HISTORY OF MULTIMEDIA

Instructor: Lillian Payn, Ph.D.

Office hours (MD 148): Wednesdays 2:00 – 3:00 PM or by appointment

Class site ➔ http://www2.palomar.edu/users/lpayn/100
Syllabus ➔ http://www2.palomar.edu/users/lpayn/100/syllabus.pdf
Tutorials ➔ http://palomar.instructure.com
(Logon: 9-digit ID number/Password: eServices PW)

Note: The following Tutorials are due each week as assigned on Saturday midnight, unless noted otherwise.

<table>
<thead>
<tr>
<th>WEEK /DATE</th>
<th>ASSIGNMENT</th>
<th>POINTS</th>
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<tbody>
<tr>
<td>1 — 8/21 – 26</td>
<td>Orientation: Course Content and Management (F2F)</td>
<td>20/20</td>
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<tr>
<td>Friday, 8/25</td>
<td>PreCourse Tutorials (Canvas Assignments)</td>
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<tr>
<td>10 – 11:50 am F2F</td>
<td>E-Lectures (Canvas Assignments): Concepts: Timelines and Contexts</td>
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<tr>
<td>MD 135</td>
<td>TEXT Chapter 1; &amp; pp 78, 113, 128, 132, 168-9, 178-9, 208-209</td>
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<td></td>
<td>NOW YOU DO IT: Hello/Goals/Glossary/Webliograph</td>
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<td>NOW YOU DO IT: Project 1 Notable Events Wiki (due 9/2) (175 points)</td>
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<tr>
<td>2 — 8/28 – 9/2</td>
<td>E-Lectures (Canvas Assignments): Concepts: Timelines and Contexts (continued)</td>
<td>175</td>
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<tr>
<td></td>
<td>TEXT Chapter 2</td>
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<td>NOW YOU DO IT: Project 1 Events Wiki (due 9/2)</td>
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<td>3 — 9/4 – 9</td>
<td>E-Lectures (Canvas Assignments): Concepts: Organizing Multimedia</td>
<td>20</td>
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<td>TEXT Chapter 12; &amp; pp 28 – 31: pp 44 – 47</td>
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<td>NOW YOU DO IT: Discussion Post 3</td>
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<td>4 — 9/11 – 16</td>
<td>E-Lectures (Canvas Assignments): Concepts: Organizing Multimedia (continued)</td>
<td>20</td>
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<td>TEXT Chapter 14</td>
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<td>NOW YOU DO IT: Discussion Post 4</td>
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<tr>
<td>5 — 9/18 – 23</td>
<td>E-Lectures (Canvas Assignments): Concepts: User-Generated Content</td>
<td>20</td>
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<td>TEXT Chapter 6</td>
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<tr>
<td></td>
<td>NOW YOU DO IT: Discussion Post 5</td>
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### Lecture Assignments

|               | **NOW YOU DO IT: Project 2 Immersion Experience Blog**  
|               | (due 10/7)  
|               | **(175 points total)** |
| 7 — 10/2 – 7  | **E-Lectures (Canvas Assignments): Concepts: Immersion (cont'd)**  
|               | **NOW YOU DO IT: Project 2 Immersion Experience Blog**  
|               | (due 10/7)  
| 8 — 10/9 – 14 | **E-Lectures (Canvas Assignments): Concepts: Recap**  
|               | **NOW YOU DO IT: Midterm Assessment**  
| 9 — 10/16 – 21| **E-Lectures (Canvas Assignments): Concepts: Web 2.0**  
|               | **TEXT Chapter 7**  
|               | **NOW YOU DO IT: Discussion Post 9**  
| 10 — 10/23 – 28| **E-Lectures (Canvas Assignments): Concepts: Narrativity**  
|               | **TEXT Chapters 4 and 5**  
|               | **NOW YOU DO IT: Media PROJECT 3 (200 points total)**  
|               | Proposal (25 points due 11/4)  
|               | Draft (50 points due 11/18)  
|               | Final Media PROJECT 3 (100 points due 12/2)  
|               | Discussions (25 points due 12/9)  
|               | **NOW YOU DO IT: Media PROJECT 3 Proposal due**  
| 12 — 11/6 – 11 | **E-Lectures (Canvas Assignments): Concepts: Narrativity (cont'd)**  
|               | **NOW YOU DO IT: Media PROJECT 3 (cont'd)**  
| 13 — 11/13 – 18| **E-Lectures (Canvas Assignments): Concepts: Legal/Ethical Implications**  
|               | **TEXT Chapters 10 and 11**  
|               | **NOW YOU DO IT: Discussion Post 13**  
|               | **NOW YOU DO IT: Media PROJECT 3 Draft due**  
| 11/20 – 25    | **Happy Thanksgiving week / no classes on campus**  
|               | **TEXT Chapter 9**  
|               | **NOW YOU DO IT: Discussion Post 14**  
|               | **NOW YOU DO IT: Media PROJECT 3 (presentations due)**  
| 15 — 12/4 – 12/9 | **E-Lectures (Canvas Assignments): Concepts: Socio-Cultural Impact of Multimedia**  
|               | **NOW YOU DO IT: Media PROJECT 3 (discussions due)**  
| 16 — 12/11 – 15 | **E-Lectures (Canvas Assignments): Concepts: Digital Art**  
|               | **NOW YOU DO IT: Final Assessment**  

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### Schedule and tasks subject to change.

