Course Syllabus

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ASU Arizona State University

JMC 102: Coding for Journalists

MCO 102: Topic: Fundamentals of Coding

Course and Faculty Information

Course Description: This course is required of all students entering the Cronkite School as journalism or sports journalism majors and is also available to other students. Understanding how the internet works, how to create basic web pages, and the basics of programming will give students a significant advantage in the digital world of journalism and communications today. You do not need any previous knowledge of any of the topics to be covered, but we do expect you to have basic knowledge of how to use a web browser and navigate the web.

Credits: 1

Instructor: Roddy Nikpour, he/him

Contact Info: rnikpour@asu.edu

Available to Meet: By appointment via Zoom or in CRONK 320A

Need Help?

This is an online course, and students are free to work on each module at their own pace with no required classroom attendance. However, help is available whenever you need it.

- For questions about **assignments, quizzes, and the final exam**, we strongly encourage students to use the weekly discussion boards, which the instructor checks regularly. We encourage you to respond your classmates' questions--you will receive extra credit for doing so. This is often the fastest route to help.
- For questions about **grades, enrollment, or personal issues**, email your instructor.
- **Your instructor is available for one-on-one tutoring by appointment.** Contact your instructor via email to arrange a session, and we can troubleshoot assignments and quizzes, or we can discuss general questions about the class, Cronkite, or media industry.
- For **technical issues**, see "Technical Support" below. Your instructor and classmates are not responsible for issues with submitting assignments on time.

Course Learning Outcomes

At the completion of this course, students will be able to:

- Demonstrate basic knowledge of how web pages are delivered over the internet
- Demonstrate basic knowledge of how internet users are tracked

- Create a basic web page by hand using HTML, CSS, and simple JavaScript

Textbooks

There is no textbook required for this class. All learning materials are contained in modules on Canvas.

Students will need to create a free account on the coding sandbox site, **Glitch**   . Instructions are outlined in Module 2.

Course Access

Your ASU courses can be accessed by both **my.asu.edu**   and **myasucourses.asu.edu**   ; bookmark both in the event that one site is down.

Students must complete the Cronkite School Academic Integrity Quiz to continue in the course. The integrity agreement does not count for course points.

Computer Requirements: This is a fully online course; therefore, it requires a computer with internet access and the following technologies:

- Web browsers (**Chrome** or **Mozilla Firefox**). In this course, **Chrome is the preferred browser**.
- **Adobe Acrobat Reader** (free)
- Webcam, microphone, headset, earbuds, or speaker
- Microsoft Office (Microsoft 365 is free for all currently-enrolled ASU students)
- Reliable broadband internet connection (DSL or cable) to stream videos.

Note: A smartphone, iPad, Chromebook, etc. will not be sufficient for completing your work in ASU Online courses. While you will be able to access course content with mobile devices, you must use a computer for all assignments, quizzes and virtual labs.

For security reasons, accessing ASU services requires **two-factor authentication using Duo**. In order to log in to MyASU and Canvas, you are required to have a mobile device (mobile phone or tablet); a phone with active service to receive authentication calls and/or SMS-delivered passcodes; or a key-fob hardware token, YubiKey Security key or smartphone with a recent operating system compatible with the Duo Mobile app. For questions about Duo, please contact **ASU Technical Support**. Make sure to allow sufficient time to authenticate to ASU systems to submit your assignments by the deadline.

Student Success

This is an online course. To be successful:

- check the course daily
- read announcements
- read and respond to course email messages as needed
- complete assignments by the due dates specified
- communicate regularly with your instructor and peers
- create a study and assignment schedule to stay on track
- access **ASU Online Student Resources**

Course Time Commitment

This accelerated one-credit course requires approximately six hours of work for each module to prepare and complete assignments and quizzes. (Note: In the summer, this course requires just over seven hours each week.)

Questions on quizzes and assignments will come directly from the readings and activities presented. Read all assigned material and take your time going through the activities.

Grading

Your grade for the course comes from assignments, quizzes and a final project submitted via Canvas. Your final grade is a based on a weighted calculation:

50% Quizzes
30% Assignments
20% Final Project

Assignments will be graded on a 10-point scale, which will vary by assignment, but it generally goes as follows:

0 – Assignment not turned in or turned in late
1-4 – Assignment turned in, but has little or no functionality, few or no instructions completed
5-8 – Assignment has partial functionality, instructions partially completed
9-10 – Assignment mainly functions as directed, all or most instructions completed

As this course is taught through the Cronkite School of Journalism, grammar and spelling are crucial. In assignments where you create your own content, **any glaring errors will be graded down one letter grade.**

Your grade will be determined based on the following grading schema:

Grade	Percentage
A+	97.0 - 100.0%
A	94.0 - 96.9%
A-	90.0 - 93.9%
B+	87.0 - 89.9%
B	84.0 - 86.9%
B-	80.0 - 83.9%
C+	76.0 - 79.9%
C	70.0 - 75.9%
D	60.0 - 69.9%
E	< 60.0%

Grades reflect your performance on assignments and adherence to deadlines. We aim to have everyone's grades returned within 72 hours of the due date.

