



IDSN 531 – Front End Web Programming

Units: 2

Fall 2025 — Friday — 6:00 – 7:50 PM

Location: Online

Instructor: Jake Spurlock

Office Hours: <https://calendly.com/whyisjake>

Contact Info: jspurloc@usc.edu

IT Help: <https://uscedu.sharepoint.com/sites/IYASStudent/SitePages/IT-Resources.aspx>

Hours of Service: 8:30 a.m. – 6:30 p.m.

Contact Info: iyahelp@usc.edu

Course Description

IDSN 531 is an introductory course in front-end web development intended for students with a design, creative technology, or interdisciplinary background who are looking to build a foundational understanding of how websites are built and function. No prior coding experience is required, though a basic comfort with computers and digital tools is expected.

This course introduces the essential technologies and practices used to create interactive web experiences, including HTML, CSS, and JavaScript (via jQuery). Students will also gain hands-on experience with version control and collaborative workflows using Git and GitHub—industry-standard tools for managing and sharing code. Through lectures, labs, and project-based assignments, students will build a multi-page website and contribute to a collaborative group project that simulates real-world web development practices.

While the course emphasizes practical skill-building, it also encourages students to develop a deeper appreciation for the architecture of the web, the importance of accessible and responsive design, and the iterative nature of digital creation. Students are encouraged to explore the web not just as a delivery platform, but as a dynamic, creative medium for storytelling, expression, and user engagement.

Aspirationally, students will cultivate an awareness of the evolving landscape of front-end technologies and develop a lifelong curiosity about the relationship between design and code. They will come to value the role of front-end development in shaping digital culture and gain a greater appreciation for the craft of building interfaces that are elegant, inclusive, and user-centered.

Learning Objectives

By the end of this course, students will be able to:

1. **Construct** semantic, standards-compliant web pages using HTML to organize and structure content.
2. **Style** web pages using CSS, including layout techniques such as Flexbox and responsive design principles via media queries.
3. **Apply** interactive behaviors to web pages using jQuery and basic JavaScript functions to enhance user experience.
4. **Design** and build a functional, multi-page website that demonstrates the integration of structure, style, and interactivity.
5. **Implement** reusable design components and modular CSS to maintain consistency and scalability across a website.
6. **Use** Git and GitHub to manage version control, collaborate on shared codebases, and track changes over time.
7. **Evaluate** and critique web interfaces based on usability, accessibility, responsiveness, and design quality.
8. **Deploy** websites to a server or hosting environment, ensuring proper file structure and directory management.
9. **Analyze** basic web analytics and performance data to assess site effectiveness and optimize content.
10. **Collaborate** effectively on a team-based web development project, including wireframing, design critiques, and division of coding tasks.

Prerequisite: IDSN 530: Technology Essentials or background in HTML/CSS/JavaScript

Course Notes

- **Grading Type:** Letter Grade
- **Delivery Mode:** This course is delivered fully online via Zoom and is considered a Web-Enhanced course. Live class sessions will take place weekly and are required.

- **Learning Platform:** Course materials, assignment instructions, and lecture notes will be distributed through Brightspace (USC's LMS). Supplemental resources and tools will be shared via class announcements and during live sessions.
- **Technology Use:** This course incorporates a range of technology-enhanced learning strategies, including the use of:
 - **Git and GitHub** for version control, project submission, and collaborative development
 - **Visual Studio Code** (or preferred code editor) for writing and testing code
 - **Browser-based developer tools** for debugging and layout inspection
 - **Zoom** for synchronous instruction, labs, and critiques
 - **Screen sharing and breakout rooms** for peer feedback and collaboration
- **Additional Notes:**
 - All individual and group projects will be submitted via GitHub repositories.
 - Open lab sessions throughout the week provide additional support and are strongly recommended.

