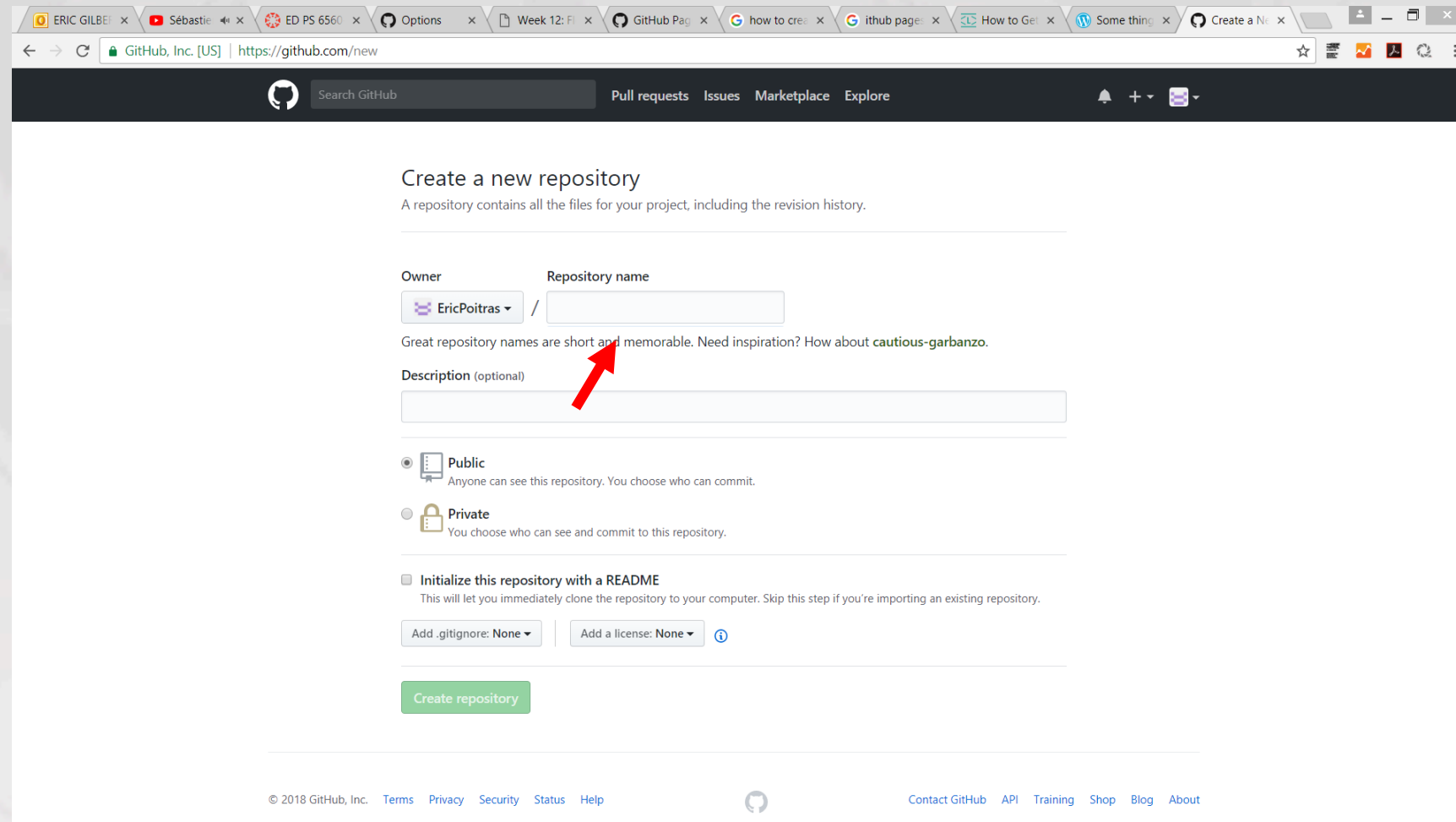
1. Navigate to your profile page once you've signed in to the platform.
2. Select New Repository.



