

Digital Citizenship / COM 242-E

Monday and Wednesday 12:00-1:50PM

Cass 132

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The University of Tampa / SP18

Technology is nothing. What's important is that you have a faith in people, that they're basically good and smart, and if you give them tools, they'll do wonderful things with them. **-Steve Jobs**

Technological progress is like an axe in the hands of a pathological criminal.

-Albert Einstein



Film Still from *Persona* by Ingmar Bergman

This course peels back the screen of our devices to investigate the systems that make our digital lives go. Through thematic research, ethics of our digital world will be considered and critically analyzed. Students will be introduced past and present developments of technology through discussion, film, podcasts and readings to consider how it shapes our world for better or worse. **We will consider: how do we define and know our identities given the dominant ways we express them today? How, to what purpose, and with what responsibilities do we express our identities outward into public spheres? How can we use media authoring skills to recognize, name and solve social problems?** Upon completion of this course students will be informed citizens of the digital world.

Broad themes discussed in this class are: **Copyright/Fair Use, Infrastructure, Data as Power, Digital Selves, The Future.** These broad themes will welcome discussions of privilege, race, gender, and inequality. This class is considered a safe place for open discussion. Hate speech will not be tolerated.

Along with discussion based curriculum students will develop competency within digital workflows and basic understanding of computer based devices, the internet and applications for computer and mobile platforms. Specific focus on developing skills in mobile and digital platforms will introduce hands on digital creation while simultaneously understanding file management, compression, streaming, audience awareness and the internet as venue.

FIELD STUDIES

Field Studies are activities, lectures, artist visits, and field trips that are designed to get us out into the world and explore, in real life, the concepts we discuss in class. Such activities could include recorded interviews for research, or visiting Virtual Reality studio. Other activities may include, guest lecturers and experts in the field, or walking the campus to document surveillance. Some Field Studies are confirmed and on the schedule. Some might be impromptu.

COURSE OBJECTIVES: CRITICAL OUTLOOK THROUGH RESEARCH

Understand key terminology and principles related to digital citizenship.
Relate personal experiences with digital technology to new ideas through the duration of this course.
Critically respond to theories about these topics through writing and research.
Understand bias in text and image.
Understand our role as end user, one part of the whole.

HOW TO BE SUCCESSFUL:

Be involved in the discussions and in-class activities
Complete projects and homework
Be disciplined/time management
Be self-motivated
Be on time
Ask questions

COMMUNICATION: We will use **SLACK**, a free messaging service to contact each other day to day. Slack will specifically be used to ask questions, and to communicate with classmates about group projects. I will send each student an invitation to join our team on slack. When you accept, make sure your full name appears (profile settings). Explore the application. Note: General thread is for question or comments to the entire class including me. You can also create individual messages or group messages for private correspondence.

EMAIL: I will use Blackboard to communicate announcements related to schedule changes, or information needed for future classes. Any correspondence related to absences or make-up work should be through Email NOT Slack. You must check your UT email (whatever is the default email address for Blackboard). If you send an email please allow 48hrs for response and note there is little to no communication Saturday and Sunday.

MATERIALS:

Required Supplies, to be acquired by the 2nd week of class:

- * External Hard Drive, at least 120Gb, USB 3.0
- * Headphones
- * Podcast App
- * Slack
- * reliable Internet connection
- * Smartphone
- * Each day the student must have: **writing utensil, notebook**, and completed homework or notes.

ASSIGNMENTS:

Assignments are due by the start/beginning of class as listed on the class schedule. The majority of class time will be used to discuss readings, podcasts, films or any other material assigned. Class participation is necessary to earning an above average grade in this class. I reserve the right to introduce quizzes if the class as a whole does not participate in discussions in a meaningful manner.

For in-class projects using Adobe programs all project files should be named : LastName_Assignment name ex: Moore_Gif

Never use any other symbol when naming files except the underscore symbol. **Doing so could corrupt your file!**

All projects must be turned in for a passing grade in the class. Late projects will instantly be graded down 50% if turned in after the due date. No project will be accepted nor will credit be offered if one week has elapsed since the original due date. Make sure to back up your work frequently and in different formats (CD, DVD's, backup hard drives). In-class projects cannot be made up if student is not present.

You will be expected to be self-motivated, to take the initiative to learn the software on your own, and to apply critical thinking and discussion to the topics and content of this course. When in doubt, YouTube it! Out-of-class work is expected: a minimum of 1-2 hours per week.

SPECIFICS:

There are three types of assignments in this course: independent (i), group (g), In-class (c). Our semester schedule will be created in a monthly format. This will allow our class discussions and interests to guide the direction of the course.

BREAKDOWN:

In-Class Projects	
-Altcoin Research Presentation (i/c)	15 points
-Making History (i/c)	15 points
- Google Maps (i/c)	10 points
Social Media Archeology(i)	30 points
Digital Zine (g)	50 points
Discussion Leader(g/c)	25 points
Discussion Participation(i)	50 points
Journal(i)	75 points
Final Project (g)	70 points

340 Total

CRITERIA FOR EVALUATION:

Creativity: Strong work must reflect innovative, creative approaches to the content and the relationship to dissemination via online/social media.