Technological Proficiency and Hardware/Software Required

- **Technological proficiency** – This online course assumes that students can operate a modern laptop or desktop, install software, manage files and folders, and navigate between multiple applications. Students will use HTML, CSS and JavaScript (with jQuery), and will learn Git for version control and GitHub for collaboration and project submission. Basic familiarity with command-line tools (e.g., Terminal on macOS or Command Prompt/PowerShell on Windows) will be developed in the course.
- **Hardware requirements** – Because lectures and labs are delivered over Zoom and involve coding and screen-sharing, students should have a reliable laptop or desktop computer with a webcam, microphone, and high-speed internet. USC's online-program guidelines recommend at least a mid-range processor (e.g., Intel Core i5 or equivalent), 16 GB of RAM, 500 GB of storage, and a built-in HD camera. Headphones or a headset are strongly recommended to reduce background noise.
- **Loaner laptops** – Students who lack suitable equipment may borrow a laptop via the [USC Computing Center Laptop Loaner Program](#). Laptops come preloaded with the standard USC campus software and can connect to both guest and secure wireless networks. Rentals are free for up to four hours, with one free four-hour renewal, available to currently enrolled students with valid USC ID.
- **Software requirements** – All software used in this course is free:
 - **Code editor & development tools** – Visual Studio Code (or another of your choice), plus Git (or GitHub Desktop) for version control, and Node.js if needed.
 - **Collaboration & submission** – All projects will be submitted through GitHub. Students should create a free GitHub account; the GitHub Student Developer Pack offers additional benefits.
 - **Video conferencing** – USC provides Zoom accounts to all students, staff, and faculty at no cost. Zoom supports up to 300 participants, screen sharing, and meeting recording. Activate your account at usc.zoom.us. Additional support is available via the [USC Zoom Student Toolkit](#).
 - **Learning management system** – Course materials, grades, and discussions will be managed through **Brightspace**. It is available free to all students and instructors. Support is available 24/7 via:
 - [Brightspace Help for Students](#),
 - ITS Support Desk at 213-740-5555 (option 1 for students),
 - Email: brightspace@usc.edu.
- **Other software & services** – USC's software catalogue includes applications such as Adobe Creative Cloud and MATLAB; Microsoft Office 365 is also available for free. Visit software.usc.edu for full access. Off-campus access to certain services may require VPN or other secure connections.

- **Technical responsibility** – Students must ensure their hardware and internet connection are sufficient for participating in live sessions and for submitting assignments. For 24/7 technical help, contact the ITS Service Desk at 213-740-5555.

HOW TO PURCHASE SOFTWARE AT THE DISCOUNTED ACADEMY RATE

The following software are available for purchase online at the Iovine and Young Academy discounted rate:

Software	IYA Short-Term License at USC Bookstore
Adobe Creative Cloud	\$75 2025–2026 annual license (active through July 2026)
Apple Logic Pro	\$35 semester licenses
SolidWorks	\$35 semester license
Apple Final Cut Pro	\$35 semester license

To purchase:

- Visit: <https://commerce.cashnet.com/IOVINE>
- Select the software license(s) you would like to purchase by clicking “View Details” or the software title, and make your purchase.
- You will receive an order confirmation receipt at the email address you provided.
- You will be notified by email when the software license has been activated.

If you have any questions about this process, please do not hesitate to contact Academy IT Support at iyahelp@usc.edu.

Required Readings and Supplementary Materials

There is **no required textbook** for this course. All essential course materials—such as lecture slides, code demos, tutorials, and reference links—will be distributed via Brightspace and GitHub. Students are expected to regularly review these resources and engage with linked documentation and code examples.