Activity #1: Hello World!

Creating a repository

1. Write a name for the repository. Write also a short description.
2. Choose Public. Then, specify that the repository should be created with a Readme file.
3. Create the repository.




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GitHub, Inc. [US] | <https://github.com/new>

Search GitHub Pull requests Issues Marketplace Explore

Create a new repository

A repository contains all the files for your project, including the revision history.

Owner:  EricPoitras / Repository name:

Great repository names are short and memorable. Need inspiration? How about [cautious-garbanzo](#).

Description (optional):


☒ **Public**
Anyone can see this repository. You choose who can commit.

☐ **Private**
You choose who can see and commit to this repository.

☐ **Initialize this repository with a README**
This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** Add a license: **None** ⓘ

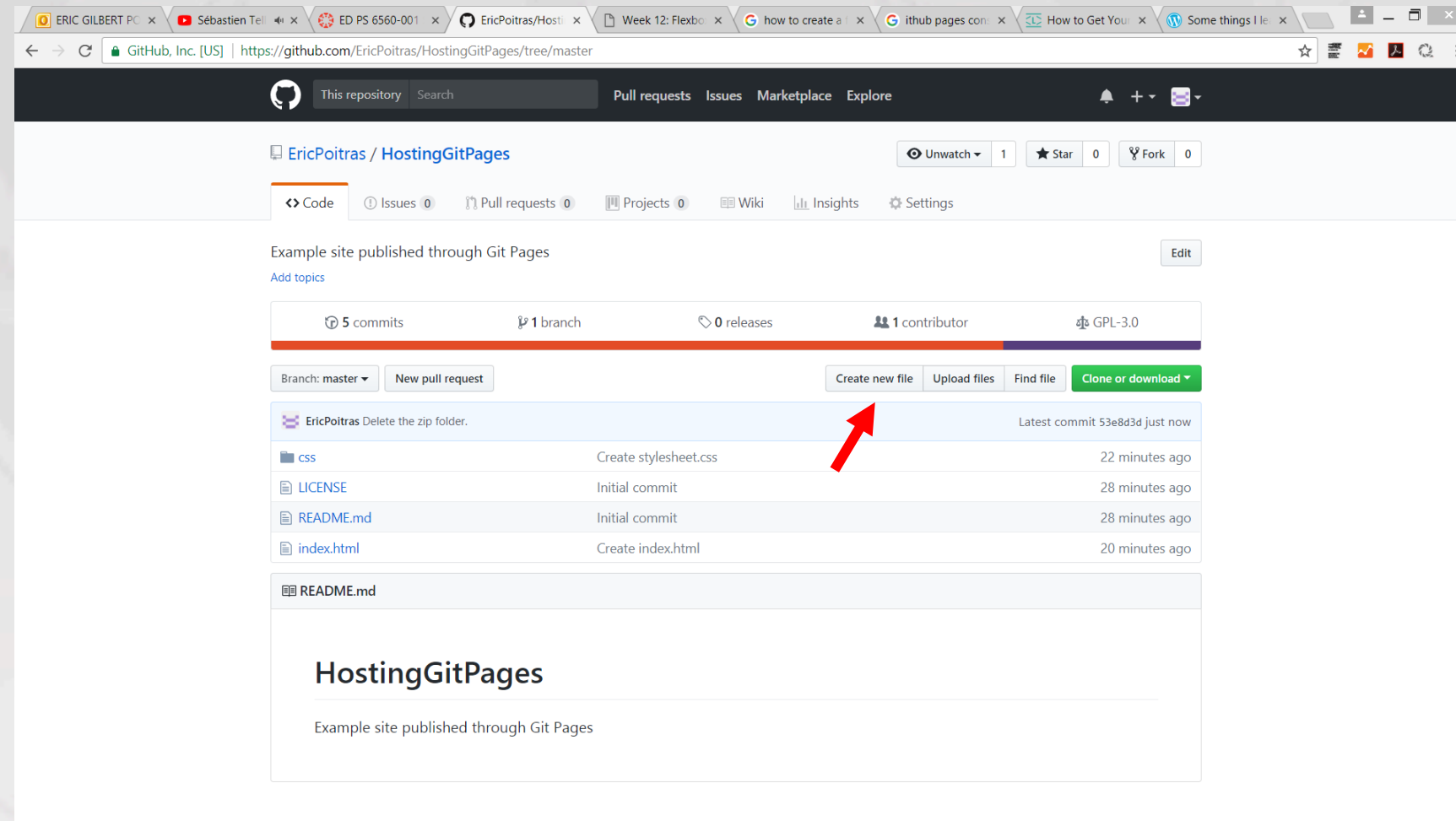
[Create repository](#)

