

Fall 2023 MSP 4541: Mobile Media

CRN 30830

3.0 Credit Hours (i.e. expect 6 hours out of class work each week)

Tuesday, 5:30-8pm

Prerequisites (if you started prior to Fall 2021): MSP 1701 OR CMST 2111

Class Restrictions: Must be enrolled in one of the following Classes: Junior 60 to 89 Credits, Senior 90 to 119 Credits, Senior/Fifth Year 120+ Credits.

Slack: <https://msp4541mobilemedia.slack.com>

Zoom Link: Join URL: <https://temple.zoom.us/j/96606815351>

Instructors:

Prof. Laura Zaylea

Email: Laura.Zaylea@Temple.edu

Email hours: M-F 9:30-11:30am

Office Location: Annenberg 203b

Office hours: T/Th 12-1pm or by appointment

Zoom link:

<https://temple.zoom.us/j/2152043433>

Prof. Adrienne Shaw

Email: adrienne.shaw@Temple.edu

Email hours: 10am-12pm M-F

Office Location: Annenberg 203a

Office Hours: T/Th 12-1 or by appointment

Zoom link:

<https://temple.zoom.us/j/98637378446>

Class Meeting Structure:

We will meet on Zoom during scheduled class time (Tuesdays 5:30-8pm) for discussion and activities. Lectures will be pre-recorded and you can watch them ahead of time but we will always set aside class time for you to watch them. There are also required asynchronous discussion activities on Slack.

Course Description:

From the TU Course Catalog: Mobile technology is an increasingly important tool for modern communication. This course will take a critical exploration of the role of mobile communication in public life, in part by having students design their own mobile media. Throughout the course, we will explore the societal impact of mobile communication so that students can gain a deeper intellectual understanding of mobile communication in public life and its impact on issues such as social interaction, identity, privacy, sense of place, and surveillance. During the class examples of mobile media applications and services will be introduced. The course consists of conceptual and theoretical teachings, but also includes many practical and hands-on elements in the form of demonstrations of real-life mobile applications, conducted studies and projects. To teach preliminary practical mobile media production skills there will be exercises in mobile application concept design and in mobile application research.

Goal: Students will gain a deeper understanding of theoretical and empirical approaches to mobile media and their impact on various aspects of contemporary life through original research and creative projects.

Course Objectives:

- Introduce theories and empirical research on mobile communication technologies
- Understand the history and politics of mobile technologies
- Write essays that connect course materials to specific topics
- Gain hands-on experience with creating a mobile media project
- Create an environment for productive critique and feedback
- Discuss scholarly readings and contemporary examples of their topics
- Tie in critical theories and research with hands-on production work

Assignment Types:

There are four main assignment types for this course, worth a **total of 1000** points. You can find them listed by due date in the “modules” of the course on Canvas. There you will find the detailed instructions for each assignment as well as information on where/how it is submitted.

1. **Regular participation (225 points):** This includes overall engagement (100 points), discussion questions (50 points), discussion and responses (50 points), the day one assignment (10 points), and Slack set up (15 points). See Canvas for additional details on the expectations for each of these.
2. **Mobile Media Production Projects (450 points):** For our first three units we will have a “maker day” where you will engage in hands on production related to that type of mobile media. Following the “maker days” we will have “research days” where we talk about research related to that form of mobile media. You will then have a small individual research-driven production project due the following week, which you will present to your classmates and instructors. You will then write a short paper connecting your design/creative choices to the course readings for that unit.
 - a. Geolocation and Mobile Audio project (100 points) and Paper (50 points)
 - b. Social Interaction and Mobile Video project (100 points) and Paper (50 points)
 - c. Interactive Mobile Text Project (100 points) and Paper (50 points)
3. **Final Project (325 points):** Your final project will be to pick one of the earlier mobile media production projects and expand it into a richer and more complete project. You can use one of your earlier projects and/or accompanying paper as a starting point or start from scratch. Your final project, however, must be submitted along with a documentation video (which we will be discussing in class). On the last day of class, you will present your project to us and your classmates via a presentation video. You will then take any feedback you get to finish the project, documentation video and your final paper which will be due after classes end:

- a. Final Project Presentation (50 points)
- b. Final Project (150 points)
- c. Final Documentation Video (50 points)
- d. Final Reflection Paper (75 points)

Extra credit: As per Klein policy we are only allowed to make extra credit available to the entire class, thus we cannot give you a special extra credit assignment because you forgot to turn something in. Any extra credit will be announced to the whole course. Review the "extra credit" assignments page on Canvas for existing options.