Students must install and/or create free accounts for the following tools:

- [Visual Studio Code](#) – Required code editor for the course
- [Git](#) – Local version control
- [GitHub](#) – Account needed for project collaboration and submissions
- [Node.js](#) – Required for certain JavaScript tooling and exercises
- [Zoom](#) – Required for participation in weekly online sessions
- [Google Chrome](#) – Recommended browser for development and debugging








Optional Readings and Supplementary Materials









Students are encouraged to explore the following resources to deepen their understanding and support their continued learning:

- **GitHub Copilot** – An AI-powered coding assistant integrated with Visual Studio Code. Instructor demos in this course will use AI tooling to assist with coding, and students are encouraged to experiment with AI tools to enhance their workflows. [GitHub Copilot](#)

- **Bootstrap: Responsive Web Development** by Jake Spurlock – A concise and practical guide to building responsive layouts using Bootstrap. Code samples and project examples are available on [GitHub](#). Book available via [Amazon](#).
- [MDN Web Docs](#) – The authoritative resource for HTML, CSS, and JavaScript
- *HTML and CSS: Design and Build Websites* by Jon Duckett – A beginner-friendly visual reference (optional purchase)
- *Eloquent JavaScript* by Marijn Haverbeke – Free online book that covers core JavaScript concepts in depth
- [Frontend Masters Bootcamp](#) – Free video tutorials tailored for beginners
- [GitHub Student Developer Pack](#) – Access to premium dev tools and services at no cost to students, including GitHub Copilot and domain registration

Description and Assessment of Assignments

Week	Topics / Activities	Assignment (Assigned → Due Next Week)
1	Foundations of the Web <ul style="list-style-type: none"> • Intro to HTML & semantic structure • Hosting, file paths, dev tools • Intro to Git/GitHub 	 Build a Personal Landing Page Using basic HTML, create a simple personal homepage and publish it to GitHub Pages.
2	Styling & Layout Basics <ul style="list-style-type: none"> • Intro to CSS: selectors, classes, IDs • Typography, colors, spacing • CSS reset and dev tools 	 Style Your Landing Page Add CSS to improve layout and visual design. Use consistent structure and styling patterns.
3	Flexbox and Page Structure <ul style="list-style-type: none"> • Responsive page sections • Flexbox for layout control • File organization 	 Two-Page Portfolio Create a homepage and a 'Projects' page using Flexbox layout with internal links and structure.
4	Navigation & Multi-Page Design <ul style="list-style-type: none"> • Navigation menus • Relative linking • Shared CSS and layout systems 	 Multi-Page Site with Navigation Expand your portfolio into 3+ linked pages with a consistent header/nav and footer.
5	Forms and Inputs <ul style="list-style-type: none"> • Input types • Accessibility • Styling forms • Validation patterns 	 Build a Contact Form Create and style a working contact form. Validate inputs and include accessibility best practices.
6	CSS3 Visuals & Transitions <ul style="list-style-type: none"> • Transitions, shadows, gradients • Button styles and hover states • Embedded fonts 	 Interactive Bio Page Create a page with animation effects using transitions. Include hover/active states and CSS styling.
7	JavaScript and jQuery Basics <ul style="list-style-type: none"> • DOM manipulation • Selectors and events • Hide/show, toggle, animations 	 Interactive Features Add interactive behaviors (e.g. toggle sections, image sliders, or form validation) using jQuery.

8	Responsive Design & Media Queries <ul style="list-style-type: none"> • Mobile-first approach • Media queries and breakpoints • Adaptive images 	 Responsive Redesign Make a previously built page fully responsive using breakpoints and mobile-friendly adjustments.
9	Project Planning & GitHub Workflows <ul style="list-style-type: none"> • Review group project scope • Feature planning • Git branching basics 	 Individual Final Project Kickoff Submit project proposal and begin repo. Include wireframes, feature plan, and timeline.
10	Critique + Deployment <ul style="list-style-type: none"> • Peer review • Hosting on GitHub Pages • Debugging & performance checks 	 Final Project Submission Submit completed multi-page website, hosted and documented on GitHub. In-class demos required.
11	Team Formation + Project Planning <ul style="list-style-type: none"> • Finalize teams and topics • Storyboard key flows • GitHub workflows 	 Group Project Proposal One-page outline of project goals, audience, team roles, and planned features.
12	Design Systems + Prototyping <ul style="list-style-type: none"> • Wireframes, design systems • GitHub repo setup and component planning 	 Design Comps + Wireframes Submit mockups, CSS component plan, and repo scaffolding.
13	Development Sprint 1 <ul style="list-style-type: none"> • Core layout and homepage build • Peer sprint check-ins 	 Working Beta: Core Layout + Navigation Submit early build with working navigation and page scaffolding.
14	Development Sprint 2 + Analytics <ul style="list-style-type: none"> • Final buildout • SEO and analytics • QA and polish 	 Final Build Submission Submit complete, responsive website with content, styles, and interactivity.
15	Presentation & Reflection <ul style="list-style-type: none"> • Group presentations • Team reflections and lessons learned 	 Final Presentation + README Present final site. Submit GitHub repo with detailed documentation and team summary.