### **STUDENT LEARNING OUTCOMES:**

1. **Using blogs, wikis, and discussions, analyze and report on the development of new digital media from its historical roots on a global scale; explain how technology connects science, society, culture, and the arts through multimedia.**

2. **Participate in multimedia immersion experiences: gaming, simulations, virtual reality, and training; reflect and report your experiences.**

3. **Design and produce a multimedia presentation (a narrative) that reflects the learner’s understandings and values regarding the impact of multimedia in contemporary society.**
### DUE DATES

You are urged to keep up with the daily assignments to ensure that you are getting a quality learning experience by participating with the entire community of learners in GCMW 100.

Please complete all assignments for the week in a timely manner. 10% penalty for each late assignment. Incompletes are acceptable only under extreme circumstances. Pass/No Pass is a realistic option to prevent stress and frustration. Remember that a 3-unit course is equivalent to 48 hours of lecture. Please, if you anticipate any conflicts, let’s work out a sensible completion plan in advance.

Assignments are to be posted in Canvas virtual classroom (requirements are in each tutorial). Note that Technical Specialists are on duty until 9 pm Monday –Thursday and 4 on Fridays. Please plan posting accordingly.

It is your responsibility to drop the class, not the instructor’s.

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<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>8/21</td>
<td>Semester begins</td>
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<tr>
<td>9/4</td>
<td>Last day to drop course (without notation)</td>
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<tr>
<td>9/1</td>
<td>Last day to change status (P/NP)</td>
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<tr>
<td>10/14</td>
<td>Last day to withdraw from course (W)</td>
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<tr>
<td>12/15</td>
<td>Semester ends</td>
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Student Services: Please let me know if you have any special needs or go directly to Student Services for assistance. The college has many resources to support your learning, too. College regulations for attendance, conduct, academic integrity, etc. (Code of Conduct) apply to Graphic Communications courses, and can be found at [http://www.palomar.edu/students](http://www.palomar.edu/students)

Register for a student e-mail account:

[http://studentmail.palomar.edu/](http://studentmail.palomar.edu/)

### REQUIRED TEXT

*Converging Media: A new Introduction to Mass Communication.*

By Pavlik, John V. and McIntosh, Shawn. Oxford University Press.


A copy of a previous ed. of the text is available in the Library Reserves.

Additional Readings: Assigned in the Canvas Virtual Classroom.

### PRECOURSE TUTORIALS / ONLINE ORIENTATION

Self enroll:  [https://palomar.instructure.com/enroll/YX43RJ](https://palomar.instructure.com/enroll/YX43RJ)

Please complete the online orientation prior to starting the course content. You may start/stop the tutorials at any time; save your progress. Those who have completed the interactive tutorials have been more successful in their online courses. The tutorials are interactive, professionally produced, and very worthwhile. The orientation features a diagnostic tool in Orientation Module 1 (SmarterMeasures) that gathers your profile. You can save the thorough remediation report as a file and/or print it for future reference. *(Once you complete the orientation, you will receive a badge that will go with you to all of your future online classes at Palomar College.)* Those who complete the orientation by the end of the course will earn 25 extra credit points.

### OBJECTIVES

1. Classify and organize multimedia products according to generational schema, concepts, and historical timelines.
2. Define new terms, e.g., “multimedia” and “digital technology.”
3. Compare, contrast, and integrate multimedia conceptualizations using various methods.
4. Identify significant multimedia thinkers and illustrate their contributions.
5. Describe various multimedia immersion experiences.
6. Explain the principles and products reshaped and generated in the form of new media’s narratives.
7. Discuss and analyze the socio-cultural impact of a future society faced with increased surveillance, viruses, and new forms of terrorism, but with a new potential for transformation.

### METHODS

1. Lectures.
2. Discussions.
3. Questions and answers.
4. Online troubleshooting and conference board.
5. Assignments:
   a. Readings
   b. Exercises/Tutorials
   c. Projects
   d. Case studies
   e. Field Trips
GRADING SCALE

1000 – 900 A
899 – 800 B
799 – 700 C
699 – 600 D
599 – 0 F

Please see Rubric (Grading Criteria) in Canvas virtual classroom:
- Discussions and Participation
- Project Production

Grades are posted in the Tools section of the Canvas virtual classroom.

SUPPLIES
- USB drives or CDs
- Folders (digital or hard copy) for handouts and assignments.

SOFTWARE
- Internet Connection with a browser such as Safari or Chrome.
- Word Processing Application, such as MS Word.
- Presentation Application such as MS PowerPoint.

QUESTIONS
Be sure to see if your question is answered in the FAQ's (Frequently Asked Questions) linked at the top menu bar of the class site. You can also post questions in the Canvas Virtual Classroom Discussion area (Troubleshooting Forum in the Discussion Board). Everyone should help each other by sharing unique talents and experiences. Questions of a personal nature should be addressed via e-mail, telephone, or appointment with the instructor.

(8/20/17)