



*University of Southern California
School of Cinematic Arts
Lecturer Luis Blackaller
IML400 Web-Based Scholarly Multimedia
Syllabus - Draft 2 [10032012]*

Course Overview

IML400 is a practical introductory course that aims to teach the foundations to web development and analysis. It will provide a conceptual framework to understand, analyze, and design for the web of today, and it will serve as a practical introduction to HTML, CSS and Javascript as building blocks.

The class will be divided in two sections: discussion and workshop.

Discussion time will serve to review and analyze previous assignments, as well as to study the web as a participatory rich media platform and to introduce and explore key concepts in web design.

Introduction of new techniques, and the technical nuances presented by the implementation of assignments will be explored during workshop time.

Grading

- Class Participation 10%
- Workshop Participation and Performance 20%
- Assignments (this includes reading reports) 20%
- Final Project 50%

Assignments

Assignment delivery is every **Monday** after each class at **6:00pm** unless a different deadline is specified. The inability to meet deadlines will have a negative impact on grades.

For team assignments each member of the team should have a page with the assignment in their storm accounts.

Workshop

Students should upload the result of each workshop session to their storm accounts every time.



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Readings

Some weeks there will be readings. Students are expected to upload a brief essay about each reading in their storm accounts.

A reading list will be provided when it's ready.

Uploading work

Students are expected to follow the proposed organization schema for their online projects:

1.- Index file:

<http://storm.usc.edu/~username/IML-400.html>

This file should feature a list of links to all the work made by the student.

2.- Image directory:

<http://storm.usc.edu/~username/images>

All images used by webpages located in the root directory should be located there.

3.- Stylesheet directory:

<http://storm.usc.edu/~username/css>

All CSS files should be located there.

4.- Javascript directory:

<http://storm.usc.edu/~username/js>

All javascript files should be located there.

5.- Assignment files:

<http://storm.usc.edu/~username/assignment-x.html>

The main html file for each assignment should be named assignment-x.html, where x corresponds to the number of this assignment. All secondary files (html, CSS, javascript or images can have arbitrary names).

6.- Workshop session files:

<http://storm.usc.edu/~username/workshop-x.html>

Same as with assignment files.



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7.- Reading report files:

<http://storm.usc.edu/~username/reading-x.html>

Same as with assignment files.

8.- Final project directory and files:

<http://storm.usc.edu/~username/final/>

All final project files should be located in a directory called final. Students will have freedom to do as they please inside this directory as long as this fits their project requirements.

Class Calendar

1.- September 18, 2012

Discussion:

Lecturer - Students intro. Scoping the class. Student skill survey. The web in our lives. Why coding? Intro to Web Coding: HTML, CSS and Javascript today. Web coding principles.

Readings-1: None.

Assignment-1 (Team Assignment):

Research and 15 minute Presentation.
Make a web page with the presentation content.
Team 1: The web in 1996.
Team 2: The web in 2000.
Team 3: The web in 2006.
Team 4: The web in 2012.

Workshop-1:

Hello World - Intro to HTML.

2.- September 25, 2012

Discussion:

Assignment-1 presentations.
The web in the future.
Class mechanics: syllabus, assignments, deadlines, grading.
Intro to Grid Systems. Wireframes and the design process.

Readings-2: None.



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Assignment-2 (Individual assignment):

Tell an illustrated story on a webpage or a series of webpages linked together.

Workshop-2:

Intro to class directory structure. Assignments, workshop exercises, reading essays, and Github.
CSS layout principles. Using Chrome's Developer Tools to test and debug CSS. CSS Layout.

3.- October 2, 2012

Discussion:

Assignment-2 presentations and discussion. Introduction to User Interfaces, tangible and graphical. Human Interface Principles. The importance of animated effects and transitions. Pages and buttons.

Readings-3 (choose one):

- ★ [Vannevar Bush: As we may think](#)
- ★ [Tim Berners Lee et al: The world-wide web](#)
- ★ [Ordering Disorder](#) - An introduction to Grid Systems in Graphic Design

Assignment-3 (Individual assignment):

Redo the same illustrated story (it's ok to change it if you want) using simple animated interface effects and transitions.

Workshop-3:

Introduction to Javascript. Introduction to JQuery and JQueryUI. Fades, wipes and slideshows. Using Chrome's Developer Tools to test and debug Javascript.

4.- October 9, 2012

Discussion:

Assignment-3 presentations and discussion. Do the effects and animated transitions enhance or cripple the reading experience? Introduction to design thinking. Design Patterns and the web. Process, iterations. Modularity.

Readings-4 (choose one):



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- ★ [Vannevar Bush: As we may think](#)
- ★ [Tim Berners Lee et al: The world-wide web](#)
- ★ [Ordering Disorder](#) - An introduction to Grid Systems in Graphic Design

Assignment-4 (Individual assignment):

Make a significant improvement to your index page.