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Activity #1: Hello World!

Creating the folder structure for your website

1. GitHub pages requires the use of an index.html file.
2. Create a new file. Call it index.html. Commit the change to the repository.



Activity #1: Hello World!

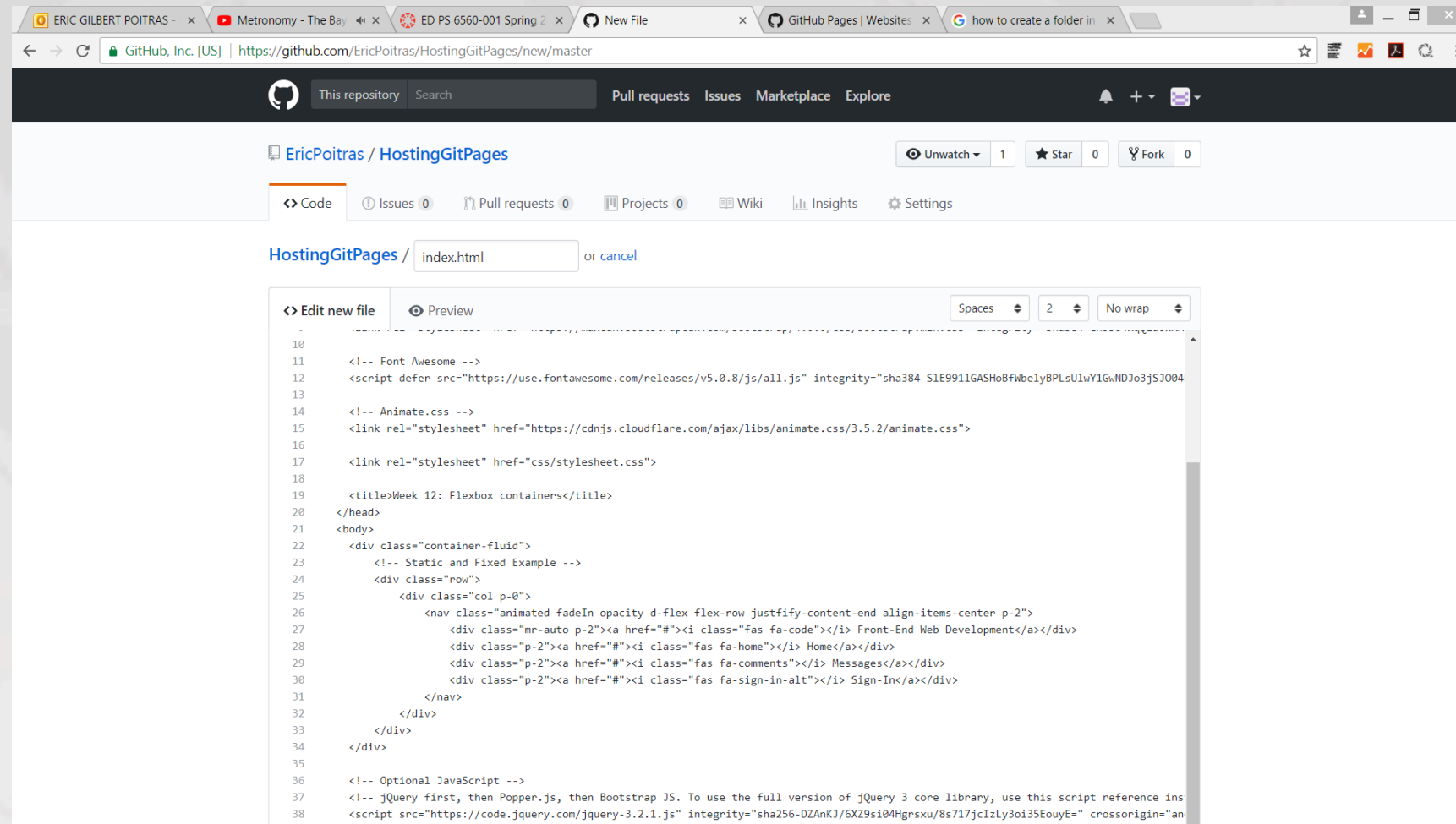
Creating the folder structure for your website

