

General Information

Professor Information



Instructor : Prof. Elio L. Arteaga

Office : (by appt.)

E-Mail :

Phone :

Office Hours : By Appointment

Website : <https://tinyurl.com/elio-arteaga/>

Course Description and Purpose

VIC 3400 - Visual Design for Globalized Media explores the relationship between images and messages in global media, the primary role that visual design plays in globalized media presentations, the ethics of visual messages and the impact of visual communication technology on messages. The use of visual messages in journalism, advertising, public relations and in all media is dissected and analyzed, as well as how traditional visual design converges in present-day global media.

The course conveys the story of how media provides global audiences with messages through imagery. From the power of still photography to the explosiveness of film, the strength of images to convey stories is deeply rooted in our humanity. We will take a look at the meaning of images from a global perspective. Visual communication while regionally influenced is global in essence as mankind has from its primitive origins naturally communicated with images. Analysis of the characteristics, basic design and vehicles of presentation will be addressed. Thus, a theoretical approach to how messages are conveyed visually is at the core of the course.

The course also provides students with exposure and basic skills in the application of the presented design concepts and theories into practical web design. Finally, students will produce working web sites that represent in a creative and practical manner the current principles of visual communication as presently practiced in today's global media.

Student Global Learning Outcomes

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<p>Global Awareness: Students will be able to discuss prevailing world conditions associated with local, global, international, and intercultural issues, trends, and systems.</p>	<p>Course Learning Outcome: Students will demonstrate knowledge of the global language of visual design and visual communication as manifested in present day globalized media.</p>
<p>Global Engagement: Students will be able to demonstrate engagement in local, international, intercultural, and global problem solving.</p>	<p>Course Learning Outcome: Students will be able to demonstrate willingness in responding to a global issue presented from different perspectives in visual media design and communication to targeted audiences from various parts of the world.</p>
<p>Global Perspective: Students will be able to detect the distinctive and common qualities between their own perspective and the perspectives of others.</p>	<p>Course Learning Outcome: Students will analyze basic visual design elements in media found in all global media formats and products. Plus, analyze distinct manifestations of design elements found at the local culture level.</p>

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Course Objectives

Students will be able to:

- Analyze the importance of images in global mass communication.
- Identify visual design principles used in advertising.
- Examine the significance and meaning of colors in globalized media messages.
- Apply metaphors and symbols in globalized media messages.
- Explain the effect of pictorial stereotypes on society.
- Identify the benefits of new media to globalized mass communications.
- Explain the history of typography and its importance to globalized mass communication.
- Evaluate informational graphics used to present complex information in an understandable visual format.
- Analyze the characteristics of various visual media.
- Apply visual storytelling techniques to a sequence of action, events and moods within a fictional narrative.

Course Prerequisites

There are no prerequisites for this course.



Title : LinkedInLearning.fiu.edu

Pursuant to the 2016 Florida Statute 1004.085 on Textbook and Materials Affordability, your instructor has elected to use Open Educational Resources (OERs) that are freely available to you. Florida International University provides its students free access to **LinkedIn Learning** (formerly Lynda.com), the leading online training service provider for hundreds of software titles and industry training practices. To create a new LinkedIn Learning account, please visit **LinkedInLearning.fiu.edu**. All instructional materials used in this course will come from this, and other, free sources. Therefore, no expensive textbook is required for this course.

Expectations of This Course

This is an online course, which means ALL of the course work will be conducted online. Expectations for performance in an online course are the same for a traditional course. In fact, online courses require a degree of self-motivation, self-discipline, and technology skills which can make these courses more demanding for some students.

Students are expected to:

- **Review the how to get started information** located in the course content.
- **Introduce yourself to the class** during the first week by posting a self-introduction in the appropriate discussion forum.
- **Interact** online with instructor/s and peers and keep up with all assignments.
- **Review** and follow the course calendar.
- **Log in** to the course 3 times per week.
- **Respond** to discussion board postings by deadlines in syllabus.
- **Respond** to emails/messages within 24 hours.
- **Submit** assignments by the corresponding deadline.

The instructor will:

- Log in to the course **3 times** per week.
- Grade discussion boards, Mondays to Wednesdays.
- Respond to emails/messages within **24 hours**.
- Grade assignments, Wednesdays to Fridays.