Rounding Grades: Final grades will not be rounded up.

Extra Credit: Students can earn extra credit by answering questions from their classmates on the discussion board. However, do not simply paste in your code to help classmates--the instructor will redact it. Extra credit is capped at 3% of the final grade. Please contain your assistance to the discussion boards where it is visible to your instructor; students who help others in private messages risk academic integrity violations.

Y Grade: For this session, students have the option of a Y grade for courses in determining their final course grade. The Y grade signifies "satisfactory" completion of the course and is considered to be the equivalent of a C or above. Y grades allow students to earn course credit but do not affect the GPA. Students opting for the Y grade who do not achieve a "satisfactory" level (70 percent or above) will receive a D or an E, depending on their

grades on assignments during the course. Students must notify the instructor of a decision to select the Y grade option before the close of the drop/add period and cannot change their selection after the drop/add period.

Classwork and Submitting Assignments

All assignments, unless otherwise announced, must be submitted to the designated area of Canvas. **Do not submit an assignment via email.**

When submitting project URLs from Glitch, you must rename your project to the format defined in Module 2. Projects must be formatted with your ASUrite ID, a hyphen, and the assignment number, e.g.:

rnikpour-assignment1

If your ASUrite ID is not part of your URL, the instructor may choose to give you a zero. Be sure that you are signed in to your Glitch account when completing projects; if you are not signed in, your projects may not exist when we go to grade them.

The quizzes are "open book" and not timed. Students can turn in quizzes and assignments multiple times. We will accept the best quiz grade, and we will grade the latest assignment submission.

During the final module, there isn't a quiz, and the only assignment will be a final project that covers key learning objectives for the course.

Submission Times: Assignment due dates follow Arizona Standard time. Click the following link to access the **Time Converter** to ensure you account for the difference in Time Zones. Arizona does not observe Daylight Saving time. Note: The Canvas mobile app sometimes converts deadlines to your time zone rather than the correct deadline in Arizona time, which can lead to confusion for students in other time zones. Please **do not** rely on the deadline (time and date) as it appears in the mobile app; instead, log in to Canvas using a computer to view the correct deadlines.

Submission Verification: Double-check your submission after you complete each assignment. Take a screenshot of the confirmation screen after submitting your assignment. If you upload a file in your submission, please open the file after submission to be sure it uploaded completely. It is your responsibility to make sure your work is handed in correctly. You will not receive credit for work that does not upload correctly, or work that does not upload before the deadline time.

Deadlines

Deadlines: Since this is a Cronkite School class, deadlines are important, and you are expected to meet them. All assignments, unless otherwise announced, must be submitted to the designated area of Canvas. Do not submit an assignment via email. Assignments submitted even one minute past the deadline will not be accepted; they will receive a zero. **There are no exceptions, including for technical difficulties of any kind.** Students with unreliable internet connections have sometimes had trouble submitting their assignments on time and have received zeroes for those assignments.

If you begin an assignment but run out of time to complete it, remember that submitting a partially completed assignment is better than not submitting anything at all, as long as your work meets all expectations for academic integrity and does not compromise the work of other students.

All JMC/MCO 102 assignments and the final exam include a built-in timestamp displaying the last time you modified the web page. You must finish editing your page and submit it by deadline. **If you edit your page after deadline, it will count as late (even if you already submitted it to Canvas).**

Extreme personal circumstances: If students experience events or extreme circumstances (e.g. natural disasters, regional emergencies or extenuating personal circumstances such as family deaths or emergent/chronic health issues), they must notify their instructor immediately. That instructor is obligated to report extreme or extenuating circumstances to the Dean's Office for coordination of student support.

Active Duty Military: If you are a student on active duty with the military and because of deployment or service responsibilities experience Internet connectivity issues that prevent you from participating in course activities and/or meeting assignment deadlines, you must notify the instructor as soon as possible to discuss appropriate accommodations.

Religious Accommodations: If you need to be absent from class due to a religious observance, notify your instructor at the beginning of the semester.

Technical Support

Technical Support: Please reach out to ASU Tech Support by calling 855-278-5080. Be sure to record your case number, and document your issue with screenshots or video. **Remember, it is your responsibility to make sure you start assignments early enough to be able to address any technical issues before the deadline; deadline exceptions are not granted for technical troubles.** If a tech problem arises, contact tech support immediately. To monitor the status of campus networks and services, visit the System Health Portal at **http://syshealth.asu.edu/**.