1. Select the index.html. Using the pen icon, edit the contents of the file.

2. Navigate to the BS4 website to the starter template section:

<https://getbootstrap.com/docs/4.1/getting-started/introduction/#starter-template>.

3. Copy paste the code from the starter template into the index.html.



```
10
11 <!-- Font Awesome -->
12 <script defer src="https://use.fontawesome.com/releases/v5.0.8/js/all.js" integrity="sha384-S1E9911GASHoBFwbe1yBPLsU1wY1GwNDJo3jSJO84"
13
14 <!-- Animate.css -->
15 <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/animate.css/3.5.2/animate.css">
16
17 <link rel="stylesheet" href="css/style.css">
18
19 <title>Week 12: Flexbox containers</title>
20 </head>
21 <body>
22 <div class="container-fluid">
23 <!-- Static and Fixed Example -->
24 <div class="row">
25 <div class="col p-0">
26 <nav class="animated fadeIn opacity d-flex flex-row justify-content-end align-items-center p-2">
27 <div class="mr-auto p-2"><a href="#"><i class="fas fa-code"></i> Front-End Web Development</a></div>
28 <div class="p-2"><a href="#"><i class="fas fa-home"></i> Home</a></div>
29 <div class="p-2"><a href="#"><i class="fas fa-comments"></i> Messages</a></div>
30 <div class="p-2"><a href="#"><i class="fas fa-sign-in-alt"></i> Sign-In</a></div>