Discussions

Participation in the discussion forums is REQUIRED and designed to foster learning enthusiasm and increased motivation, which compels students to think deeply and to learn. Discussion forums are for discussing lecture notes, assigned readings, presentations, assignment instructions and questions about the exams. In addition, FIRST DRAFTS of all assignments will be posted to provide opportunities for improving your work before turning in for a grade.

Participation in the discussion forums is worth 12 percent of the final grade. One original post, indicating (a) what was reinforced from prior learning, (b) what was newly learned, and (c) what you're still unclear about, as well as two replies to classmates, trying to clear up their unclear point, are required for full credit (1 point each week), but more postings are encouraged. **Module discussions are graded as "all or nothing" points. In other words, no partial credit is awarded for work that does not satisfy ALL requirements.**

The discussions will be graded for quality content of your contributions. Examples of quality posts include:

- providing additional information to the discussion;
- elaborating on previous comments from others;
- presenting explanations of concepts or methods to help fellow students,
- presenting reasons for or against a topic in a persuasive fashion,
- sharing your own personal experiences that relate to the topic, and
- providing a URL and explanation for an area you researched on the internet.

Projects

A series of projects will be assigned to put into practice the concepts learned in class. Six assignments (totaling 40 percent of the final grade) will focus in on concepts and practices applied in the fields of advertising, journalism and PR. All assignments are visual in nature requiring students to incorporate the main theme of the course—that our verbally-literate society is fast-becoming visually literate, often preferring visuals that engage the senses, emotions and intellect, rather than intimidatingly long blocks of text.

In order to mitigate any issues with your computer and online assessments, it is very important that you take the "Practice Quiz" from each computer you will be using to take your graded quizzes and exams. It is your responsibility to make sure your computer meets the minimum [hardware requirements](#).

Assessments in this course are not compatible with mobile devices and should not be taken through a mobile phone or a tablet. If you need further assistance please contact [FIU Online Support Services](#).

Four tests (together worth 48 percent of the final grade) shall consist of questions derived from the assigned chapters in the textbook. Students must read the assigned chapters and play the Kahoot Module Games to be adequately prepared for the tests. The Kahoot Module Games are for practice only and shall not be graded.

Important information regarding quizzes:

- All tests have a time limit; therefore all questions must be answered and **submitted before** the time expires. When the time has run out, the test is submitted automatically with whatever answers have been filled in so far and will automatically receive a grade of zero.
- Be aware of the availability window on quizzes/exams.
 - For example: If your test is available from midnight - 11:55 pm and you have 1 hour to complete the exam; you would need to start your test BEFORE 10:55 pm in order for you to have the full hour. If you start at 11:20 then you will only have 35 minutes to complete your exam.
- If multiple attempts are allowed on your test there shall be a 30 minute time delay between attempts.

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Course Requirements	Weights
Assignment 1 - Visual Design Principles Analysis	5%
Assignment 2 - Typographic Visual Antonyms	6%
Assignment 3 - Visual Metaphor Print Ad	8%
Assignment 4 - Visual Blog Journal Website	8%
Assignment 5 - Infographics Analysis	5%
Assignment 6 - Visual Storyboard Narrative	8%
Test 1 (Modules 1 & 2)	12%
Test 2 (Modules 3, 4, 5 & 6)	12%
Test 3 (Modules 7 & 8)	12%
Test 4 (Modules 9, 10, 11 & 12)	12%
Discussion Participation <i>(Points are awarded on an "all or nothing" basis).</i>	12%
Total	100%

Letter	Range (%)	Letter	Range (%)
A	92 - 100	B-	80 - 81
A-	90 - 91	C	70 - 79
B+	87 - 89	D	60 - 69
B	82 - 86	F	0 - 59

Incompletes are given only for medical and other University-approved reasons, and only if the student is passing the course. Should you be granted an incomplete, we will develop a signed agreement as to when and how the incomplete will be cleared.

