School of Communication, University of Miami

CIM 111-S Introduction to Game Design. 3 Credit Hours.
3:30 pm-4:45 pm, Tuesday and Thursday, Wolfson 3034
Spring semester 2018

Instructor: Lindsay Grace
Instructor website: http://professorgrace.com/
Office Hours: Tuesday 1:45 pm-3:30 pm, Thursday 5:00 pm-6:30 pm, Office 5051-J (CIB)
Best way to contact: LGrace@miami.edu

General Class Site: https://github.com/UMInteractive/Weblab
Note: Every instructor has their own class site. Please visit the general class site for notes, examples, and more information.

The individual class site for this section is at: https://github.com/mindtoggle/Weblab

SYLLABUS

COURSE DESCRIPTION AND PURPOSE:

This course is a practical introduction to web design and marketing. Students will learn how to produce and market dynamic websites using modern content management systems.

COURSE OBJECTIVES:

- Provide an overview of the technologies that allow the Internet to function
- Introduction to HTML/CSS and jQuery
- Understand how to build, deploy and publish on content management systems.
- Learn about online media formats.
- Understand the basics of image editing and compression for the web. Learn how to publish online videos.
- Develop an understanding of data privacy.
- Audience development skills such as SEO, community engagement

COURSE PREREQUISITES:
None.

RECOMMENDED READING LIST:
Please refer to class site.

MATERIALS FEES:
Web Domain - *Optional*

Texts and Resources Required:

HTML and CSS: Design and Build Websites, by Jon Duckett, ISBN-13: 860-1200464207

Laptops: Not required but it's highly recommended that you bring yours to class. We will use software that's supported by both OS X and Windows.

Software:
- Atom: http://atom.io/ - free
- Git/Github: http://www.github.com – free

Grading/Evaluation:

Please note that blackboard listed grades do not factor in assignment weights, attendance, or participation so the current grade listed in Blackboard may not reflect your current actual grade. Isntead, Score Breakdown:

Assignments (group assignment):	**40%** total (5 assignments at 8% each)
Midterm Responsive Site (individual):	**20%**
Final Project(website, SEO/Marketing plan, brief, wireframes):	**30%**
Participation/Any Quizzes (if needed):	**10%**

Point Score range	Final Letter Grade
93 and above	A
90-92	A-
87-89	B+
83-86	B
80-82	B-
77-79	C+
73-76	C
70-72	C-
67-69	D+
64-66	D
Below 64	F

Attendance / Absences:

Students are expected to attend each class and arrive on time. Any student arriving late for presentation or other assignment may not be given a chance to complete it.

Late assignments are not accepted unless they result from an excused absence. Excused absences are limited to documented medical emergencies, events for which the instructor has given approval, and university sanctioned excused absences documented by the university unit's request (e.g. student's department, athletics academic services, etc.). All students are expected to communicate planned or unplanned absence to the instructor's email as soon as possible.

Any student accruing more than a 3 unexcused absences will receive a full grade deduction. The student's third absence will result in a best potential grade of "B." A student who accrues 30% or more unexcused absences will fail the course.

Makeup exams and acceptance of late assignments will only be granted in the following circumstances; Medical excuse, emergencies (as understood by University of Miami Administration), campus-sponsored activities.

All planned absences should be clearly explained in an email sent to the instructor before the student misses the class. The instructor will reply indicating whether or not the absence is excused. All issues of attendance and tardiness will be handled as school policy dictates and at the discretion of the instructor.

RELIGIOUS HOLY DAY POLICY:

It is the student's obligation to provide faculty members with notice of the dates they will be absent for religious holy days, preferably before the beginning of classes but no later than the end of the first three (3) class days. Absences due to observance of religious holy days not pre-arranged within the first three class days may be considered unexcused and there is no obligation to allow any make up work, including examinations. Missing a class due to travel plans associated with a particular religious holy day does not constitute an excused absence. The University's complete Religious Holy Day Policy can be found in the current Bulletin.