31 </nav>
32 </div>
33 </div>
34 </div>
35
36 <!-- Optional JavaScript -->
37 <!-- jQuery first, then Popper.js, then Bootstrap JS. To use the full version of jQuery 3 core library, use this script reference ins
38 <script src="https://code.jquery.com/jquery-3.2.1.js" integrity="sha256-DZAnKJ/6XZ9si04Hgrsxu/8s717jcIzLy3oi35EouyE=" crossorigin="an
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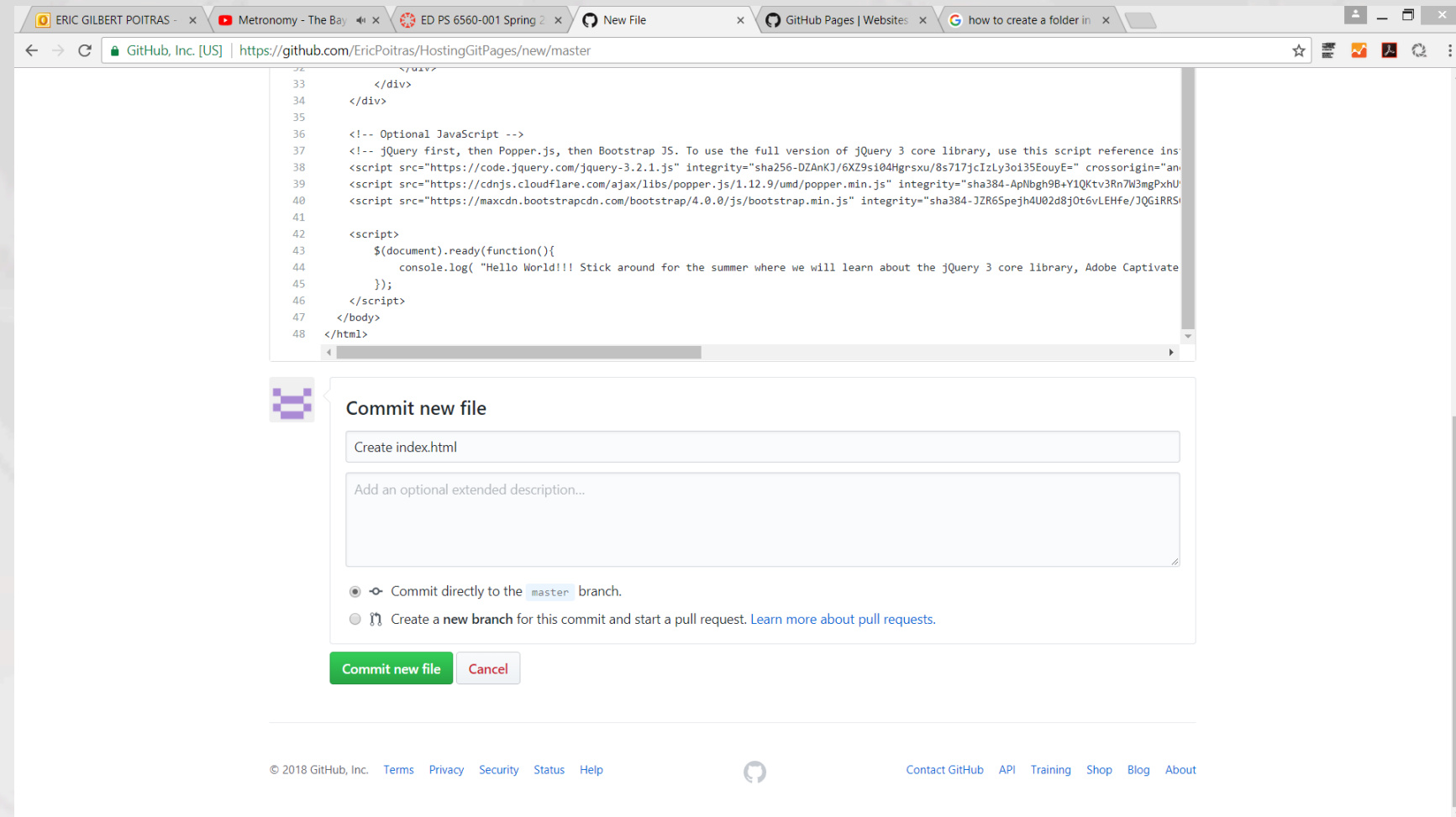


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Activity #1: Hello World!

Creating the folder structure for your website

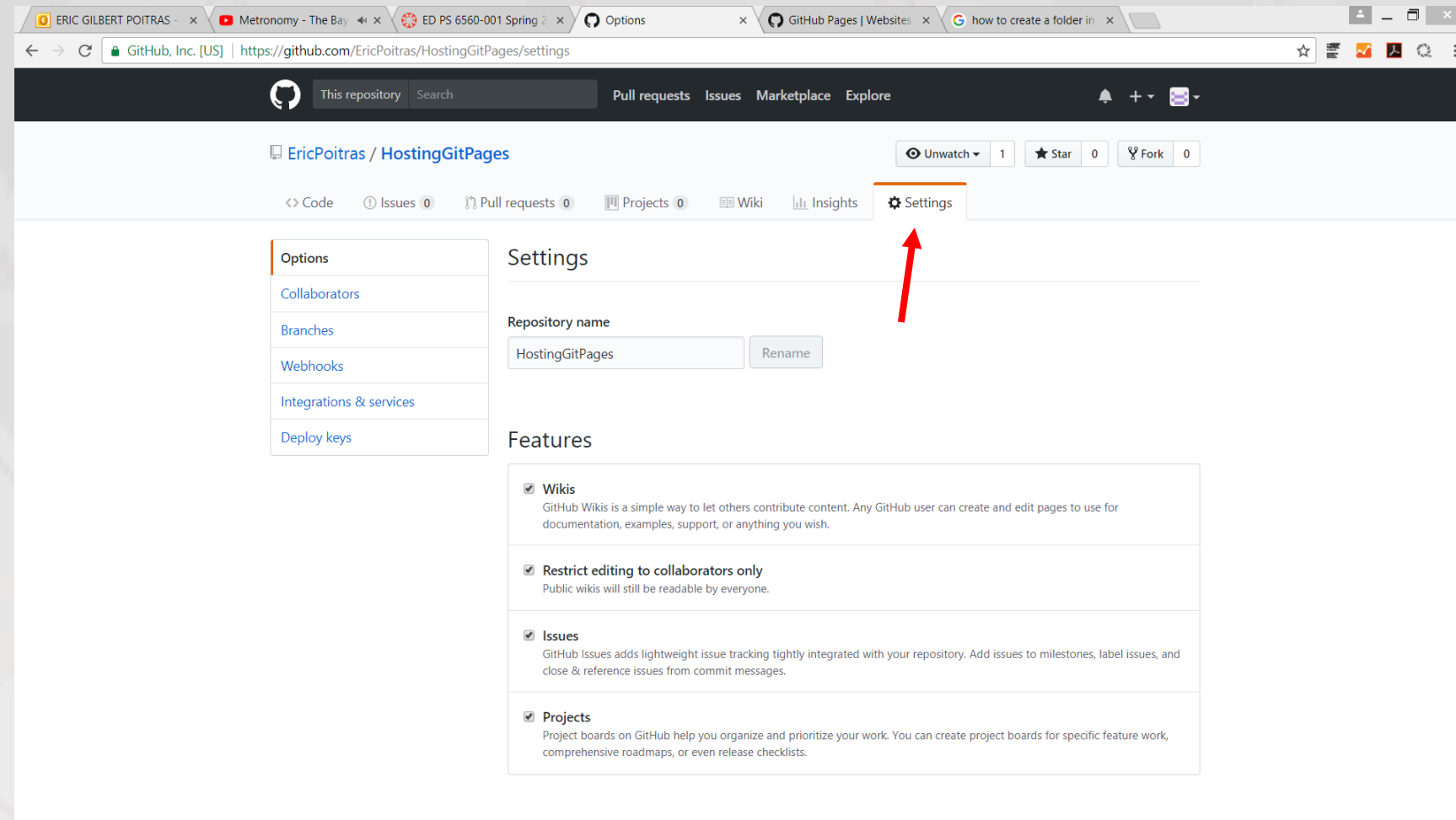