Participation

Students are expected to actively contribute to in-class discussions, provide constructive feedback during workshops, and engage in group activities. Full credit for participation will be awarded to students who consistently:

- Attend class and arrive on time.
- Come prepared by completing assigned readings or pre-class work.
- Participate meaningfully in group discussions and peer reviews.
- Contribute equally to group projects and class activities.

Note: While attendance is not graded directly, repeated unexcused absences may result in a lowered participation grade.

Grading Breakdown

Assessment Tool (assignments)	Points	% of Grade
Weekly Assignments (Weeks 1–10)	10 @ 20 pts each	200 pts
Group Project (Weeks 11–15)	1 project (100 pts)	100 pts
Midterm Reflection	1 assignment (50 pts)	50 pts
Final Presentation	1 presentation (50 pts)	50 pts
Participation	Ongoing (up to 50 pts)	50 pts
Peer Feedback	2 submissions (25 pts each)	50 pts
TOTAL	500 pts	100%

Grading Scale

Letter grade	Corresponding numerical point range
A	100-94
A-	94-90
B+	90-87
B	87-83
B-	83-80
C+	80-77
C	77-73
C-	73-70
D+	70-67
D	67-64
F	64 or below

Assignment Submission Policy

All assignments must be submitted *prior to the start of class* on the day they are due. Submissions made after class begins may be considered late and subject to grade penalties. Timely submission ensures that the instructor and classmates can provide prompt and meaningful feedback.

Grading Timeline

Assignments will be graded and returned within **one week (7 calendar days)** of the submission deadline. For group projects or more comprehensive assignments, feedback and grades may take up to **two weeks**. Feedback will be provided in written form via the LMS. Students are encouraged to reach out during office hours if they have questions about their feedback.

Course Specific Policies

- **Late Work:** Late assignments will be penalized 10% per day, up to a maximum of 5 days late. After 5 days, the assignment will receive a grade of zero unless prior arrangements have been made due to documented emergencies or accommodations.
- **Attendance and Participation:** Regular attendance is expected. More than two unexcused absences may impact your final grade. Participation in discussions and peer reviews is essential to your learning and your classmates' learning.
- **Use of Technology:** Laptops and tablets are permitted for note-taking and coursework only. Use of devices for non-class purposes (social media, messaging, unrelated browsing) is disruptive and will result in participation penalties. Shoot, let's all be adults here.
- **Group Work:** Group members are expected to share responsibilities equally. Peer evaluations may be used to assess individual contributions, and grade adjustments will be made accordingly.
- **Academic Integrity:** All work must be your own unless collaboration is explicitly permitted. Plagiarism or cheating will result in disciplinary action in accordance with university policy.

Attendance

The Academy maintains rigorous academic standards for its students and on-time attendance at all class meetings is expected. Each student will be allowed two absences over the course of the semester for which no explanation is required. Students are admonished to not waste excused absences on non-critical issues, and to use them carefully for illness or other issues that may arise unexpectedly. Except in the case of prolonged illness or other serious issue (see below), no additional absences will be excused. Each unexcused absence will result in the lowering of the final grade by $\frac{1}{3}$ of a grade (e.g., an A will be lowered to A-, and A- will be lowered to a B+, etc.). In addition, being tardy to class will count as one-third of an absence. Three tardies will equal a full course absence.