You can use Canvas to see a clear break down of assignments, rubrics, point values, and use the “what if” tool to gauge your final grade.

GRADES:

Using the scale enumerated here, grades are determined from your points out of 1000 total possible:

A 930-100	B 83-869.9	C 73-769.9	D 63-669.9
A- 90-929.9	B- 80-829.9	C- 70-729.9	D- 60-629.9
B+ 87-899.9	C+ 77-799.9	D+ 67-699.9	F Below 60

SYLLABUS CHANGES:

Because we are dependent on technology and because we are human, there are some situations in which it might become necessary to change or adapt projects, in-class engagements and related course schedules. This syllabus, its assignments and related course calendars are subject to reasonable change and adaptation with the understanding that the changes shall not be punitive in nature and do not significantly interfere with the successful completion of course objectives. Any update to the course syllabus will be announced in class, posted on Canvas and Slack, and/or announced via Temple University email.

Required Readings: Readings for each week are available on Canvas under that week’s folders in the Files section. The pages for each course day on Canvas list instructions, readings, and important reminders so please read these each week. The schedule also appears at the end of this syllabus. All readings are due on the date they are listed at the end of this syllabus.

Fall 2023 Academic Calendar: Per the academic calendar, the last day to add/drop a full term 16-week course is Monday, September 11th. The last day to withdraw is **Monday, December 11th**.

FAQS	
What should I call my professors?	Dr. Shaw, Professor Zaylea
What pronouns do my professors use?	She/her, she/her
When/where are my professors' office hours?	See page 1
Where should I ask questions about assignments, the course, etc.?	Slack #office-hours
Where should I ask for extensions/about my grades?	Email, though we cannot tell you your grades via email we can tell you what the highest points possible is at any stage of the semester. Check Canvas for all grades.
When will you answer my emails/Slack message?	During our email/Slack hours. See page 1.
Can I get an extension/excused absence?	See policies on both in the syllabus and on Canvas.
Is there a textbook for this course?	Nope! All readings are on Canvas.
Do I have to do all of the readings?	Yes.
When is this assignment due/where are the instructions? Where do I submit it?	All of this information is on Canvas.
How do I...?	Have you checked the how-to pages on Canvas? If it's not there, post to #office-hours.
Is there a final exam?	Nope!
Do you post slides?	No, but all lectures (not discussions) are recorded and will be linked on Slack. Post questions to Slack #office-hours if you have them.
When will our grades be posted?	Typically, within 1-2 weeks of the assignment deadline.
Who is grading this assignment?	Dr. Shaw and Prof. Zaylea share grading responsibilities for this course.
Can you write me a letter of recommendation?	Sure, but check the instructions on Dr. Shaw's website before you ask either of us: https://adrienneshaw.com/letters-of-recommendation/

Course Schedule			
Date	Topics	Due before or in class	Due that Friday by 11:59pm*
Aug. 29	Introductions and Overview	See Reading List Day One Assignment	Set up Slack, No Stakes Quiz
Sept. 5	Mobile Multimedia Intro	See Reading List Discussion Questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz
Sept. 12	Mobile Audio Research Day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz
Sept. 19	Mobile Audio Maker day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Activity
Sept. 26	Geolocate Mobile Media	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz Geolocation and Mobile Audio Projects and Papers
Oct. 3	Mobile Video Research Day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz
Oct. 10	Mobile Video Maker day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4)—**Optional see note about Temple wellness day below; No Stakes Activity
Oct. 17	Social Mobile Media	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz Social Interaction and Mobile Video Projects and Papers
Oct. 24	Mobile Text Research Day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz
Oct. 31	Mobile Text Maker Day	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Activity