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Course Calendar

Important Dates for Fall 2022

Monday, August 22nd 2022	Classes begin
Monday, August 29th, 2022	Last day to Add/Drop classes
Monday, September 5th, 2022	Labor Day Holiday (University Closed)
Friday, September 16th, 2022	Last day to withdraw with 25% refund
Monday, Oct. 31st, 2022	Last day to drop with grade of DR/WI
Friday, November 11th, 2022	Veterans Day (University Closed)
Thursday, November 24th thru Sunday, November 27th, 2022	Thanksgiving Weekend Holiday (University Closed)
Monday, December 5th thru Sunday, December 11th, 2022	Finals Week and End of Term
Wednesday, December 14th, 2022	Deadline for Faculty to Submit Grades
Thursday, December 15th, 2022	Grades Available to Students

Important Information

Mon., Aug. 22nd thru Sun., Aug. 28th, 2022

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Discussing how visuals enhance messages in various globalized media.
- Identify visual design principles used in advertising by:
 - Writing an essay describing their application in globalized media messages.
 - Discussing how chosen design principles reinforce advertising concepts.

Tasks:

- Review and fully familiarize yourself with the course and site. Please print and read the course syllabus and course calendar.

***Tests are available from 12:00 AM to 11:55 PM on the days assigned.

***Assignments are due before 11:55 PM on the date listed.

- View the **LinkedIn Learning** playlist: [Graphic Design Foundations: Layout and Composition with Sean Adams](#).
- Read Lecture Notes, "The Importance of the Visual."
- Begin Assignment 1 - Design Principles Analysis (worth 5 points)
 - REQUIRED first draft due in Module 1 Discussions Sun., Aug. 28th,
 - final revision due in assignment drop box Sun., Sep. 4th,
 - not accepted after Sun., Sep. 11th.
- **Participate in Module 1 Discussion (worth 1 point) due Sun., Aug. 28th.**
- Play Kahoot Module 1 Game to prepare for Test 1 in two weeks.

Mon., Aug. 29th thru Sun., Sep. 4th, 2022

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Discussing how visuals enhance messages in various globalized media.
- Identify visual design principles used in advertising by:
 - Writing an essay describing their application in globalized media messages.
 - Discussing how chosen design principles reinforce advertising concepts.
- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [Graphic Design Foundations: Typography with Ina Saltz](#).
- Read AIGA Journal Article linked to “When Words and Images Collide” by Marj Walston.
- Visit Link, “Clean Up Your Mess,” to learn practical tools and gain inspiration for your own design projects.
- **Complete Assignment 1 - Design Principles Analysis (worth 5 points)**
 - REQUIRED first draft due in Module 1 Discussions Sun., Aug. 28th.
 - final revision due in assignment drop box Sun., Sep. 4th;
 - not accepted after Sun., Sep. 11th.
- **Participate in Module 2 Discussion (worth 1 point), due Sun., Sep. 4th.**
- Play Kahoot Module 2 Game to prepare for Test 2 next week.

Test 1

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Mon., Sep. 5th thru Sun., Sep. 11th, 2022

Learning Objectives:

- Analyze the importance of images in global mass communication by:
 - Successfully answering multiple-choice and essay questions on a test.
- Identify visual design principles used in advertising by:
 - Successfully answering multiple-choice and essay questions on a test.
- Explain the history of typography and its importance to globalized mass communication by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Kahoot Module 1 & 2 Games again to prepare for Test 1 this week.

Complete Test 1: Modules 1 & 2. Worth 12 pts.

due Sun., Sep. 11th.

Module 3

Mon., Sep. 12th thru Sun., Sep. 18th, 2022

Learning Objectives:

- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.
 - Creating a typographic design that unifies the verbal and visual message.
- Analyze the importance of images in mass communication by:
 - Examining how visuals enhance messages in various media in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [Learning Graphic Design: Set Perfect Text with John McWade](#)
- View PowerPoint Lesson, "History of Typography."
- Begin Assignment 2 - Typographic Antonyms (worth 6 points).
 - REQUIRED first draft due in Module 3 Discussions Sun., Sep. 18th,
 - final revision due in assignment drop box Sun., Sep. 25th;
 - not accepted after Sun., Oct. 2nd.
- **Participate in Module 3 Discussion (worth 1 point), due Sun., Sep. 18th.**
- Play Kahoot Module 3 Game to prepare for Test 2 in four weeks.