COURSE TOPICS OUTLINE:

This is a general outline and is subject to changed based on learning pace. Extra time will be spent on areas of general interest and need. Check your instructors class website for assignments, notes, and updated schedule. Reading and assignments are due by the start of the first class of that week (e.g. first reading assignment is due 1/22)

Week	Date		Reading Chapters	Assignment Due by start of first class in the week
1	1/15-1/17	Introduction to Web		
2	1/22-1/24	Setting up your environment *Guest on 1/24*	1,2,3	
3	1/29-1/31	Introduction to HTML *Guest on 1/31*	4,5	1. Github Setup Assignment
4	2/5-2/7	HTML and CSS	10, 11,12	2. HTML Resume
5	2/12-2/14	CSS	13, 14	
6	2/19-2/21	Responsive Web	15,16	3. HTML / CSS Resume
7	2/26-2/28	Layouts and Grid	17	
8	3/5-3/7	Responsive Web Workday		
9	3/9-3/17	Spring Break		4.Responsive site (due before 3/9 3:30 – but there is no class that day)
10	3/19-3/21	Intro to Javascript GDC *Guest on 3/19 an 3/21*		
11	3/26-3/28	JQuery		
12	4/2-4/4	Jquery plugin		5. JQuery 1 How to Website
13	4/9-4/11	**Introduction to web platforms**		6.Jquery 2-Plugin
14	4/16-4/18	Project Proposal and Marketing Workshop	18,19	
15	4/23-4/25	Final Project lab		Final Project **due by start of Final exam period**
Finals week				

Students enrolled in this course are expected to abide by the University of Miami Honor Code. The purpose of the Honor Code is to protect the academic integrity of the University by encouraging consistent ethical behavior in assigned coursework. Academic dishonesty of any kind, for whatever reason, will not be tolerated.

No honest student wants to be guilty of the intellectual crime of plagiarism, even unintentionally. Therefore, we provide you with these guidelines so that you don't accidentally fall into the plagiarism trap. Plagiarism is the taking of someone else's words, work, or ideas, and passing them off as a product of your own efforts. Plagiarism may occur when a person fails to place quotation marks around someone else's exact words, directly rephrasing or paraphrasing someone else's words while still following the general form of the original, and/or failing to issue the proper citation to one's source material.

In student papers, plagiarism is often due to...

- turning in someone else's paper as one's own
- using another person's data or ideas without acknowledgment
- failing to cite a written source (printed or internet) of information that you used to collect data or ideas
- copying an author's exact words and putting them in the paper without quotation marks
- rephrasing an author's words and failing to cite the source
- copying, rephrasing, or quoting an author's exact words and citing a source other than where the material was obtained. (For example, using a secondary source which cites the original material, but citing only the primary material. This misrepresents the nature of the scholarship involved in creating the paper. If you have not read an original publication, do not cite it in your references as if you have!)
- using wording that is very similar to that of the original source, but passing it off as one's own.
- Using stock imagery or media from a Creative Commons source without proper attribution.
- Removing source code licensing and attribution information and passing it off as your own.
- Using media without knowledge or documentation of copyrights, licensing, and other use restrictions.

The last item is probably the most common problem in student writing. It is still plagiarism if the student uses an author's key phrases or sentences in a way that implies they are his/her own, even if s/he cites the source or uses art that is not theirs without attribution.

All students are expected to check their University of Miami supplied email daily, or forward email to an account they do check daily. The instructor's email address is LGrace@Miami.edu. Email is the best way to reach the instructor.

In-class web surfing, email, engaging in social media, text messaging, or related behavior is prohibited during class meetings.

Please be attentive to people's comments and engage yourself in class. We will likely play a few games in class.   Please participate when asked, and stop playing when instructed to do so. Most games will be made available for students after class if they are interested in playing them further.

If you are uncomfortable with the behavior, language, content, or the classroom environment please address the instructor personally or through email at your earliest opportunity. The world of game design includes a variety of "hot button" topics, open discussion of these topics may contribute greatly to your

education.

The classroom environment should remain an open, engaging environment in which all students are encouraged to learn. No recording (audio or visual) of this class may be made without the prior written consent of the instructor.

STUDENT ACKNOWLEDGEMENT:

I HAVE RECEIVED AND READ THE SYLLABUS FOR CIM 111, SECTION   .
I HAVE COMPLETED THE PREREQUISITE COURSES LISTED IN THE SYLLABUS OR HAVE HAD THE
PROFESSOR SIGN BELOW TO CERTIFY A WAIVER OF THE PREREQUISITES.
SIGNED:
PRINT NAME:
DATE:
PROFESSOR PREREQUISITE WAIVER (IF NEEDED)