Nov. 7	Interactive Mobile Media	See Reading List Discussion questions (x2 by noon)	Discussion Responses (x4), No Stakes Quiz Interactive Mobile Text Project and Paper
Nov. 14	Visit from Vincent Morisset? Documentation Video Workshop Day and visit From	Come to class having reviewed two projects: Motto and Breamstream and post discussion questions (x2 by noon) Also be sure to review the Final Project Overview, and each assignments expectations on Canvas	
Nov. 21 NO CLASS THANKSGIVING BREAK			
Nov. 28	Workshop Day	Come to class with sharable versions of your projects	
Dec. 5	Presentations	DUE IN CLASS: Presentation videos, attendance required	

Your Final Project, Documentation Video, and Paper are due **DECEMBER 15 by 11:59 pm via Canvas***

***Grace period:** All assignments due Friday by 11:59pm have a built-in grace period until Monday 10:00am. You do not have to contact us to use that grace period. If you need *more* time than that, however, you need to email us for an extension.

****Fall Wellness Day:** October 13th is Temple's Fall Wellness day. No discussion responses are due October 13th, however if you do them they will count as extra credit and/or replace any you have missed.

Reading List

Note: There are guiding questions on the Canvas page for each class day. Use these to help orient yourself as you do the reading. In addition, there are reference readings listed on Canvas which are not required but may help as you work on your assignments.

The readings listed here are the ones your discussion questions should be about (2 about different readings are due **by noon** on that class day. By 11:59pm Friday you should respond to at least 4 classmates' posts. That is also when the no stakes quizzes/activities are due (these are not required but can earn you points). More details on all assignments are available on Canvas.

Week 1- August 29: Intro and Overview

DUE: Day One Assignment

- Farman, Jason. (2012). "Historicizing Mobile Media: Locating Transformations of Embodied Space," in N. Arceneaux & A. Kavoori (Eds), *The Mobile Media Reader* (pp. 9-22). New York: Peter Lang.
- Also review the *Wikipedia* entry on Mobile media (link on Canvas)

DUE: No Stakes Quiz and Slack Set Up by Sept 1, 11:59pm

Week 2- September 5: Mobile Multimedia Intro

DUE: Discussion questions (x2)

- Kakiyama, Masao & Sorensen, Carsten. (2001). Expanding the 'Mobility' Concept. *SIGGROUP Bulletin*, 22(3), 33-37.
- Light, Ben, Burgess, Jean, & Suguay, Stefanie. (2018). The walkthrough method: An approach to the study of apps. *New Media and Society* 20(3): 881-900.

DUE: No Stakes Quiz and Discussion Responses (x4) by Sept 8, 11:59pm

Week 3- September 12: Mobile Audio Research Day

DUE: Discussion questions (x2)

- Hilmes, Michele. (2002). Rethinking Radio. In M. Hilmes and J. Loviglio (eds.) *Radio Reader: Essays in the cultural history of radio* (pp. 1-20). New York: Routledge.
- Bull, Michael. (2006). "Investigating the culture of mobile listening: From Walkman to iPod," in K. O'Hara and B. Brown (eds.), *Consuming Music Together: Social and Collaborative Aspects of Music* (pp. 131-149). Amsterdam: Springer.
- Arceneaux, Noah. (2014). "Small, cheap, and out of control: Reflections on the transistor radio," In Goggin, G., & Hjorth, L. (Eds.). (2014). *The Routledge companion to mobile media* (Pg. 125-134.). New York: Routledge.
- Murray, Sarah. (2019). Coming-of-age in a coming-of-age: The collective individualism of podcasting's intimate soundwork. *Popular Communication* 17(4): 301-316. <https://doi.org/10.1080/15405702.2019.1622117>