Mon., Sep. 19th thru Sun., Sep. 25th, 2022

Learning Objectives:

- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.
- Explain the history of typography and its importance to globalized mass communication by:
 - Examining the works of three renowned graphic designers in a discussion.
 - Creating a typographic design that unifies the verbal and visual message.

Tasks:

- View the **LinkedIn Learning** playlist: [Graphic Design Foundations: Color with Mary Jane Begin](#).
- View PowerPoint Lesson, "Visual Metaphors and Semiotics."
- Visit link [PhotoshopNews.com](#) to learn about the ethics of Photoshop manipulations.
- **Complete Assignment 2 - Typographic Antonyms (worth 6 points).**
 - REQUIRED first draft due in Module 3 Discussions Sun., Sep. 18th.
 - final revision due in assignment drop box Sun., Sep. 25th;
 - not accepted after Sun., Oct. 2nd.
- **Participate in Module 4 Discussion (worth 1 point), due Sun., Sep. 25th.**
- Play Kahoot Module 4 Game to prepare for Test 2 in three weeks.

Mon., Sep. 26th thru Sun., Oct. 2nd, 2022

Learning Objectives:

- Examine the significance and meaning of colors in globalized media messages by:
 - Analyzing various colors' associations with moods and emotions in a discussion.
- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [Developing Ideas and Advertising Concepts with Craig Smallish](#).
- View video, "Color in Motion," by Claudia Cortés to learn about colors' associations with moods and emotions.
- Read Lecture Notes, "Color Psychology."
- Begin Assignment 3 - Visual Metaphor Print Ad (worth 8 points).
 - REQUIRED first draft due in Module 5 Discussions Sun., Oct. 9nd,
 - final revision due in assignment drop box Sun., Oct. 9th;
 - not accepted after Sun., Oct. 16th.
- **Participate in Module 5 Discussion (worth 1 point), due Sun., Oct. 2nd.**
- Play Kahoot Module 5 Game to prepare for Test 2 in two weeks.

Mon., Oct. 3rd thru Sun., Oct. 9th, 2022

Learning Objectives:

- Apply metaphors and symbols in media messages by:
 - Designing an ad that compares the semiotic meanings of literal and figurative concepts.
 - Examining visual metaphors in a discussion.
- Explain the effect of pictorial stereotypes on society by:
 - Analyzing the portrayal of social groups in globalized media messages in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [Learning Graphic Design: Cropping Photographs with John McWade](#).
- Read AIGA Journal Article linked to “Shock Advertising: A Poke in the Brain” by Lazar Dzamic.
- Read Creativity Online Journal Article, “To Ban or Not to Ban: Dakota Fanning for Marc Jacobs,” by Shareen Pathak.
- Read Creativity Online Journal Article, “Nivea Pulls Ad; Apologizes After Racism Accusations,” by Ken Wheaton.
- **Complete Assignment 3 - Visual Metaphor Print Ad (worth 8 points).**
 - REQUIRED first draft due in Module 5 Discussions Sun., Oct. 2nd,
 - final revision due in assignment drop box Sun., Oct. 9th;
 - not accepted after Sun., Oct. 16th.
- **Participate in Module 6 Discussion (worth 1 point), due Sun., Oct. 9th.**
- Play Kahoot Module 6 Game to prepare for Test 2 next week.

Test 2

Mon., Oct. 10th thru Sun., Oct. 16th, 2022

Learning Objectives:

- Examine the significance and meaning of colors in globalized media messages by:
 - Successfully answering multiple-choice and essay questions on a test.
- Analyze metaphors and symbols in globalized media messages by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Kahoot Module 3, 4, 5, & 6 Games again to prepare for Test 2 this week.

Complete Test 2: Modules 3, 4, 5, & 6 Worth 12 pts.

due Sun., Oct. 16th.