Workshop-4:

Web services and APIs. Embedding external data to your page. Github.

5.- October 16, 2012

Discussion:

Assignment-4 presentations and discussion. Art direction. Styles of representation. Analytical review of key website types like stores, social media sites, etc. Importance of visual consistency. Readability versus eye candy, where is the balance?

Reading-5 (choose one):

- ★ [Ted Nelson and The Curse of Xanadu](#)
- ★ [4chan and /b/: An Analysis of Anonymity and Ephemerality in a Large Online Community](#)
- ★ [Evgeny Morozov: Don't be evil.](#)
- ★ [Lawrence Lessig: Free Culture \(Preface and Intro\)](#)
- ★ [Jonathan Zittrain: The Future of the Internet \(Battle of the Boxes and Battle of the Networks\)](#)
- ★ [Richard Stallman: The JavaScript Trap](#)

Assignment-5 (Individual Assignment):

Choose an existing website of your liking. It can be anything from facebook to amazon, twitter, a tumblr blog you like, or anything else out there.

You can use this assignment as research for your final project. Look at inspirational examples, figure out how they work, begin taking notes about what you might want to do.

View the source code and run a comparative analysis between the website and the source. Based on this analysis, write a simple description of how you think the website works, and choose three attributes that you will change using the chrome developer



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toolkit. These changes should be inspired by something you wish the developers of your site of choice made different.

Take screenshots of the original website and your modified version, and explain the reasons for your changes.

Build a webpage to host a description of your process and your results.

Workshop-5:

CSS rendering effects.
Github.

6.- October 23, 2012

Discussion:

Assignment-5 presentations and discussion. Continuation to design thinking. Review of Design Patterns and the web. Review of Process, iterations. Modularity. Form versus function. Review of UI design and Wireframes: visualizing user experience flows.

Readings-6: (choose one):

- ★ [Ted Nelson and The Curse of Xanadu](#)
- ★ [4chan and /b/: An Analysis of Anonymity and Ephemerality in a Large Online Community](#)
- ★ [Evgeny Morozov: Don't be evil.](#)
- ★ [Lawrence Lessig: Free Culture \(Preface and Intro\)](#)
- ★ [Jonathan Zittrain: The Future of the Internet \(Battle of the Boxes and Battle of the Networks\)](#)
- ★ [Richard Stallman: The JavaScript Trap](#)

Assignment-6 (Individual assignment):

Create a fake brand, product, institution or intellectual property, and design a landing page for their website. Choose from the categories listed below. Implement this page using HTML and CSS. Javascript is optional. Create all the fake content you will need to make it feel real. It is ok to parody and it is ok to simplify as long as the result looks real enough. Don't use the provided examples as a starting point. Use your imagination. You don't need to reference any real website, unless you deliberately intend to do so.



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- Entertainment Studio. [Example.](#)
- Online store. [Example.](#)
- Technology Startup. [Example.](#)
- Official Movie Website. [Example.](#)
- Food Chain Website. [Example.](#)
- Online Magazine. [Example.](#)
- University Website. [Example.](#)

Ask if you would like to work with another category. Chances are it will be ok to do it, especially if this category is related to a possible final project.

Workshop-6:

Javascript and JQuery. Animations, transitions and interactivity.
Github.

7.- October 30, 2012

Discussion:

Final Project Discussion. Individual or teams.

Readings-7: To be specified.

Assignment-7:

Final Project Proposal.

Workshop-7:

Github

8.- November 6, 2012

Discussion:

Final Project Discussion. Individual or teams.

Readings-7: To be specified.

Assignment-7:

Final Project Proposal, refined.



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Workshop-7:

Github

9.- November 13, 2012

Discussion:

Project proposal approval process. Design and Concept feedback to final project proposals.

Readings-8:

To be specified.

Assignment-8:

Final Project Iteration 1,

Workshop-8:

Technical feedback to final project proposals. Final Project kick off.

10.- November 20, 2012

Discussion:

Design and Concept feedback to final project first iteration.

Readings-9: To be specified.

Assignment-9:

Final Project Iteration 2.

Workshop-9:

Technical feedback to final project first iteration.

11.- November 27, 2012

Discussion:

Design and Concept feedback to final project Second iteration.

Readings-10: To be specified.

Assignment-10:

Final Project.



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Workshop:

Technical feedback to final project Second iteration.

12.- December 4, 2012

Discussion:

Final Project Presentations and Discussion

Readings: None.

Assignments: None.

Workshop: Open.

13.- December 18, 2012

Discussion:

Final Project Presentations and Discussion

Readings: None.

Assignments: None.

Workshop: Open.

THE END