DUE: No Stakes Quiz and Discussion Responses (x4) by Sept 15, 11:59pm

Week 4- September 19: Mobile Audio Maker Day

DUE: Discussion questions (x2)

ONE discussion question should be about the readings:

- **Seaward, Matthew Ronnie.** (2015). Urban Soundscapes as Narrative: Intentions and Interpretations of Field Recordings. *Journal of Radio & Audio Media*, 22(2), 299-303. <https://doi.org/10.1080/19376529.2015.1083362>
- **Lane, Cathy & Carlyle, Angus.** (2013). *In the Field: The Art of Field Recording* (pp.85-96). Devon, UK: Uniformbooks.

ONE discussion question should be about the projects:

- **Adams, John Luther.** (2016). *Soundwalk 9:09 Downtown* [Soundwalk]. WQXR. <https://www.wqxr.org/story/download-john-luther-adamss-soundwalk-909/>
- **Mars, Roman.** (Host). (2020, March 17). Roman Mars describes things as they are (No. 394) [Audio podcast episode]. In *99% Invisible*. KALW. <https://99percentinvisible.org/episode/roman-mars-describes-things-as-they-are/>
- **Norman, Katharine.** (2014). *Five-minute wonders: Anything from the mini bar?* [Soundscape]. <https://www.novamara.com/five-minute-wonders/>

DUE: No Stakes Activity and Discussion Responses(x4) by Sept 22, 11:59pm

Week 5- September 26: Geolocative Mobile Media

DUE: Discussion questions (x2)

- **de Souza e Silva, Adriana.** (2013). Location-aware mobile technologies: Historical, social, and spatial approaches. *Mobile Media & Communication* 1(1): 116-121.
- **Liao, Tony & Humphreys, Lee.** (2014). Laya-ed Places: Using Mobile Augmented Reality to Tactically Re-Engage, Re-Produce, and Re-Appropriate Public Space. *New Media & Society* 17(9): 1418-1435.
- **Farman, Jason.** (2014). "Storytelling with mobile media: Exploring the intersection of site-specificity, content, and materiality." In Goggin, G., & Hjorth, L. (Eds.). *The Routledge companion to mobile media* (Pg. 529-537). New York: Routledge.

DUE: No Stakes Quiz and Discussion Responses (x4) by Sept 29, 11:59pm

DUE: Geolocation and Mobile Audio Projects by September 29, 11:59pm

Week 6- October 3: Mobile Video Research Day

DUE: Discussion questions (x2)

- **Christian, Aymar Jean.** (2012). "Not TV, not the web: Mobile video between openness and control," in N. Arceneaux & A. Kavoori (Eds), *The Mobile Media Reader* (pp. 87-101). New York: Peter Lang.
- **Rein, Katharina and Venturini, Tommaso.** (2018). Ploughing digital landscapes: How Facebook influences the evolution of live video streaming. *New Media & Society* 20(9): 3359-3380.
- **Omar, Bahiyah & Dequan, Wang.** (2020). Watch, share or create: The influence of personality traits and user motivation on TikTok mobile video usage.

International Journal of Interactive Mobile Technologies. 14(4): 121-137.DUE:
Mobile Video Project by October 25, 11pm

Skim but don't post discussion questions about:

- Sperling, Nicole. (2020, May 11). Jeffrey Katzenberg Blames Pandemic for Quibi's Rough Start. New York Times. Retrieved from <https://www.nytimes.com/2020/05/11/business/media/jeffrey-katzenberg-quibi-coronavirus.html> (PDF in Files for this week)
- Aquilina, Tyler. (2020, May 6). What you need to know about Quibi, Jeffrey Katzenberg's bite-size streaming service. Entertainment Weekly. Retrieved from <https://ew.com/tv/2019/06/13/quibi-projects-jeffrey-katzenberg/> (PDF in Files for this week)

DUE: No Stakes Quiz and Discussion Responses (x4) by Oct 6, 11:59pm

Week 7- October 10: Mobile Video Maker Day

DUE: Discussion questions (x2)

ONE should be about the readings:

- **Chapter 7 from Berry, Marsha.** (2017). *Creating with mobile media*. Cham, Switzerland: Palgrave MacMillian.

