

# HCI 201: Multimedia and the World Wide Web

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Fall Quarter 2018-2019

Section: 420

Class number: 16138

Meeting time/Location: Online Course

Course Management System: Desire2Learn (D2L) [d2l.depaul.edu](http://d2l.depaul.edu)

**Instructor:** Miranda Standberry-Wallace

**Office:** 243 S Wabash Ave Chicago, IL 60604, (CDM building) Suite 702–Loop campus

**Office hours:**

Loop/by appointment: CDM 702: Thursday (12-1pm and 5-5:30pm)

Online/by appointment: Saturday 9:00am-1:00pm

Lincoln Park Campus by appointment

I am available for appointments made outside of the set office hours. Please email me ([mstandbe@depaul.edu](mailto:mstandbe@depaul.edu)) and/or call me at (773)325-8556 to set an appointment.

**Course Description:** An introduction to the World Wide Web and web development for non-technical majors. Students will create web pages using a text editor. Students will evaluate web sites using a variety of analytical and empirical methods. Students will conduct technology-related experiments following the principles of the scientific method and use technology to analyze their results. Topics include web-based technology, creating content for distribution on the web, and design principles for web sites. Students will develop an appreciation for the connections among science, mathematics, and technology in modern society, as well as for the principles guiding advances in science and technology.

**Prerequisites:** None.

## Fall Quarter 2018-2019

AUTUMN QUARTER 2018	
August 27	Begin Immersion Week of Discover Chicago Program
August 31	TUITION DUE: AUTUMN QUARTER
September 3	Labor Day - University officially closed
September 5	BEGIN AUTUMN QUARTER 2018 ALL CLASSES
September 11	Last day to add (or swap) classes to AQ2018 schedule (11:59pm Deadline)
September 18	Last day to drop classes with no penalty (100% tuition refund if applicable and no grade on transcript)
	Last day to select pass/fail option
September 19	Grades of "W" assigned for AQ2018 classes dropped on or after this day
September 25	Last day to select auditor status
October 1	DEADLINE: Application for November 2018 degree conferral
October 11	Begin December Quarter/Graduate Intercession Registration
	Begin Winter Quarter 2019 Registration
October 23	Last day to withdraw from AQ 2018 classes
November 13	End AQ2018 Day & Evening classes
November 14	Begin AQ2018 Day & Evening Final Exams
November 19	TUITION DUE: December Quarter/Graduate Intercession 2018
November 20	End AQ2018 Day & Evening Final Exams
	END AUTUMN QUARTER 2018
November 22	Thanksgiving Holiday - University officially closed
November 23	Thanksgiving Holiday - University officially closed
November 24	Thanksgiving Holiday - University officially closed
November 25	Thanksgiving Holiday - University officially closed
November 29	AUTUMN 2018 GRADES DUE
	"IN" grades issued Winter 2018 lapse to "F"
	"R" grades issued Autumn 2017 lapse to "F"

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**Learning Domain Description:** HCI-201: Multimedia & the World Wide Web is included in the Liberal Studies program as a course with credit in the Scientific Inquiry domain. Courses in the Scientific Inquiry domain are designed to provide students with an opportunity to learn the methods of modern science and its impact on the world around us. Courses are designed to help students develop a more complete perspective about science and the scientific process, including: an understanding of the major principles guiding modern scientific thought; a comprehension of the varying approaches and aspects of science; an appreciation of the connection among the sciences; the fundamental role of mathematics in practicing science; an awareness of the roles and limitations of theories and models in interpreting, understanding, and predicting natural phenomena; and a realization of how these theories and models change or are supplanted as our knowledge increases.

**Writing Expectations:** Writing is integral for communicating ideas and progress in science, mathematics and technology. The form of writing in these disciplines is different from most other fields and includes, for example, mathematical equations, computer code, figures and graphs, lab reports and journals. Courses in the SI domain must include a writing component where that component takes on the form appropriate for that course (e.g., lab reports, technical reports, etc.)

## Learning Outcomes

1. Students will understand the major principles guiding modern scientific thought. Students will demonstrate a mastery of the science content knowledge of their SID courses.
2. Students will know that science, technology, and math serve as mechanisms for inquiry into the nature of the universe. Students will:
  - a. identify questions that can be answered through scientific investigations;
  - b. design and conduct a scientific investigation to test a scientific hypothesis;
  - c. use appropriate tools and techniques together, analyze, and interpret data to support or refute a scientific hypothesis;
  - d. develop descriptions, explanations, predictions, and models using evidence;
  - e. describe relationships between evidence and explanations using critical and logical thinking;
  - f. recognize and analyze alternative explanations and predictions;
  - g. communicate scientific procedures and explanations;
  - h. use mathematics in all aspects of scientific inquiry.
3. Students will understand and appreciate the interrelationships among science, technology and math. Students will:
  - a. use technology and mathematics to identify a problem or design a solution to a problem;
  - b. give examples of how science and technology inform and influence each other.
4. Students will understand and appreciate the role of science in society and in their lives. Students will:
  - a. Provide examples of how science and technology impact our lives, and how social needs and concerns impact our development of technology and scientific investigation;
  - b. develop positive attitudes towards science, technology, and mathematics;
  - c. establish an ongoing experiential/service-learning interest in science, technology, and mathematics.
5. Students will understand the nature of science, technology, and mathematics. Students will:

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- a. provide examples of the abuse of science, including the representation of unfalsifiable claims as science and other forms of pseudoscience;
- b. explain the strengths and limits of scientific inquiry;
- c. explain the difference between evidence and inference, and the provisional nature of scientific explanations by providing examples of how our understanding of the workings of the world has changed in the past;
- d. explain the difference between probability and certainty, and describe what is meant by uncertainty in the context of science, technology, and mathematics.

