

Intro to Mobile Programming for Journalists

J335J – Unique ID: 07790

J395 - Unique ID: 08025

Fall 2019

Class Room: CMA 4.146

Class Times: Tuesdays, 5:00pm-8:00pm

Instructor: Jeff Linwood

Office hours: Tuesdays: 4:00pm-4:40pm, Journalism Cubicles

Email: jlinwood@gmail.com

COURSE DESCRIPTION

This class is an introduction to user interface design and mobile application software development for journalism students.

No knowledge of software development is required before the class. While this is a programming class, it is designed for journalism students who have not taken a programming class before.

In addition to learning about software development, emphasis will be placed on coming up with ideas for applications, doing user research, prototyping those applications, and creating a design.

Students will also write a story about a technology topic as part of the class.

OBJECTIVES

Students who complete all of the work for this course will be familiar with how mobile applications are developed for both native platforms and the web. They will also understand how user research informs application design.

They will also understand some of the key concepts that go into building mobile applications for news, both to consume and to produce content.

With this understanding, the expectation is that students will also have more background to pursue a story about software development and mobile applications, and can write an article suitable for a technology news web site.

To that end, they will:

- * Become familiar with Apple's Xcode development environment on the Macintosh platform.
- * Understand mobile user experience patterns, and apply them to their applications

- * Write Swift code that interfaces with Apple's application programming interfaces (APIs) to power their iOS applications
- * Learn how to create a user interface for an iOS application using Storyboard
- * Learn how to use Android Studio to create Android mobile applications
- * Use the Git version control software to collaborate with others on a project

STRUCTURE

Assignments will be due on Tuesdays before class starts at 5:00pm. Each assignment will have a grading rubric that explains how the project will be evaluated. For programming assignments, grades must be turned in.

Existing Mobile Application Review

The first assignment for the class will be to explore existing mobile applications in the field of journalism and review them for usability and functionality.

Due Date: Tuesday, September 17, 2019, 5:00pm

Programming with Swift

The second assignment for the class is a programming assignment that uses Xcode and Storyboard. This assignment requires the use of a Mac with Xcode software.

Due Date: Tuesday, September 24, 2019, 5:00pm

Programming with Android

The third assignment for the class is a programming assignment that uses Android Studio. Both Mac and Windows computers can run Android Studio software.

Due Date: Tuesday, October 15, 2019, 5:00pm

Software Development with Git and GitHub

The fourth assignment for the class can be completed on any computer with Git version control software, such as Git, Visual Studio Code, SourceTree, or another project.

Due Date: Tuesday, November 5, 2019, 5:00pm

Technology Article (1,000 to 1,500 words)

The fifth assignment for the class is an article about a technology topic. These topics should be discussed with the instructor well ahead of the article due date, to determine suitability. There will also be time in class for peer review of drafts.

Due Date: Tuesday, November 19, 2019, 5:00pm

Final Project: Mobile Application Design and Plan

Note: This is NOT a programming assignment. No code is expected.

The final project is a well thought out set of wireframes and prototypes for a mobile application or mobile web site of the student's own choosing. There will be components of user experience, user research, visual design, and project planning.

Due Date: Tuesday, December 3, 2019, 5:00pm

Graduate Students Only

In addition to the above coursework (shared with the undergraduate section), graduate students in the class will be required to submit a short essay (1,500 - 2,500 words) about privacy concerns with mobile applications for end users.

Due Date: Tuesday, November 12, 2019, 5:00pm

Communication

One of the most important parts of software development is to learn by helping others. The class will use the Canvas discussion forum for communication and discussion.

ASSIGNMENT POLICY

Each of the assignments will be due before class starts.

Late work

All assignments turned in after deadline (the start of class) will be marked down 10 percentage points for the first 24 hours after the due time and then 10 percentage points for every 24 hours after that.

Grade Components

Mobile Application Review: 10 % (Assignment 1)

Programming with Swift: 10% (Assignment 2)

Programming with Android: 20% (Assignment 3)

Software Development with Git: 10% (Assignment 4)

Technology Article: 20% (Assignment 5)

Final Project (30%, undergraduates, 20% graduate students) (Assignment 6)

Graduate Students Only: Essay 10%

Grade scale

Grade	Percentage
A	93-100
A-	90-92

B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76
C-	70-72
D	60-69

Attendance

Attendance is required for class, and will be recorded promptly at the beginning of class. The instructor has the right to ask for an official medical or university excuse. Because this class only meets weekly, attendance is very important. After missing two classes with unexcused absences, your grade will be dropped five percentage points for each additional unexcused absence. Please contact the instructor well in advance if you know you will not be able to attend class.

Contacting the instructor

The best way to contact the instructor is email at jlinwood@gmail.com. If you have questions about programming, post your question on Canvas as well. Students are encouraged to help other students out with their software development questions.

Other important information

* Your grades and the submission of your evaluations will be handled through Canvas.

* University Honor Code: All students are expected to abide by the University of Texas Honor Code, which reads: “The core values of The University of Texas at Austin are learning, discovery, freedom, leadership, individual opportunity, and responsibility. Each member of the university is expected to uphold these values through integrity, honesty, trust, fairness, and respect toward peers and community.”

* Students with Disabilities Please notify your instructor of any modification/adaptation you may require to accommodate a disability-related need. You will be requested to provide documentation to the Dean of Student's Office in order that the most appropriate accommodations can be determined. Specialized services are available on campus through Services for Students with Disabilities. <http://www.utexas.edu/diversity/ddce/ssd/>

*Policy on Scholastic Dishonesty: The University defines academic dishonesty as cheating, plagiarism, unauthorized collaboration, falsifying academic records, and any act designed to avoid participating honestly in the learning process. Scholastic dishonesty also includes, but is not limited to, providing false or misleading information to receive a postponement or an extension on a test, quiz, or other assignment, and submission of essentially the same written assignment for two courses without the prior permission of the instructor. By accepting this syllabus, you have agreed to these guidelines and must

adhere to them. Scholastic dishonesty damages both the student's learning experience and readiness for the future demands of a work-career. Students who violate University rules on scholastic dishonesty are subject to disciplinary penalties, including the possibility of failure in the course and/or dismissal from the University.

http://deanofstudents.utexas.edu/sjs/acint_student.php. For the University's official definition of scholastic dishonesty, see Section 11-802, Institutional Rules on Student Services and Activities.

<http://registrar.utexas.edu/catalogs/gi08-09/app/gi08.appc03.html#sec-11-802-scholastic-dishonesty19>

* Campus emergency information

<http://www.utexas.edu/safety/terms/>