ONE should be about the projects:

- **Gondry, Michel.** (Director). (2017). *Détour* [short film]. Partizan Films.
- **Lixey, Molly.** (2020, April 6). *Nurse shows how germs are spread even while wearing gloves* [video]. Retrieved from <https://abc7news.com/coronavirus-spread-this-is-how-spreads-nurse-shows-germs-while-wearing-gloves/6080824/>
- **Cherry, Matthew A.** (Director). (2016). *9 Lives* [film trailer].

DUE: No Stakes Activity and Discussion Responses(x4) by Oct 13, 11:59pm

Week 8- October 17: Social Mobile Media

DUE: Discussion questions (x2)

- **Ling, Rich.** (2014). "Theorizing mobile communication in the intimate sphere," In Goggin, G., & Hjorth, L. (Eds.). *The Routledge companion to mobile media* (Pg. 32-41). New York: Routledge.
- **Humphreys, Lee.** (2012). "Connecting, Coordinating, Cataloguing: Communicative Practices on Mobile Social Networks," *Journal of Broadcasting & Electronic Media*, 56(4): 494-510.
- **Arceneaux, Noah.** (2012). "CB Radio: Mobile social networking in the 1970s," In N. Arceneaux & A. Kavoori (Eds), *The Mobile Media Reader* (pp. 55-68). New York: Peter Lang.

DUE: No Stakes Quiz and Discussion Responses (x4) by Oct 20, 11:59pm

DUE: Social Interaction and Mobile Video Projects and papers by October 20, 11:59pm

Week 9- October 24: Mobile Text Research Day

DUE: Discussion questions (x2)

- Chapter 4 from **Milne, Esther**. (2010). Letters, postcards, email technologies of presence. New York: Routledge.
- Chapter 4 from **Deibert, Ronald J.** (1997). Parchment, Printing, and Hypermedia: Communication in world order transformation. New York: Columbia University Press.
- **Ballatore, Andrea and Natale, Simone**. (2015). E-readers and the death of the book: Or, new media and the myth of the disappearing medium. *New Media & Society* 18(10): 2379-2394.

DUE: No Stakes Quiz and Discussion Responses (x4) by Oct 27, 11:59pm

Week 10- October 31: Mobile Text Maker Day

DUE: Discussion questions (x2)—ONE should be about the reading:

- **Jackson, Helen**. (2017). Seeing and knowing Titanic Belfast using augmented reality: an auto-ethnographic view. *Journal of Media Practice*, 18(2/3), 154–170.
- **Please see Canvas** for links to tutorial videos and examples of creative projects.

ONE should be about the projects:

- **Devineni, Ram, & Menon, Vikas K.** (2014). *Priya's Shakti* [comic book]. Rattapallax.
- **Children's Technology Review**. (2017, March 2). *ABC Animals Alphabet in Motion – a Book by Sarina Simon* [Video]. YouTube.
https://www.youtube.com/watch?v=HUykJ6_7zyl
- **Smithsonian National Museum of Natural History**. (n.d.). *Bone Hall*. Website.
<https://naturalhistory.si.edu/exhibits/bone-hall>

DUE: No Stakes Activity and Discussion Responses(x4) by Nov 3, 11:59pm

Week 11- November 7: Interactive Mobile Media

DUE: Discussion questions (x2)

- **Stromer-Galley, Jennifer**. (2004). Interactivity-as-product and interactivity-as-process. *The Information Society* 20(5): 391-394.
- **Richardson, Ingrid & Hjorth, Larissa**. (2014). "Mobile games: From Tetris to Foursquare" In Goggin, G., & Hjorth, L. (Eds.) *The Routledge companion to mobile media* (Pg. 257-266). New York: Routledge.
- **Humphreys, Lee**. (2016) Involvement shield or social catalyst: Thoughts on sociospatial practice of Pokémon GO. *Mobile Media and Communication* 5(1): 15-19.
- **Balmford, William & Davies, Hugh**. (2019). Mobile Minecraft: Negotiated space and perceptions of play in Australian families. *Mobile Media & Communication* 00(0): 1-19. DOI: 10.1177/2050157918819614

