J586 Intermediate Interactive Media

Professor: Steven King, Assistant Professor of Interactive Media

UNC School of Media and Journalism

Tuesday and Thursdays 11-12:45 Carroll Hall Rm 58

Office Hours: Wednesdays from 10am-Noon and when sign says open!

Office: Room 77 In VisCom Suite near class room.

Couse Website: https://github.com/steven-king/j586

Twitter: @steven_king

GitHub: steven-king

Phone: 919-360-8907

COURSE DESCRIPTION

Web programming, graphic design and storytelling for the Web. Students will use HTML5 CSS3, JavaScript and other web publishing languages while learning how to design, storyboard and script an interactive storytelling project. Students will collect and incorporate photos, text, video, graphics and database information into interactive multimedia presentations.

This curse will expand on the knowledge and skills learned in J187 and multimedia design by increasing your ability to develop and present media. You will learn more advanced CSS and HTML.You will learn the basics of JavaScript and how to use and implement jQuery (JavaScript Framework).

Producing effective multimedia projects requires extensive and detailed skill sets, including:

- Expertise in Web site layout using html, CSS, a code editing program and JavaScript/jQuery
- effective use of photography, graphics, artwork, audio, video and the written word
- solid, ethical journalistic decision-making
- Design thinking and visual problem solving

PREREQUISITES AND PRIOR KNOWLEDGE

JOMC 187 Introduction to Interactive Media. or proven experience of HTML, CSS and responsive design

ACCREDITATION

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.

COURSE POLICIES

Attendance and Assignments

Attendance is required, participation is expected and deadlines are absolute.
To succeed in this class you must attend and participate in the discussion and hands-on, in-class assignments. Each in-class assignment is worth 20 points and can only be completed during class and will not be turned at a later date. You are allowed one un-excused absence. Any other missed class assignments with receive a 0 grade.

LATE ASSIGNMENTS WILL NOT BE ACCEPTED unless special arrangements are made prior to the due date. Major projects will be due at 11:59 p.m. Deadlines are vital to success in this industry and you are expected to make deadline.

Honor Code and Plagiarism

It is expected that each student in this course will conduct himself or herself within the guidelines of the UNC honor code. All academic work should be done with the high level of honesty and integrity 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 talk with me 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.

It is acceptable to use coding resources such as tutorials, libraries and **some** source code on sites like GitHub but the software license must allow for the usage and the **code should be credited**, linked and commented in your source code and credited visibly on the site either in the footer or a credits page.

Seeking Help

If you need individual assistance, it's your responsibility to contact me. 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/

Grading Policy

There are basic expectations that any supervisor or project manager would have for a project undertaken by a multimedia design specialist. 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:

- 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 development standards and design concepts.

When appropriate your multimedia work also will be evaluated for:

- consumer value

- architecture of information presentation

- aesthetic design choices

- creativity and innovation

RESOURCES AND SOFTWARE

Text Book

JavaScript and JQuery: Interactive Front-End Web Development

By: John Duckett
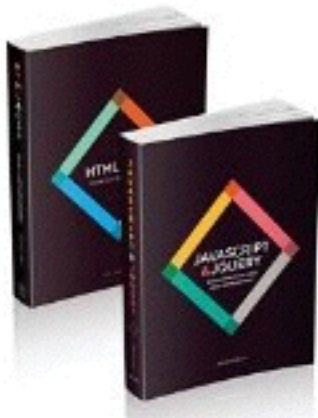
1st Edition

~$25

bit.ly/jsandjQueryBook

HTML and CSS: Design and Build Websites

By; John Duckett

1st Edition

~$18

http://bit.ly/htmlBook

OR By both as a set and save money.

bit.ly/htmlJSbook

~$40

Software

We will use Komodo Edit but any IDE or HTML/CSS/JavaScript Code editor will be fine. Many students use Sublime Text or Atom but NEVER USE Dreamweaver.

ASSIGNMENTS

This class follows a project-driven approach and is built on four major projects that demonstrate the skills taught in the class.

In-class Assignments and Quizzes

In-class exercises will cover the reading assignments and issues pertaining to the particular week's lessons. You always will be able to use your notes and textbook to complete the exercises, so be sure to bring them to class everyday. Some of these assignments may count as a quiz grade.

You also will have unannounced more traditional quizzes on reading assignments throughout the semester. If you keep up with the reading assignments, the quizzes will be easy to complete.

Professional Test

There will be one exam during the second half of the semester,possibly on exam day. Date will be determined and you will be informed in plenty of time to study. This test will be similar to what you might see on a job interview. This exam helps you prepare for such a day and show you have the deeper knowledge of what you build.

Projects

On four occasions during the semester you will be assigned projects that will require you to create an original Web site or interactive. More information about these projects will be provided during class.

The final project should demonstrate a comprehensive menu of Web design and multimedia production skills commensurate with what you learned during this course. The same grading criteria used for other assignments submitted during the semester will be used when evaluating your final project but this project is worth 4x the points because it requires extra efforts and proves you have mastered all the skills and concepts for the entire semester. Think of it as your final exam. Additional information about required elements will be provided during class.

Assignments	Points Each	% of Grade
Exercises and Quizes	20	20%
Projects	100	30%

Assignments	Points Each	% of Grade
Final	400	40%
Professional Test	100	10%
Total		**100%**

Class	Date	Topic/Assignment
1	Tuesday, Jan. 12	Introductions, Policies CSS Review
2	Thursday,Jan. 14	Advanced CSS, Sprits Project 1 Assigned
3	Tuesday, Jan.19	Command Line
4	Thursday, Jan. 21	Intro to Git
5	Tuesday, Jan. 26	Lab Day: CSS
Project 1	**Wednesday, Jan 27**	**Project 1 Due by 11:59pm**
6	Thursday, Jan.28	Intro to JavaScript
7	Tuesday, Feb 2	JavaScript Continued
8	Thursday, Feb 4	Intro to jQuery Project 1 Assigned
9	Tuesday, Feb 9	jQuery Sliders
10	Thursday, Feb 11	Open Lab Day. No Lecture TA assist in lab.
11	Tuesday, Feb 16	jQuery Advanced, Lab Time
12	Thursday, Feb 18	Lab Time
Project 2	**Monday, Feb 22**	**Project 2 Due by 11:59pm**
13	Tuesday, Feb 23	Intro to AJAX
14	Thursday, Feb 25	No Class for J/i Conf
15	Tuesday, Mar 1	AJAX Part 2 Project 3 Assigned
16	Thursday, Mar 3	AJAX Part 3
17	Tuesday, Mar 8	Dynamic Charts

Class	Date	Topic/Assignment
BREAK	**Mar 10-21**	**Spring Break Trip**
18	Tuesday, Mar 22	Data Sources
19	Thursday, Mar 24	Lab Day: Data
Project 3	**Monday, Mar 28**	**Project 3 Due**
20	Tuesday, Mar 29	Intro to APIs
21	**Thursday, Mar 31**	Google Maps API
22	Tuesday, April 5	Image APIs, Flcikr Final Project Assigned
23	Thursday, April 7	Image APIs, Instagram
24	Tuesday, April 12	Twitter API
25	Thursday, April 14	Twitter API Part 2
26	Tuesday, April 19	News/Search APIs
27	Thursday, April 21	Lab Day: API
28	Tuesday, April 26	**FINAL PROJECT DUE**
EXAM	**EXAM DATE FOR CLASS**	**Professional Test**

*Schedule is a guid and a goal for the class but is subject to change based on how quickly the class understands the material, weather and other factors.