Students remain responsible for any missed work from excused or unexcused absences. Immediately following an absence, students should contact the instructor to obtain missed assignments or lecture notes and to confirm new deadlines or due dates. Extensions or other accommodations are at the discretion of the instructor.

Automatically excused absences normally may not be used for quiz, exam or presentation days. Using an excused absence for a quiz, exam or presentation, such as in the case of sudden illness or other emergency, is at the discretion of the instructor.

In the case of prolonged illness, family emergencies, or other unforeseen serious issues, the student should contact the instructor to arrange for accommodation. Accommodation may also be made for essential professional or career-related events or opportunities. Additionally, students who need accommodations for religious observations should provide advanced notice to instructors and student athletes should provide Travel Request Letters. All accommodations remain at the discretion of the instructor, and appropriate documentation may be required.

Unless students provide an accommodation letter from USC's Office of Student Accessibility Services (OSAS) or a letter from IYA Student Services detailing visa or travel restrictions, attendance and active participation is expected in the classroom. Any student with such accommodations should submit their accommodation document to the instructor as soon as possible to discuss appropriate accommodations.

Students who are experiencing illness should not attend class in person. Please inform the instructor in advance of any class sessions that you can't attend for medical reasons, and accommodations will be arranged to view recorded lectures and submit alternatives to any missed class participation. Students will not be penalized for not attending class in person under these circumstances.

Iovine and Young Hall Cleanout

The Academy is unable to store student projects and materials beyond the end of the semester. Students must remove all projects and personal materials from the Creators Studio, lockers/locker room, and other classrooms by the end of each semester. **All projects and materials left in Iovine and Young Hall will be discarded the day after final exams end. No exceptions.**

Classroom norms

- **Engage respectfully:** Listen actively and speak thoughtfully.
- **Be present:** Minimize distractions; focus on the conversation and activities in class.
- **Support one another:** Encourage your peers and contribute to a positive, inclusive environment.
- **Own your impact:** Be mindful of how your words and actions affect others.
- **Stay curious:** Ask questions, challenge ideas respectfully, and remain open to new perspectives.

Zoom etiquette

In our virtual classroom, we ask that all students follow basic Zoom etiquette to create a respectful and engaging learning environment. Please aim to join class on time, keep your microphone muted unless speaking, and use the chat respectfully. If you're comfortable, keeping your camera on helps foster connection and community, but if you're unable to do so, please reach out to me ahead of class. Dress appropriately, minimize distractions, and avoid multitasking during sessions. These small actions go a long way in supporting a positive and focused online learning experience for everyone.

Academic Integrity

The University of Southern California is foremost a learning community committed to fostering successful scholars and researchers dedicated to the pursuit of knowledge and the transmission of ideas. Academic misconduct is contrary to this fundamental mission and includes any act of dishonesty in the submission of academic work (either in draft or final form), as well as cheating, plagiarism, fabrication (e.g., falsifying data), knowingly assisting others in acts of academic dishonesty, and any act that gains or is intended to gain an unfair academic advantage. Students are expected to uphold the highest standards of academic integrity in all coursework.

This course follows the expectations for academic integrity as stated in the [USC Student Handbook](#). All students are expected to submit assignments that are original work and prepared specifically for the course/section in this academic term. Students may not submit work written by others or "recycle" work prepared for other courses without obtaining written permission from the instructor(s). Students suspected of academic misconduct will be reported to the Office of Academic Integrity.

Academic dishonesty has a far-reaching impact and is considered a serious offense against the university. Violations will result in a grade penalty, such as a failing grade on the assignment or in the course, and disciplinary action from the university, such as suspension or expulsion.