DUE: No Stakes Quiz and Discussion Responses (x4) by Nov 10, 11:59pm

DUE: Interactive Mobile Text Projects and Papers by Nov 10, 11:59pm

Week 12- November 14: Special Guests: Vincent Morisset and/or Caro Robert

DUE: Discussion questions (x2) for our guests about the below projects

Review the following projects. Both must be opened on a smart phone:

- <https://www.motto.io/>
- [Brainstream.nfb.ca](https://www.brainstreamnfb.ca/)

At the end of class you will also be asked to identify which project you are going to work on for your final project.

DUE: Discussion Responses (x4) by Nov 17, 11:59pm

Week 13- November 21: NO CLASS/THANKSGIVING BREAK

Week 14- November 28: Documentation video workshop

Review the documentation video examples on Canvas

Come to class with a shareable version of your current final project.

Also be sure you have reviewed the Final Project component assignment explanations on Canvas.

Week 15- December 5: Presentation Day in class see Canvas for Details

DUE: Final project presentation videos

DUE: December 15 11:59pm Final Projects, Papers, and Documentation Videos

POLICIES AND COURSE EXPECTATIONS: There are more detailed descriptions of the late assignments, attendance, disabilities and accommodations, and inclusivity policy available on Canvas.

Recording Policy: We will not be recording live discussions (unless required by DRS accommodations) except if the class decides it is necessary on a given day and everyone agrees to the recording. No one in this class should be recorded without their expressed consent (including instructors). Lectures are pre-recorded and available via Slack.

Attendance: We will be meeting in live discussion sessions on Zoom Tuesdays 5-7:30 pm (though sometimes we may end earlier) unless otherwise noted in the syllabus. Knowing that internet access can be inconsistently reliable for some, however, you will not be penalized if you miss a given zoom session. Your "engagement" grade will be negatively affected if you never make the synchronous zoom meetings. However, if you miss a day here or there, there are asynchronous ways to earn points. See the "course engagement" assignment for more details. We do ask that EVERYONE do everything they can to attend our first-class session and weeks where major components of your projects are due.

Late Assignments: Due dates are in place to structure the course and to help all of us organize our time. There is also a time after which an assignment can no longer meet its

pedagogical goals. For that reason, assignments due in or before class (see schedule) cannot be accepted late. For assignments due on Friday at 11:59pm, there is a built-in grace period to Monday at 10am. In addition, if you need additional time, we are willing to grant you a negotiable, no penalty extension if you contact us (**both of us**) by the due date/time. When writing, indicate what date/time you plan on submitting the assignment. We retain the right to tell you if the extension is unacceptably long, but until you hear from us assume the extension is granted. Note, however, that if you do not submit the assignment by the scheduled deadline, we cannot guarantee you will get comments on your assignment (just a score/grade). If you do not contact us, you will receive a zero for the assignment (**no exceptions**).

Inclusivity Policy: There is an inclusivity policy on Canvas. You will be asked to agree to this at the start of the semester, committing yourself to promoting a safe and inclusive classroom for all students, guests, and instructors.