Academic Integrity

The school has zero tolerance for academic dishonesty; academic integrity is enforced within every course and educational activity offered or sanctioned by the school. Any allegation of academic dishonesty will be referred to an appointed Academic Integrity Officer for investigation, with cases elevated to the school's Standards Committee for review and recommendation to the dean of the school. If any student is found to have engaged in academic dishonesty in any form – including but not limited to cheating, plagiarizing and fabricating (**see examples here**   ) – that student shall receive a grade of XE for the class and may face suspension or expulsion from ASU.

At the beginning of every Cronkite class, every student must digitally sign their agreement to uphold Cronkite's Commitment to Academic Integrity, as well as the **ASU Academic Integrity Policy**   and the **Student Honor Code**   . This agreement indicates that each student has read and understood the terms of academic integrity violations and all potential sanctions. Full information on **Academic Integrity policies and procedures**   can be found on the ASU Provost's site.

 In this class, academic integrity is most closely measured not only in your webpage contents, but also in your code (HTML, CSS, JavaScript). You must create assignments using the provided templates. Although web development is a collaborative field, you must intuit your own solutions as a coder and draft your own original content as a journalist.

Collaborations: All assignments must be your own work from concept to execution unless the instructor specifies some type of collaboration. Even in those cases where you are assigned to a team, not all elements of the assignment may be team-based. For instance, the assignment may call for a team discussion of a topic, but a writing assignment based on the discussion must be your individual work.

Use of Outside Work: All work, including photos, text, video and other images, submitted for this class must be your original work. You may not submit work done for any other class or for a previous session of this class.

 Quizzes and assignments are to be completed individually. We grade assignments by looking at your source code, and **it is apparent when students copy one another**. Any sharing of answers on quizzes or completing work on assignments that are not your own is a violation of the Cronkite Academic Integrity Policy and grounds for an XE in the course and dismissal from the Cronkite School. (Please see Academic Integrity.)

Communicating with the Instructor

Assistance for quizzes, assignments, and other course-related issues is available as described in the "Need Help?" section above.

If you have a personal concern to discuss, please email the instructor directly. We can handle most concerns via email. If a virtual meeting is necessary, we can schedule a video chat session or phone call. You can expect a response within 72 hours (and often much sooner).

Community Forum: This course uses a discussion topic called "Community Forum" for general questions and comments about the course. Prior to posting a question or comment, check the syllabus, announcements, and existing posts to ensure it's not redundant. We encourage you to respond to the questions of your classmates.

Chat: The Chat tool in Canvas allows students and teachers to interact in real time. Use Chat only for informal course-related conversations unless your instructor informs you otherwise. Chat is not ideal for questions about assignments; instructors are not required to monitor it and conversations may be buried or lost.

Email: ASU email is an **official means of communication**   among students, faculty, and staff. Students are expected to read and act upon email in a timely fashion. Students bear the responsibility of missed messages and should check their ASU-assigned email regularly. **All instructor correspondence will be sent to your ASU email account.**

Cronkite School Policies & Principles

Diversity Principles: The Cronkite School practices inclusivity in student, staff and faculty populations in order to create an academic environment that embraces diversity of thought and acceptance of all people regardless of race, gender, age, sexual orientation or societal, political, cultural, economic, spiritual or physical differences. Read the full policy at **http://cronkite.asu.edu/about/diversity.php**. To this end, the school directs efforts to the following four principles:

- Actively seek out and encourage diverse populations to become productive members of the faculty, staff and the student body.
- Create and maintain a work, learning and social environment that is cognizant and supportive of a diversity of human differences and beliefs.
- Incorporate within the formal content of the curriculum and in each course an affirmation of the core journalistic values of accuracy, fairness, ethical behavior and sensitivity when reflecting an increasingly multicultural world.
- Foster and support a climate in which events and activities of the school reflect diversity of awareness, sensitivity to and support for people of different origins, orientations and abilities.

ACEJMC Values and Competencies: As a member of the Accrediting Council on Education in Journalism and Mass Communication, the Cronkite School is committed to classroom learning that achieves ACEJMC professional values and competencies. These include the core areas of freedom of speech, ethics, diversity, critical thinking, research, writing and use of tools and technologies related to the field. For a full list of ACEJMC values and competencies, see **http://www2.ku.edu/~acejmc/PROGRAM/PRINCIPLES.SHTML#vals&comps**

ASU Online Course Policies: View the **ASU Online Course Policies**

Accessibility Statements: View the **ASU Online Student Accessibility** page to review accessibility statements for common tools and resources used in ASU Online courses. If any other tools are used in this course, links to the accessibility statements will be listed below this sentence.

https://glitch.com/about

Syllabus Disclaimer

Syllabus Disclaimer: The syllabus is a statement of intent and serves as an implicit agreement between the instructor and the student. Every effort will be made to avoid changing the course schedule but the possibility exists that unforeseen events will make syllabus changes necessary. Remember to check your ASU email and the course site often.

