

# CUNY “Coding for Journalists”

## Spring 2015 Syllabus

### CLASS TIME

Mondays, 6-8:50 p.m., Room 436

### CLASS WEBSITE

<http://www.mlouttit.com/cuny/>

### CLASS SLACK

<https://cunyjprogramming.slack.com/messages/spring2015>

### INSTRUCTOR CONTACT

email: [meghan.loutitt@journalism.cuny.edu](mailto:meghan.loutitt@journalism.cuny.edu)

gchat: m.louttit

call (emergencies only): 330 503 2251

### LAB INSTRUCTOR CONTACT

email: [jue.yang@journalism.cuny.edu](mailto:jue.yang@journalism.cuny.edu)

### CLASS DROPBOX

[https://www.dropbox.com/sh/townfq72i0uorco/AAAwOol\\_EooPnse41AOYaZFKa](https://www.dropbox.com/sh/townfq72i0uorco/AAAwOol_EooPnse41AOYaZFKa)

### CLASS STRUCTURE

Each week we will spend about one-third of the class going over readings and concepts, and the rest of the time doing coding exercises. Some weeks will include lab hours. The JavaScript module has an extra five weeks, which we will adjust on the fly depending on how the class is progressing.

### ASSIGNMENTS

There will be three different ways you complete assignments in this course.

1. Complete the review quizzes at the start of each class, which will go over the last week's reading(s) and lessons
2. In-class exercises, which we will do together.
3. Exercises and worksheets that you complete outside of class
4. Lab hour attendance

### ATTENDANCE

Attendance in this class is mandatory, **no exceptions**. We have very little time to go over complex concepts and practice using them. If you absolutely must miss a class, you will need to inform me ahead of time and you will still need to complete that week's assignments, including the in-class exercises, for full credit. You may also use lab hours to help make up a class.

## GRADING

25% attendance (present, on time and actively engaged)

25% participation (keep on task, work on in-class assignments, ask questions)

50% assignments & readings (quiz grades, completing and turning in assignments on time)

Extra Credit may be earned by attending lab hours.

Generally, don't let grades get in the way of your education! If you've shown an honest attempt at your work and show up to all the classes, you will be fine. I care mostly that you've made an attempt at the problem and can demonstrate your thought process.

## READING MATERIALS

There are required books for each section of this course, by the same author.

### **HTML & CSS: Design and Build Websites**

<http://htmlandcssbook.com/>

John Duckett (Author)

Publication Date: November 8, 2011

ISBN-10: 1118008189 | ISBN-13: 978-1118008188 | Edition: 1

[\\$17.39 on Amazon.com](#)

### **JavaScript and JQuery: Interactive Front-End Web Development**

<http://javascriptbook.com/>

John Duckett (Author)

Publication Date: June 30, 2014

ISBN-10: 1118531647 | ISBN-13: 978-1118531648 | Edition: 1

[\\$26.67 on Amazon](#)

Most of the readings will be assigned from here and it will be a great reference book in your continuing education and careers. In addition, I will assign other online readings and tutorials that you will be able to access for free.

I will also keep a list of recommended readings and books on the class website for specific areas of interest.

In addition to readings we will be using some free software in class. The most important is Dropbox, which is how you will turn in most of your assignments. Other programs you will need to have include Sublime Text, GitHub, CyberDuck and Slack.

## FINAL PROJECT

I've structured both parts of this course to focus on completing a final project that you can continue working with and will be able to reference in the future. Each assignment will focus on a different part of creating your site. This will provide real-world experience and will introduce problems and questions that

will allow me to adjust along the way.

Because I'm re-working the course to add an additional five weeks, the weekly schedule for the syllabus will evolve as we go. Thank you for your patience!

**CLASS MOTTO: ALWAYS BE LEARNING**

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## Part 1: HTML & CSS for Journalists

### DESCRIPTION:

This 5-week course introduces journalists to HTML and CSS, the fundamental coding languages for presenting information on the web. We will eschew the use of graphical editors such as Dreamweaver, and instead focus on editing the code directly and uploading it to a server. **No prerequisite.**

### OBJECTIVES

At the completion of HTML & CSS for Journalists, students will be able to:

- Write introductory-to-intermediate HTML from scratch to build web pages
  - Write introductory-to-intermediate CSS to precisely control and manipulate HTML for web page layout
  - Ability to follow a design workflow
  - Knowledge of the basic structure and infrastructure of the Internet
  - Understand the empowering role of programming in journalism
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## Part 2: JavaScript & jQuery for Journalists

### DESCRIPTION

This 10-week course introduces journalists to javascript coding and uses the jQuery framework to extend javascript's usefulness. The two work together to add interactivity to websites, allowing dynamic changes to be made to HTML and CSS. **This course will not make you an expert programmer on your own, or even an intermediate one.** We're not going to compress a four-year degree in computer science into fifteen hours. Instead, this class will focus on understanding the basics of 'real' programming, laying a framework of knowledge that prepares students for future pursuit and self-education and giving students an introduction to the usefulness of code in the newsroom. **Prerequisite: HTML & CSS for Journalists.**

### OBJECTIVES

At the completion of JavaScript and jQuery for Journalists, students will be able to:

- Write introductory JavaScript from scratch to add interactivity to their web pages
- How to use basic jQuery libraries (plugins)
- A feel for the capabilities and limitations of programming

- Understand the basics of functional programming: loops, control structures and data types, which provide a foundation for any language
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## Plagiarism & Academic Dishonesty

**You may look at other people's work in dropbox. It's a good way to learn. You may inspect their code with Dev Tools/Firebug. You may examine third-party code and use it as inspiration and guidance. *You may not copy and paste someone else's code and use it in yours, except for attributed libraries.***

All work in this class must be your own. Using other people's work, video, audio, music, text or ideas without attribution and their written permission will result in an F for the assignment or potential dismissal from the course depending on the severity of the infraction.

Plagiarism is the use of another's ideas or words, video or recordings or ideas without properly and clearly acknowledging the source of the information.

Other forms of academic dishonesty include:

- Unauthorized collaboration.
- Fabrication of information, quotes or sources.
- And impeding the work of others.

If you are still unsure whether you're about to cross over to the dark side, **PLEASE COME SEE ME**. Again, I want you to succeed and academic dishonesty is the worst kind of failure.

If you have any other questions, please check the [student handbook](#) on page 38.