Communication- Effectiveness of expression: How well the student can express their ideas, through their work, presentations, and discussions.

Critical Thinking: Have critical thinking skills been employed and expanded upon throughout the semester? Is critical thought evident in group projects, discussions with peers, in presentations? The work should show evidence of serious original thinking about the critical issues pertinent to the content presented in class and through materials.

Design Process: To what degree was design a consideration? What are the visual and structural strengths and weaknesses and how has the student progressed throughout the semester?

Integration and Appropriate Use of Technology: Student must display command of technical tools needed to fully realize the work. Students should show willingness to explore digital tools beyond their most simple and basic commands.

Risk Taking: Has the student expanded their vocabulary by expanding their skills? This includes technical, creative, and critical. Has the student asked questions, ventured outside their echo box, and challenged individual projects and collaborative projects to exceed expectations?

ATTENDANCE:

Missing class due to illness of student or family member, or in the case of the death of a family member is considered excused absences. Documentation may be requested. If you intend to miss class due to religious observance, please inform me by the second-class meeting of the term.

Any subsequent absence will be considered an unexcused absence. **You are permitted 2 unexcused absences**, after that, for each absence, you will lose 5 points off of your final grade. Tardiness after 30 minutes will be considered absent. Leaving early during class-time will also be considered an absence.

If you do miss class, it is important for you to ask your classmates or to email me immediately for updates-as the schedule might have changed or altered in some way via verbal discussion. It is YOUR responsibility to catch up on missed class time. Keep in mind in-class activities cannot be made up and you'll lose the points earned if not present during that class period.

CELL PHONES, TEXTING, GAME PLAYING

Cell phones must be turned off during class, unless you are a primary caregiver of a family member. During presentations, demos, film viewings, or classroom discussion you are strictly forbidden to do any emailing, chatting online, texting, playing computer games or any equivalent. No laptops on laps during discussion. Each

infraction will be considered a tardy. Do not expect me to interrupt the course to respond to the infraction, I will simply mark you as tardy for that day.

UNIVERSITY POLICIES

STUDENTS WITH DISABILITIES

If there is any student who has special needs because of a disability, please go directly to the Academic Success Center in North Walker Hall. You may phone 813-258-5757, or e-mail jlaw@ut.edu to report your needs and provide documentation of your disability for certification. Janice Law is the director of the Academic Excellence Programs that includes Student Disability Services. Please feel free to discuss this issue in private if you need more information.

ACADEMIC INTEGRITY

Cheating, plagiarism, copying and any other behavior that is contrary to University standards of behavior will not be tolerated. Students caught violating any aspect of the University of Tampa's Academic Integrity Policy will be penalized in all cases. Penalty ranges from "0" on an assignment to "F" for the course without regard to a student's accumulated points. Students may also face expulsion. It is the student's responsibility to become familiar with the policies of the university regarding academic integrity and to avoid violating such policies. Policy information is found [here](#). Academic dishonesty (whether intentional or unintentional) will be reported and penalized.

REPORTING SEXUAL VIOLENCE/ TITLE IX

Sexual violence includes nonconsensual sexual contact and nonconsensual sexual intercourse (which is any type of sexual contact without your explicit consent, including rape), dating violence, sexual harassment, sexual exploitation, domestic violence, and stalking.

To make a confidential report of sexual violence, please contact:

- The Victim's Advocacy Hotline: (813) 257-3900
- Dickey Health & Wellness Center (wellness@ut.edu) 813.257.1877
- Health and Counseling Center (healthcenter@ut.edu) 813.253.6250

- Tim Nelson, Title IX Deputy Coordinator for Students (tnelson@ut.edu)
813.257.3542
- NOTE: You may request confidentiality when reporting to The University, and the Title IX Deputy Coordinator will make every effort to honor your request, though there is no guarantee that it is possible in the due diligence of an investigation.

Schedule COM242

NOTE: The schedule may change in response to class progress and needs. It is your responsibility to update your schedules as it is modified over the semester.

Week 1	1/17 Wed	Introduction to Digital Citizenship Syllabus, Overview of Blackboard (BB), Student Information Form. HW: confirm invitation to Slack, acquire journal
Week 2	1/22 Mon	Cryptocurrency Lecture, Discuss Altcoin Research Project HW: Altcoin Research Project
	1/24 Wed	In-Class Altcoin Research and Presentations Reading for Bias. Discussion Leader Sign-up/Handout
Week 3	1/29 Mon	<u>New Theme: Copyright</u> , + Social Media, Journal Handout. <i>Watch Rip! A Remix Manifesto (1:27) on Vimeo</i> HW: Read "The Inside Story of MIT and Aaron Swartz"
	1/31 Wed	Introduction to 'Photoshopped' the subjective image. Introduction to Photoshop CC and In-Class Project <i>Making History</i> HW: Read "How Artists are Fighting Back against the Fashion Industry's Plagiarism Problem"
Week 4	2/5 Mon	In-Class Project <i>Making History</i> Work-Day <i>Making History</i> Due on 2/7 via Student Server
	2/7 Wed	Discussion 1
Week 5	2/12	<u>New Theme: Infrastructure</u> Screen Virtual Revolution (Part 1)