**Computers and Operating Systems:** The course is slanted to PC and Microsoft but Mac users are given alternatives. So Mac and Microsoft Users should both be able to use course materials. Slides are in PowerPoint and .pdf files. There is a special Discussions Forum in the D2L Discussions for the course for Mac users to trade information.

## Course Objectives:

- To acquire basic knowledge for building a practical professional website using various development means including HTML
- To acquire basic knowledge of use of multimedia in such website
- To become familiar with the scientific enterprise including various views of its method, its difference in proceeding according to the type of science and the general process of scientific publication
- To do as a project an investigation of a scientific topic and to build a web page publication of the findings using web page development skills learned in the earlier objectives

**Required Software:** You will need a computer or access to one in order to complete the assignments and projects for this class. You will need to download and install two FREE programs for use in this class.

1. Free HTML editor. You may select any HTML editor.

(Recommended: PC: NotePad++, MAC: TextWrangler)

2. Free File Transfer Protocol (FTP) program.

Other FREE software may be recommended during the quarter for use in this class.

**Computer Requirements:** You will need access to a computer with internet access outside of this class. The College of Computing and Digital Media has several open computer labs in the Student Center in Lincoln Park (classrooms 363 & 364) and in the CDM building (243 S. Wabash Ave., 1st floor and 4th floor).

**Textbook:** No textbooks are required, though some online reading may be assigned.

## **Course Management System:**

All course materials will be posted to Desire 2 Learn (D2L) Web: <http://d2l.depaul.edu>

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## How Learning Outcomes Will Be Met:

### Weekly Assignments and deadlines.

The course builds incrementally, adding skills as we go along. Keeping up is essential. It is my general experience that students who fall behind, even a little, tend to not do well and/or fail the course.

This course is an online course. There are weekly assignments and deadlines with substantial penalties for not meeting them. (See below). The reason for this rigidity is precisely because the skills acquired are cumulative. Thus, deadlines are enforced. **No Late assignment will be accepted.**

## Assignments:

- Must be submitted electronically as in the instructions provided. This is done through the Submission Box in D2L.
- NB: Late assignments **–missing assignment or quiz become a permanent zero.** Special circumstances: If you are ill or have some other legitimate interruption in your course work, you can contact me but I do not make the final judgements on these matters. Special permissions for late withdrawal or other concerns must be vetted by the proper office, e.g., Dean of Students or CDM administration. Pay attention to withdrawal dates set by the university and be realistic in your ability to do the course in a timely fashion. Work related travel or absence should be treated in the same way.
- Collaboration is encouraged- you can discuss and help one another understand the assignments. However, assignments are individual and cannot be shared and/or copied. The university policies on plagiarism for more information.

### **Collaboration vs. Cheating**

The goal of assignment and projects are to practice the concepts taught in class. You are expected to do your own assignments and projects. However, some collaboration with other students is allowed and even encouraged.

The following types of collaboration are allowed:

- Discussing strategies for solving a problem
- Explaining why a web page does not work (de-bugging code)
- Reviewing and testing someone else's web pages
- Using HTML, CSS and JavaScript code provided by the instructor and texts

The following types of collaboration are not allowed:

- Copying someone else's HTML, CSS or JavaScript code
- Literally telling someone what code to write
- Using a third-party service to create a website for you (i.e. WordPress)

## **Participation** [10 percent of the course grade]

Online participation points are earned by commenting on peers' work and helping to build the class community and by participating in discussion boards, completing assignments on time, etc.

## **Incompletes and Other Exceptions to these Grades and Grading:**

You must apply to the College of Computing and Digital Media and/or the Dean of Students office for a grade of Incomplete. If you have special health or other concerns, you should consult with the Dean of

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Students office. Either the Dean of Students office or the Administrative office of the CDM (College of Computing and Digital Media) will communicate with me after you have discussed the matter with them. This applies as well to excessive absence (even unforeseen) as well.

The following table will be used in converting numeric grades into an official letter grade for the course:

## Letter Grade Determination

Number Scale	Letter Grade
90 – 100%	A
80 – 89.99%	B
70 – 79.99%	C
60 – 69.99%	D
0 – 59.99%	F

Note: Grades within two points from the grade thresholds will be adjusted with - or +.

## Evaluation of Students

Component	Weights
Participation	10%
Website Programming Assignments (4)	40%
Quizzes (3)	30%
Final Project	20%

Note: There will be no midterm for the course. A final project is required in lieu of final exam.

## Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

## Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: [cdm.depaul.edu/enrollment](http://cdm.depaul.edu/enrollment).

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## **Content and Computer Usage Policies:**

- Students are responsible for following University and the College rules for computer usage. These include rules about commercial usage and kinds of content.
- In general pages created for the course should have a professional tone and be suitable to your job-seeking portfolio. Use as your standard: Would I show this to a prospective employer?

You are expected to write your own code (html).

## **Students with Disabilities**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson  
Blvd. Phone number: (312)362-8002  
Fax: (312)362-6544  
TTY: (773)325.7296