

NEW YORK CITY COLLEGE OF TECHNOLOGY  
The City University of New York  
Department of Entertainment Technology  
Syllabus

**Course Code:** MTEC 1101 D318-LEC (34589)

**Course Title:** Emerging Media Foundations

**Professor:** Rebecca Heritage rheritage@citytech.cuny.edu

**Room:** V314

**Prerequisite:** N/A

**Units:** 3

**Catalog Description:** An introduction to interactive multimedia technology with a focus on interdisciplinary, project based, cooperative learning. Students will be immersed in the protocols and processes of the Interactive Media Technologies design process: idea development, presentation, prototyping, and production, which will serve them in the face of rapid changes in technology. Students will explore basic theoretical and applied concepts of audio, visual, tactile and interactive design through creative group projects, visiting professionals, and on-line documentation of their work.

**RECOMMENDED TEXTBOOK (S) and/or MATERIALS\***

Students will be provided with reading handouts and materials for this course.

\* The textbook/materials used in a particular section will be chosen by the instructor.

**COURSE INTENDED LEARNING OUTCOMES/ASSESSMENT METHODS**

<b>LEARNING OUTCOMES: Students will be able to:</b>	<b>ASSESSMENT METHODS</b>
Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades (electronic symbols).	Quizzes, Tests
Define appropriate quantities for the purpose of descriptive modeling	In class activities & homework
Interpreting and Analyzing Art. Write a reflection about the work compiled in a portfolio and explain: the process of creating the portfolio, materials, influences, unifying theme, problems solved/insights gained.	In class activities, lab journal, and capstone project
Students will be able to structure ideation	In class activities and lab journal
Synthesize information from a range of sources (e.g., texts, experiments, simulations) into a coherent understanding of a process, phenomenon, or concept, resolving conflicting information when possible.	In class activities and homework
Integrate and evaluate multiple sources of information presented in diverse formats and media (e.g., quantitative data, video, multimedia) in order to address a question or solve a problem.	Capstone Project
Further develop knowledge of Emerging Media independently as they regularly make use of media resources in New York City to conduct independent research for assignments.	all assignments

## GRADING PARAMETERS

ITEM	WEIGHT
Homework (lecture reinforcement and practice)	25%
Tests & Quizzes	25%
Lab Journal (ideation and discussion)	25%
Participation (in-class activities)	25%

## GRADING SCALE

New York City College of Technology's official grading scale will be used: 93-100% (A), 90-92.9% (A-), 87-89.9% (B+), 83-86.9% (B), 80-82.9% (B-), 77-79.9% (C+), 70-76.9% (C), 60-69.9% (D), 59.9% and below (F).

## ACADEMIC INTEGRITY POLICY STATEMENT

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion. The complete text of the College policy on Academic Integrity may be found in the catalog.

## COLLEGE POLICY ON ABSENCE/LATENESS

A student may be absent without penalty for 10% of the number of scheduled class meetings during the semester as follows:

Class Meets	Allowable Absence
1 time/week	2 classes
2 times/week	3 classes
3 times/week	4 classes

It is the responsibility of the instructor to keep accurate records of every student's attendance and to inform each class orally and in writing of the applicable attendance policy during the first two weeks of class meetings each semester.

## Excessive Absence

If a student's class absences exceed the limit established for a given course or component, the instructor will alert the student that a grade of "WU" may be assigned. If a student remains officially registered for a course and never attends that course, a final grade of "\*WN" will be assigned. If the student withdraws officially from the course, he/she will be assigned a grade in accordance with the existing withdrawal policy of the College.

## Appeals

A student wishing to appeal the excessive absence status and the impending grade should request a meeting with the chairperson of the department in which the course is offered. The chairperson will

consult with the instructor to render a decision. A student wishing to appeal a “WU” grade may do so through the Committee on Course to Standards.

### **Lateness**

It is the responsibility of the instructor to keep a record of lateness and to inform each class orally and in writing of the lateness policy during the first two weeks of class meetings of each semester. \*These policies can be referenced in the College Student Handbook: <http://tinyurl.com/ycjbt9eh>

### **SEMESTER SCOPE AND SEQUENCE**

INTRO: 8/28

UNIT 1 Design Process & Design Thinking:

8/30 - 9/25

UNIT 2 Computation & Physical Computing:

9/27 - 10/23

MIDTERM:

10/25 - 10/30

UNIT 3 Tangibles & Rapid Prototyping:

11/1 - 11/8

UNIT 4: Music & Embedded Technology and Wearables / Biomedica:

11/13 - 11/20

CAPSTONE PROJECT:

11/22 - 12/6

FINAL TEST:

12/13 - 12/18

#	DATE	TOPIC	NOTES
1	Mon, 8/28/2017	Intro	Logistics
2	Wed, 8/30/2017	UNIT 1	Design Process & Design Thinking into
3	Wed, 9/6/2017	UNIT 1	Sprint - share ideas (HCI - visuals)
4	Mon, 9/11/2017	UNIT 1	P2P activity critique process
5	Wed, 9/13/2017	Quiz 1, UNIT 1	Quiz 1 design thinking & process. Topic: HCI Lexicon pt1
6	Mon, 9/18/2017	UNIT 1	HCI Lexicon pt2 Visualizing interfaces paper prototype
7	Mon, 9/25/2017	UNIT 1	Production Paper Prototype
8	Wed, 9/27/2017	Quiz 2, UNIT 2	Quiz Topic: Computation & Physical Computing. In-class activity (processing)
9	Mon, 10/2/2017	UNIT 2	Computation I
10	Wed, 10/4/2017	UNIT 2	Computation II
11	Wed, 10/11/2017	Quiz 3, UNIT 2	Quiz: Computation III Topic: Physical Computing I
12	Mon, 10/16/2017	UNIT 2	Physical Computing II (component diagram, schematic)
13	Wed, 10/18/2017	UNIT 2	Physical Computing III
14	Mon, 10/23/2017	UNIT 2	Physical Computing IV Assessment: Mini Project deliverable = functional circuit
15	Wed, 10/25/2017	Midterm Review	In class review of course materials
16	Mon, 10/30/2017	Midterm Test	Midterm test on Blackboard
17	Wed, 11/1/2017	UNIT 3	Tangibles & Rapid Prototyping
18	Mon, 11/6/2017	UNIT 3	Tangibles & Rapid Prototyping
19	Wed, 11/8/2017	UNIT 3	Tangibles & Rapid Prototyping
20	Mon, 11/13/2017	Quiz 4, UNIT 4	Music Technology
21	Wed, 11/15/2017	UNIT 4	Embedded Technology
22	Mon, 11/20/2017	UNIT 4	Wearable Technologies / Bio Media
23	Wed, 11/22/2017	Quiz 5, Capstone Project	Quiz 5: Embedded Tech pt 2 & Wearable Tech. Intro to Capstone Project Preproduction
24	Mon, 11/27/2017	Capstone Project	Capstone Project Production
25	Wed, 11/29/2017	Capstone Project	Capstone Project Production
26	Mon, 12/4/2017	Capstone Project	Capstone Project Production
27	Wed, 12/6/2017	Capstone Project	Capstone Project Post-Production / Finalization
28	Mon, 12/11/2017	Capstone Project Presentation	Capstone Project Presentations
29	Wed, 12/13/2017	Final Test Review	In class review of course materials
30	Mon, 12/18/2017	Final Test	Final test on Blackboard
31	Wed, 12/20/2017	Last Day of Term	Last day to submit Capstone Project Components