Description:
This course focuses on interactive mapping for the web and covers fundamentals of spatial data display, cartography, and user interaction. Students will need to gather spatial data, develop a story or theme from their data, and produce interactive maps.

Lectures will focus on the theories and principles behind web mapping such as: establishing map goals, composition and layout, symbolization, animation, and more. Exercises will focus on practical applications and web design skills using cloud-based software, HTML, and CSS. Previous computer science or programming experience are helpful, but not required.

Course Goals:
- Identify examples of static, animated, and interactive web maps
- Critique the usability of existing web maps, including visual design and accessibility choices, user interface, and interaction affordances and feedbacks
- Design, construct, and publish an interactive web map
- Be able to describe a map interface with a UI/UX diagram
- Familiarity with HTML/CSS
- Gain experience debugging code for web development
- Gain experience working with an API (w3 schools and leaflet/mapbox)
- Recognize and understand web color equivalents of HTML named colors, RGB, and HEX representations

Logistical information:
Times:
   Lecture: Tues/Thur  12:30 - 1:30 PM,
   Lab:     Wed/Fri  12:30 - 1:30 PM

Location: Social Science Instructional Labs (SSIL) - McKenzie 442

Instructor: Joanna Merson
Email: jmerson@uoregon.edu
Office: 163 Condon
Office hours: TBD

Text (or ebook):
From: Amazon, CRC Press, or RedShelf.

Email Policy:
I will attempt to contact you within 48 hours of your email on normal business days. I may not be able to respond to emails on weekends or holidays so plan accordingly.

If you have software related computer questions or problems, your email needs to be accompanied by a screenshot of the problem and a description of what you have tried so far. Remember to also consult Google and the "Hallway conversation" discussion board.
Grading:
Grading in the course will be based on the following point system:

<table>
<thead>
<tr>
<th>Course component</th>
<th>Percent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exercises</td>
<td>30</td>
</tr>
<tr>
<td>Exam</td>
<td>20</td>
</tr>
<tr>
<td>Project</td>
<td>35</td>
</tr>
<tr>
<td>Participation</td>
<td>15</td>
</tr>
<tr>
<td><strong>Total possible</strong></td>
<td><strong>100</strong></td>
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</tbody>
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Class Participation: Policy will be updated for online format
Grading will be based on active participation in class and in discussion boards. This includes but is not limited to asking questions, suggesting answers, and thanking other students for their input.

Respect for Diversity:
“The University of Oregon requires that information and procedures for assuring and enhancing respect for diversity and human differences are included in all courses, course materials, and course policy and procedures throughout the educational environment. This position is commensurate with the University philosophy that dedicates our campus to the principles of equality of opportunity and freedom from discrimination for all members of the university community and an acceptance of true diversity as an affirmation of individual identity.” (COE Academic Policies and Procedure Handbook, section A)

Students with Disabilities:
Appropriate accommodations will be provided for students with documented disabilities. This documentation must come in writing from the Disability Services in the Office of Academic Advising and Student Services. To obtain this document contact Molly Sirois at 346-1155 or sirois@oregon.uoregon.edu. If you have a documented disability and require accommodation, you must meet with the course instructor within the first two weeks of the term.