1. Customize the hello world! Message.
2. Commit the changes to the master branch.



Activity #1: Hello World!

Creating the folder structure for your website

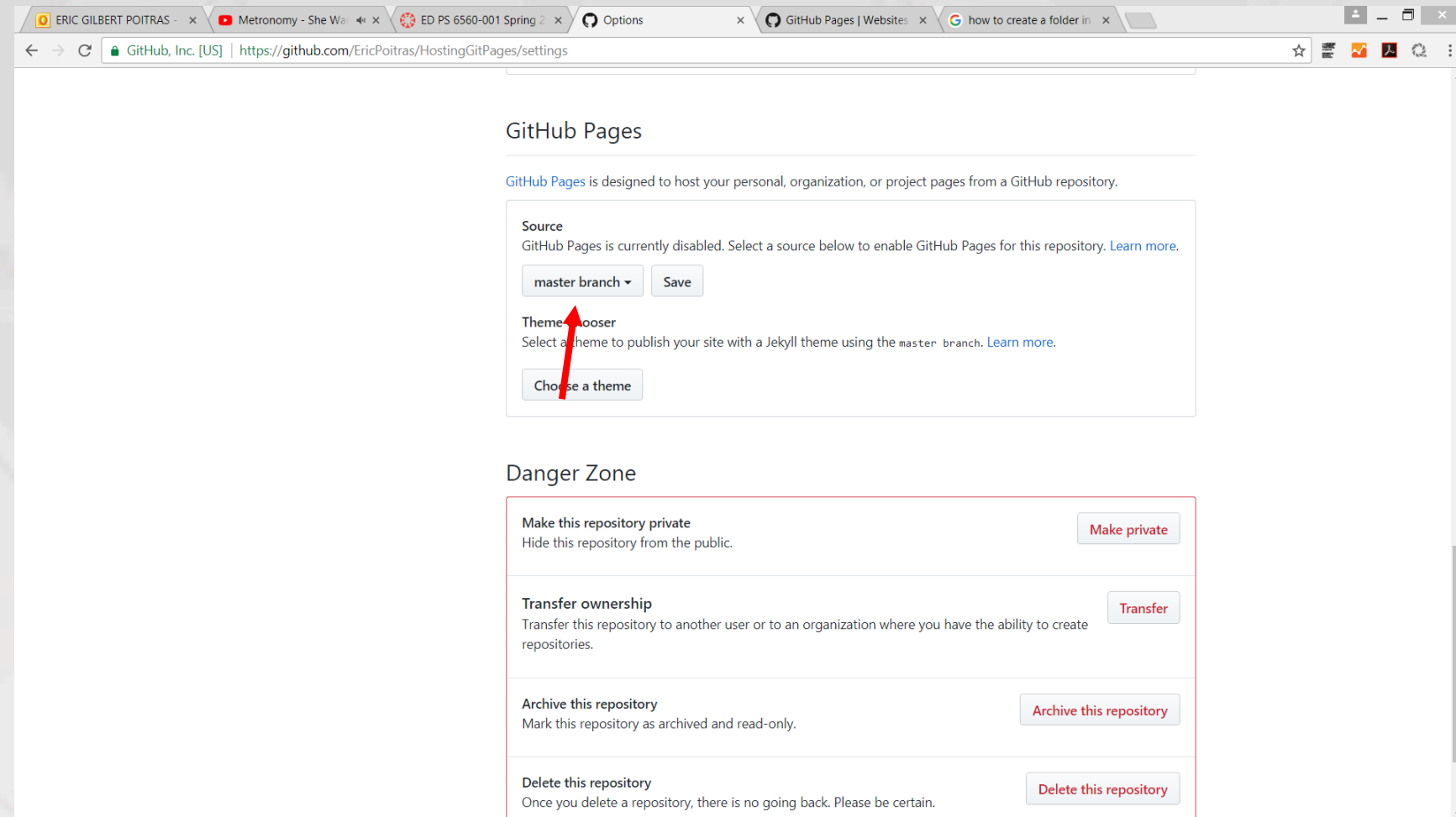
1. Navigate to the Settings of your account.
2. Scroll down until you reach the section “GitHub Pages”.



Activity #1: Hello World!

Creating the folder structure for your website

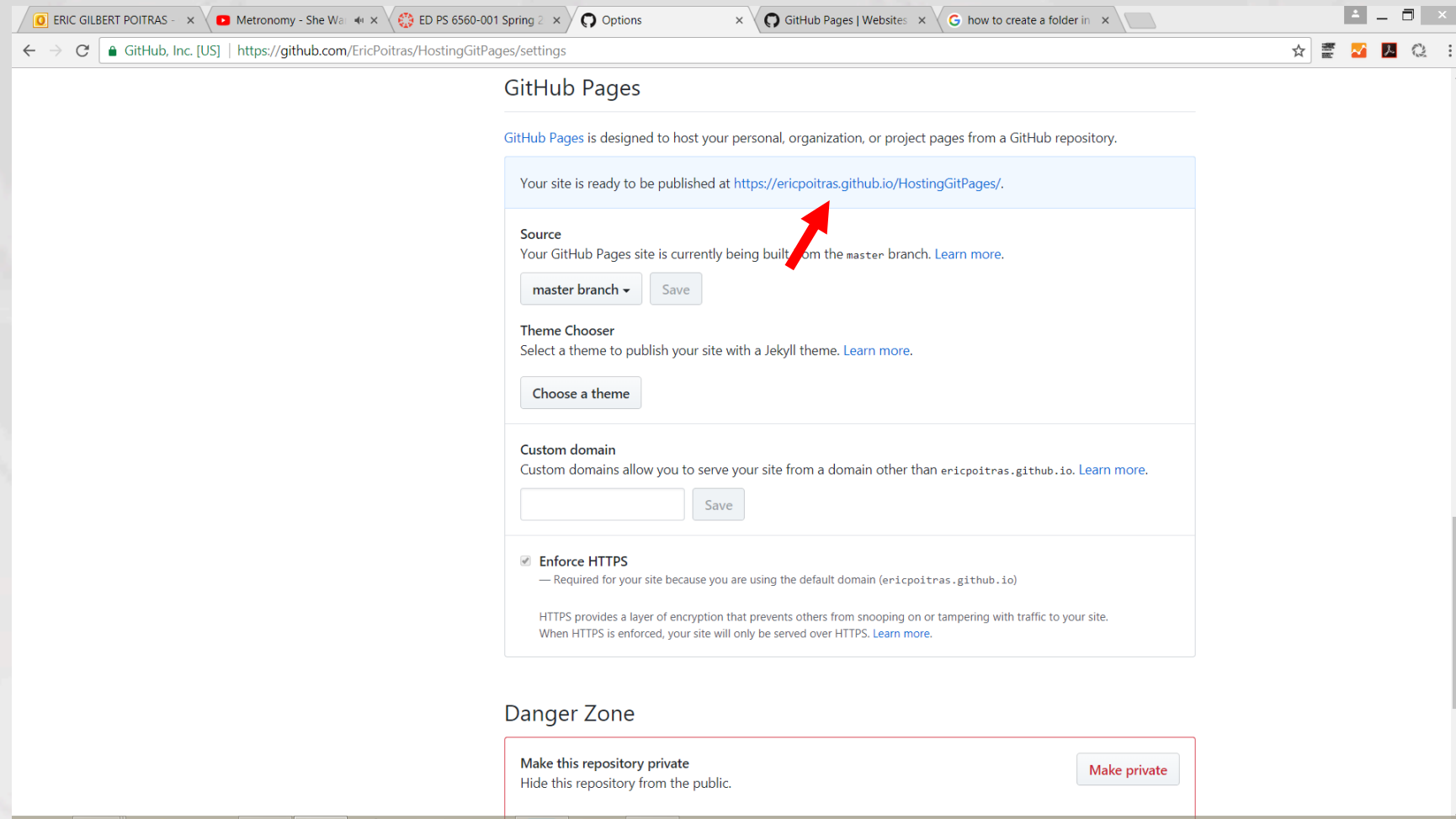
1. In the GitHub pages section, specify that you want to host the website from the master branch.
2. Select Save.



Activity #1: Hello World!

Creating the folder structure for your website

1. A confirmation message should appear with the url address of your site.
2. Navigate to the url address. Submit the url address via the Canvas course section to complete your first Activity #1 assignment.



In Preparation for Next Week

- Download and install the software you will need for next week
- Review the instructional videos in the Canvas module “In Preparation for Week 2... Learn About Photoshop”
- Sign up for an account in Codecademy. Complete the assigned module “Introduction to HTML”
- ***Skim*** the W3School reference on HTML – we will refer to it often in the course – quick read through to familiarize yourself with these resources