For more information about academic integrity see the [Student Handbook](#), the [Office of Academic Integrity's website](#), and university policies on [Research and Scholarship Misconduct](#).

Please ask your instructor if you are unsure what constitutes unauthorized assistance on an exam or assignment or what information requires citation and/or attribution.

AI Policy

I expect you to use AI (e.g., ChatGPT and image generation tools) in this class. Learning to use AI is an emerging skill, and I welcome the opportunity to meet with you to provide guidance with these tools during office hours or after class. Keep in mind the following:

- AI tools are permitted to help you brainstorm topics or revise work you have already written.
- If you provide minimum-effort prompts, you will get low-quality results. You will need to refine your prompts to get good outcomes. This will take work.
- Proceed with caution when using AI tools and do not assume the information provided is accurate or trustworthy. If it gives you a number or fact, assume it is incorrect unless you either know the correct answer or can verify its accuracy with another source. You will be responsible for any errors or omissions provided by the tool. It works best for topics you understand.
- AI is a tool, but one that you need to acknowledge using. Please include a paragraph at the end of any assignment that uses AI explaining how (and why) you used AI and indicate/specify the prompts you used to obtain the results and what prompts you used to get the results. Failure to do so is a violation of academic integrity policies.
- Be thoughtful about when AI is useful. Consider its appropriateness for each assignment or circumstance. The use of AI tools requires attribution. You are expected to clearly attribute any material generated by the tool used.]

Course Content Distribution and Synchronous Session Recordings Policies

USC has policies that prohibit recording and distribution of any synchronous and asynchronous course content outside of the learning environment.

Recording a university class without the express permission of the instructor and announcement to the class, or unless conducted pursuant to an Office of Student Accessibility Services (OSAS) accommodation. Recording can inhibit free discussion in the future, and thus infringe on the academic freedom of other students as well as the instructor. ([Living our Unifying Values: The USC Student Handbook](#), page 13).

Distribution or use of notes, recordings, exams, or other intellectual property, based on university classes or lectures without the express permission of the instructor for purposes other than individual or group study. This includes but is not limited to providing materials for distribution by services publishing course materials. This restriction on unauthorized use also applies to all information, which had been distributed to students or in any way had been displayed for use in relation to the class, whether obtained in class, via email, on the internet, or via any other media. Distributing course material without the instructor's permission will be presumed to be an intentional act to facilitate or enable academic dishonesty and is strictly prohibited. ([Living our Unifying Values: The USC Student Handbook](#), page 13).

Course Evaluations

Course evaluations are an essential part of improving teaching and learning at USC. At the end of the semester, you'll be invited to complete a university-wide evaluation of this course, offering feedback on your experience, the course structure, and instruction. Your insights help shape future versions of the class and are taken seriously in refining course design. In addition, I may conduct a brief mid-semester evaluation to gather your thoughts while the course is still in progress—this allows for early adjustments to better support your learning. If you have feedback at any point, I welcome it.

Important University Dates for Fall 2025 Semester ([Registration Calendar](#))

Date	Notice
August 18-22	Registration for fall semester continues.
Aug. 22	Last day to register and settle without late fee for session 001.
Aug. 25	Fall semester classes begin for Session 001 and Online Session 060
Sept. 1	Labor Day, university holiday.
Sept. 12	Last day to register for classes for session 001.
	Last day to receive a refund for a course in session 001.
	Last day to enroll for a course for a grade of Pass/No Pass or Audit for session 001
	Last day to purchase or waive Tuition Refund Insurance.
Sep. 16	Last day to drop/add a Monday-only class without a mark of "W" and receive a refund, or change the Monday-only class to Pass/No Pass or Audit for session 001.
October 9-10	Fall Recess.
Oct. 10	Last day to change a Pass/No Pass course to Letter Grade for session 001.
	Last day to drop a course without a mark of "W" on the transcript for session 001.
Nov. 11	Veterans Day, non-instructional day.
Nov. 14	Last day to withdraw a course for session 001.
Nov. 26-30	Thanksgiving Holiday
Dec. 5	Fall semester classes end.
Dec. 6-9	Study days
Dec. 10-17	Final Exams
Dec. 10-23	Final grade submission via Grading and Roster System (GRS) for Fall 2025, Session 001.