Topics Covered

The following is an overview of topics to be covered throughout the seven-module course.

Module 1: Internet Basics

This module will provide a basic technical introduction to how the internet works. Most of us are reliant on (or addicted to) our web pages and apps, yet few have a working knowledge of how they function. A single click on a web link fires multiple requests to different servers around the world, with each requesting and bringing different resources back to the browser. We are also watched by a wide variety of advertisers and marketers while we are online, yet many of us have only a vague idea of how this is accomplished.

Topics covered:

- Open-source versus proprietary software
- What does the "http://" mean in front of a domain name?
- What actually happens when you enter a URL and press enter?
- How many http requests does it take to complete a modern web page?
- How web content is delivered
- How to examine the "guts" of a website

Module 2: Adding to the Internet

In the second module, students will build on what they've learned about how the internet works by participating in it themselves. They will develop a simple web page from a template and upload it to a web account. They will then add an image, as well as embed a third-party service such as a Google map or Twitter feed.

Topics covered:

- Online user tracking
- How ad blockers work
- Business models of major internet and technology companies
- How to create and post a bare bones web page from scratch
- How online URLs correspond to the file system of a web server
- "Hot-linking" images
- How to embed services from third-party websites

Module 3: HTML

Having covered the basics of how the internet works and how to upload pages, students will progress to creating more advanced web pages. Specifically, they will learn how to use HTML tags to create and modify basic web pages by hand.

Topics covered:

- How HTML tags work
- Text tags (paragraphs, line breaks, bold, italics)
- Title tags
- Headline tags
- Image tags ("hot-linking" vs. uploading images)
- Linking and link tags
- List tags
- Nesting tags
- Tag attributes

Module 4: CSS

At this point, students should know how to create and upload basic (but functional) HTML pages. In this module, they learn how to give their pages some sass. They will be introduced to CSS, a simple scripting language that works with HTML to add color and style to pages.

Topics covered:

- The basic concepts behind CSS and "cascading"
- CSS predefined colors
- Using HTML "RGB" colors (#RRGGBB format)
- Styling web pages (background color, font color, etc.)
- Styling specific tags
- Styling using classes and ids

Module 5: Introduction to Programming and JavaScript

Students will be introduced to the basic concepts of programming. The lesson begins with an overview of what a programming language is and how it interacts with other software and hardware. Students will then learn a few very basics of programming using the JavaScript language.

Topics covered:

- Program flow
- Variables (numbers and strings)
- If/then statements

Module 6: Putting It All Together

In this module, students will apply what they have learned about JavaScript and programming to web pages. They will learn the basics of using JavaScript to interact with other elements on web pages, adding interactivity to web pages.

Topics covered:

- The script tag and how to include JavaScript in web pages
- JavaScript functions and how to connect them to buttons and other HTML elements
- Default variables in web pages
- How to include popular JavaScript libraries

Module 7: Final Project

In the final module, students will apply what they have learned in a "real life" setting. They will create a website using a template, using the skills they have learned to personalize it and add custom content. There is no quiz for this module in order to give students more time to focus on the assignment.

Course Summary:

Date	Details	Due
Wed Mar 16, 2022	**Cronkite Academic Integrity Agreement**	due by 11:59pm
Thu Mar 17, 2022	**Module 1: Assignment**	due by 11:59pm
	Module 1: Quiz	due by 11:59pm
Thu Mar 24, 2022	**Module 2: Assignment**	due by 11:59pm
	Module 2: Quiz	due by 11:59pm
Thu Mar 31, 2022	**Module 3: Quiz**	due by 11:59pm
	Module 3: Assignment	due by 11:59pm
Thu Apr 7, 2022	**Module 4: Assignment**	due by 11:59pm
	Module 4: Quiz	due by 11:59pm
Thu Apr 14, 2022	**Module 5: Quiz**	due by 11:59pm

Date	Details	Due
	Module 5: Assignment	due by 11:59pm
Thu Apr 21, 2022	**Module 6: Quiz**	due by 11:59pm
	Module 6: Assignment	due by 11:59pm
Thu Apr 28, 2022	**Extra Credit for Discussion Board Help**	due by 11:59pm
	Module 7: Final Project	due by 11:59pm