Note: The following Tutorials are due midnight Saturdays, unless noted otherwise.

<table>
<thead>
<tr>
<th>MODULE / DATE</th>
<th>ASSIGNMENT</th>
<th>POINTS</th>
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</table>
| 1 — 3/23 – 28 Friday 3/27 8 am MD 135 | o PreCourse Tutorials (BB Assignments)  
 o Orientation: Course Content and Management  
 o Concepts: Ethics, Morality, and Copyright Law  
 o NOW YOU DO IT: Pretest (10 points) + 1 – Discussion | 10 |
 o NOW YOU DO IT: 2 – Discussion | 5 |
| 3 — 4/6 – 11 | o Concepts: Public Domain and Fair Use  
 o NOW YOU DO IT: 3 – Case Studies | 15 |
| 4 — 4/13 – 18 | o Concepts: Copyright and Graphics  
 o NOW YOU DO IT: 4 – Discussion | 5 |
| 5 — 4/20 – 25 – 4/22 | o Concepts: Copyright and the Internet / Multimedia  
 o NOW YOU DO IT: 5 – Discussion  
 o Career Day MD Building: 10 AM – 1 PM & Student Expo in the afternoon/evening | 5 |
| 6 — 4/27 – 5/2 | o Concepts: Registration / Licenses / Agreements  
 o NOW YOU DO IT: 6 – Registration Simulation | 10 |
| 7 — 5/4 – 11 | o Concepts: Infringements  
 o NOW YOU DO IT: 7 – Position Paper (due 5/15)  
 (5/6 Outline / 5/11 Draft / Presentation 5/15 / Discussions 5/16) | 35 |
| 8 — 5/12 – 16 | o Summary  
 o NOW YOU DO IT: Post Test (10 points) + 1- Discussion  
 o Position Paper (5/15) – Discussion (respond to at least 3 posts)  
 o Wrap Up and last opportunity to post (5/16) | 10 |

— Schedule and Tasks are subject to change. —

Disclaimer:
This course is not intended to offer legal advice. Please consult with competent legal professionals for any questions regarding specific copyright issues.

— CSU Transfer course —
## ADMINISTRATIVE NOTES

### 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 GCIP / GCMW 190.

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 **1 unit course is equivalent to 16 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 Blackboard virtual classroom (requirements are in each tutorial).

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

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>3/23</td>
<td>Semester begins</td>
</tr>
<tr>
<td>3/31</td>
<td>Last day to drop course (without notation)</td>
</tr>
<tr>
<td>4/7</td>
<td>Last day to change status (P/NP)</td>
</tr>
<tr>
<td>4/17</td>
<td>Last day to withdraw from course (W)</td>
</tr>
<tr>
<td>5/18</td>
<td>Semester ends</td>
</tr>
</tbody>
</table>

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.

http://www.palomar.edu/students

This is also the location for College “Code of Conduct” link and College regulations for attendance, conduct, academic integrity, etc., which apply to Graphic Communications courses.

Register for a student e-mail account:  
http://studentmail.palomar.edu/

**NO TEXTS ARE REQUIRED FOR THIS COURSE: READINGS WILL BE ASSIGNED; AND ADDITIONAL RECOMMENDED RESOURCES WILL BE GIVEN THROUGHOUT THE COURSE.**

*Reference Books are on Reserve at the Library Circulation Desk under L. Payn / GCIP or GCMW 190.* (Please see bibliography in Lesson 1.)

## OBJECTIVES

- Identify Copyright Issues
- Identify Copyright Fair Use
- Identify Registration, Contracts, Agreements, Permissions and Licenses

## METHODS

1. Lectures.
2. Discussions.
3. Questions and answers.
4. Online troubleshooting and conference board.
5. Assignments:  
   a. Readings  
   b. Discussions  
   c. Simulation  
   d. Case studies  
   e. Collaboration  
   f. Position Paper

## STUDENT LEARNING OUTCOMES:

1. Select the correct Copyright submission form and fill it out to protect your intellectual property.
2. Explore a case study about copyrights in the Graphics industry in depth, consider the arguments, and take a position.
GRADING SCALE

100 – 90    A  
89 – 80    B  
79 – 70    C  
69 – 60    D  
59 – 0     F

Please see Rubric in Blackboard virtual classroom (Course Information) for Grading Criteria:
- Discussions and Participation
- Project Production

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

SUPPLIES

- USB drives or CDs for handouts and assignments

SOFTWARE

Internet Connection with a browser such as Safari.
Word Processing Application, such as MS Word.
Presentation Application such as MS PowerPoint or any similar applications.

PLEASE TURN OFF ALL CELL PHONES IN CLASS OR LABS.

NO SOCIAL NETWORKING ONLINE DURING CLASS.

QUESTIONS

Be sure to see if your question is answered in the FAQ's (Frequently Asked Questions) linked in the Blackboard Virtual Classroom Course Information section. You can also post questions in the Blackboard 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.