Statement on University Academic and Support Systems

Students and Disability Accommodations:

USC welcomes students with disabilities into all of the University's educational programs. [The Office of Student Accessibility Services](#) (OSAS) is responsible for the determination of appropriate accommodations for students who encounter disability-related barriers. Once a student has completed the OSAS process (registration, initial appointment, and submitted documentation) and accommodations are determined to be reasonable and appropriate, a Letter of Accommodation (LOA) will be available to generate for each course. The LOA must be given to each course instructor by the student and followed up with a discussion. This should be done as early in the semester as possible as accommodations are not retroactive. More information can be found at osas.usc.edu. You may contact OSAS at (213) 740-0776 or via email at osasfrontdesk@usc.edu.

Student Financial Aid and Satisfactory Academic Progress:

To be eligible for certain kinds of financial aid, students are required to maintain Satisfactory Academic Progress (SAP) toward their degree objectives. Visit the [Financial Aid Office webpage](#) for [undergraduate](#)- and [graduate-level](#) SAP eligibility requirements and the appeals process.

Support Systems:

[Counseling and Mental Health](#) - (213) 740-9355 – 24/7 on call

Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention.

[988 Suicide and Crisis Lifeline](#) - 988 for both calls and text messages – 24/7 on call

The 988 Suicide and Crisis Lifeline (formerly known as the National Suicide Prevention Lifeline) provides free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week, across the United States. The Lifeline consists of a national network of over 200 local crisis centers, combining custom local care and resources with national standards and best practices. The new, shorter phone number makes it easier for people to remember and access mental health crisis services (though the previous 1 (800) 273-8255 number will continue to function indefinitely) and represents a continued commitment to those in crisis.

[CARE-SC: Confidential Advocacy, Resources, and Education Support Center](#) - (213) 740-9355(WELL) – 24/7/365 on call.

Confidential advocates, prevention educators, and professional counseling teams work to promote a universal culture of consent, as well as prevent and respond to sexual assault, intimate partner violence, stalking, or other relationship harm. Services available to all USC students at no cost.

[Office of Civil Rights Compliance](#) - (213) 740-5086

Information about how to get help or help someone affected by harassment, discrimination, retaliation on the basis of a protected characteristic, rights of protected classes, reporting options, and additional resources for students, faculty, staff, visitors, and applicants.

[USC Report & Response](#) - (213) 740-2500

The USC Report & Response website is the university's central reporting portal for concerns arising in the academic space or workplace. All concerns will be assessed and referred to the appropriate university office for resolution. Any questions about USC Report & Response or reporting, in general, can be referred to the [Office of Professionalism and Ethics](#) at ope@usc.edu.

[USC Campus Support and Intervention](#) - (213) 740-0411

Focuses on student success by assisting students in navigating and resolving complex issues through problem solving, presenting options, and connecting to resources.

[USC Emergency](#) - UPC: (213) 740-4321, HSC: (323) 442-1000 – 24/7 on call

Emergency assistance and avenue to report a crime. Latest updates regarding safety, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible.

[USC Department of Public Safety](#) - UPC: (213) 740-6000, HSC: (323) 442-1200 – 24/7 on call

Non-emergency assistance or information.

[Office of the Ombuds](#) - (213) 821-9556 (UPC) / (323-442-0382 (HSC)

A safe and confidential place to share your USC-related issues with a University Ombuds who will work with you to explore options or paths to manage your concern.

[Occupational Therapy Faculty Practice](#) - (323) 442-2850 or otfp@med.usc.edu

Confidential Lifestyle Redesign services for USC students to support health promoting habits and routines that enhance quality of life and academic performance.