Technology Policy and Range of Possible Costs: This course has no required course materials that must be purchased. Your individual project budgets may vary but all assignments can be done at no cost), and you are encouraged to make use of equipment and spaces available to you as Temple students. To fully participate in this course, students will need access to a computer or similar device that can access Zoom and (ideally) a microphone, headphones, webcam, a device that can record audio and video (a phone with a camera is fine for this), and a reliable internet connection. Also, given the nature of this being a mobile media course, you will have to have access (even if you need to borrow it) to a smart phone or tablet for some class activities. This course uses Zoom, Canvas, Slack, and email regularly. You will also need to make use of free to you production platforms (audio/video editing and augmented reality platforms). If needed, computers are available through on-campus computer labs including the Tech Center and Annenberg Postproduction. In addition, limited technology resources are available for students who do not have the technology they need for class. Students with educational technology needs may submit a request outlining their needs using the Student Emergency Aid Fund form. The University will endeavor to meet needs, such as with a long-term loan of a laptop or Mifi device, a refurbished computer, or subsidized internet access. Student Emergency Aid Fund: <https://deanofstudents.temple.edu/news/student-emergency-aid-fund> Also, please be aware of Temple's Technology and Software Usage Policy: <https://secretary.temple.edu/sites/secretary/files/policies/04.71.11.pdf>

Accommodations and Basic Needs: The need for any accommodations should never get in the way of your access to education. We will do our best to work with any student who requires accommodations and to minimize the access barriers posed by course structures and materials. Similarly, if you find yourself struggling to meet your own basic needs, there are a variety of resources available to you I can help you with. See Canvas for additional details, contact details for University services, as well provisions for students with children, chronic illness, economic difficulties, etc.

Academic Honesty/Originality of work: Plagiarism is the representation of someone else's ideas, quotations, or research as your own. It is a form of theft. Passing off someone else's work as your own is a failing offense in the classroom, and a firing offense in the professional world. Violations or attempted violations of academic honesty include, but are not limited to, cheating, fabrication, and plagiarism. You should not be submitting work for this class that was originally completed for another class. All written assignments must enclose directly quoted material inside quotation marks, include in-text parenthetical citations for all material drawn from another source (including direct quotations, summaries, and paraphrased material), and include a works cited list. **All citations must be formatted in APA (American Psychological Association) style.**

We will discuss ChatGPT in class, but in short AI simply won't be able to articulate the connections between research and your creative practice. There are ways that generative AI might be useful in brainstorming your projects. If you do use any generative AI in any way, however, you are expected to cite that usage using APA style and specify which technology was used, how the information was generated (including prompts used), and how the output was used in your work. A link for how to do so is on the "How to Cite sources" page on Canvas.

It is also worth noting that plagiarism and academic dishonesty are not limited to written text. Using copyright-protected music, images, or video clips without proper citations and/or unauthorized collaboration without prior approval and/proper credits is also a form of academic dishonesty. If you have questions about what can or cannot be included in a project, or how to properly cite material, please speak with the course instructors *before* the project is due.

PLAGIARISM IS NOT TOLERATED. See Canvas for an outline of the plagiarism penalty structure. Students with questions about University policy on academic honesty should refer to the "Student Responsibilities" section of the Temple University Undergraduate Bulletin: <http://bulletin.temple.edu/undergraduate/about-temple-university/student-responsibilities/>

Conduct Code: Individuals enrolled in this course are expected to conduct themselves in a civil and respectful manner, both toward their instructors and fellow students. In accordance with Temple's Student Conduct Code (Policy Number: 03.70.12), acts of misconduct for which students are subject to discipline include, but are not limited to, intentional interference with or disruption of class as well as behavior or conduct which poses a threat to the mental, emotional, or physical well being of self or others. Non-compliance, interference or resistance to this code is considered actionable when a student fails to comply with a reasonable verbal or written instruction or direction given by a University employee (e.g. instructor, teaching assistant or staff member). In such cases of violation, it is the University employee's right and responsibly to seek out the

appropriate sanctions (e.g. suspension, separation, probation, enrollment restrictions, or expulsion from the University) pursuant to the conduct code policies.

Student and Faculty Academic Rights and Responsibilities Policy: Freedom to teach and freedom to learn are 2 inseparable facets of academic freedom. The University has a policy on Student and Faculty and Academic Rights and Responsibilities (Policy #03.70.02) which can be accessed through the following link:
http://policies.temple.edu/getdoc.asp?policy_no=03.70.02