Mon., Oct. 17th thru Sun., Oct. 23rd, 2022

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Creating a blog website incorporating images, video, motion graphics and interactivity.
- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [WordPress Essential Training with Mogen Rand-Hendriksen](#).
- Read Lecture Notes, "Blogging."
- Begin Assignment 4 - Visual Blog Journal (worth 8 points).
 - REQUIRED first draft due in Module 7 Discussions Sun., Oct. 23rd,
 - final revision due in assignment drop box Sun., Oct. 30th;
 - not accepted after Sun., Nov. 6th.
- **Participate in Module 7 Discussion (worth 1 point) due Sun., Oct. 23rd.**
- Play Kahoot Module 7 Game to prepare for Test 3 in two weeks

Module 8

Mon., Oct. 24th thru Sun., Oct. 30th, 2022

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Creating a blog website incorporating images, video, motion graphics and interactivity.
- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.

Tasks:

- View the **LinkedIn Learning** playlist: [Introduction to Web Design and Development with James Williamson](#).
- Read Lecture Notes, "Web Design History and Trends."
- **Complete Assignment 4 - Visual Blog Journal (worth 8 points).**
 - REQUIRED first draft due in Module 7 Discussions Sun., Oct. 23rd,
 - final revision due in assignment drop box Sun., Oct. 30th;
 - not accepted after Sun., Nov. 6th.
- **Participate in Module 8 Discussion (worth 1 point), due Sun., Oct. 30th.**
- Play Kahoot Module 8 Game to prepare for Test 3 next week.

Mon., Oct. 31st thru Sun., Nov. 6th, 2022

Learning Objectives:

- Identify the benefits of new media to globalized mass communications by:
 - Successfully answering multiple-choice and essay questions on a test.
- Analyze the characteristics of various visual media by:
 - Successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Kahoot Module 7 & 8 Games again to prepare for Test 3 this week..

Complete Test 3: Modules 7 & 8. Worth 12 pts.

due Sun., Nov. 6th.

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Mon., Nov. 7th thru Sun., Nov. 13th, 2022

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Evaluate informational graphics by:
 - Examining data used to present complex information in an understandable visual format encoded in an infographic.

Tasks:

- View [LinkedIn Learning: “Graphic Design Careers: First Steps” with Kristen Ellison](#) and [“Building an Online Portfolio” with Jason Fox](#)
- View PowerPoint Lesson, “History of Computer Art.”
- Visit pagetutor.com/trillion and [Megapenny Project](#) for examples of informational graphics.
- Begin Assignment 5 - Infographics Analysis (worth 5 points).
 - REQUIRED first draft due in Module 9 Discussions Sun., Nov. 13th,
 - final revision due in assignment drop box Sun., Nov. 20th,
 - not accepted after Sun., Nov. 27th.
- **Participate in Module 9 Discussion (worth 1 point) due Sun., Nov. 13th.**
- Play Kahoot Module 9 Game to prepare for Test 4 in four weeks.

Mon., Nov. 14th thru Sun., Nov. 22nd, 2022

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Evaluate informational graphics by:
 - Examining data used to present complex information in an understandable visual format encoded in an infographic.

Tasks:

- View [LinkedIn Learning: "Data Visualization: Best Practices" with Amy Balliett](#)
- Read Lecture Notes, "History of Saturday Morning Cartoons."
- **Complete Assignment 5 - Infographics Analysis (worth 5 points).**
 - REQUIRED first draft due in Module 9 Discussions Sun., Nov. 13th,
 - final revision due in assignment drop box Sun., Nov. 20th;
 - not accepted after Sun., Nov. 27th.
- **Participate in Module 10 Discussion (worth 1 point) due Sun., Nov. 20th.**
- Play Kahoot Module 10 Game to prepare for Test 4 in three weeks.

Mon., Nov. 21st thru Sun., Nov. 27th, 2022

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Apply visual storytelling techniques by:
 - Designing and creating a storyboard that communicates a fictional narrative.
 - Examining how to communicate a sequence of action, events and moods in a discussion.

Tasks:

- View [LinkedIn Learning: “Learning Graphic Novel Storyboarding” with Ben Bishop](#) and [“The Storyboard Artist’s Life” with Darin McGowan](#)
- Visit link [“Comics—Not Just for Laughs”](#) and [“Psycho Shower Scene Storyboard”](#) to understand how storyboards function.
- Begin Assignment 6 - Visual Narrative Storyboard (worth 8 points)
 - REQUIRED first draft due in Module 11 Discussions Sun., Nov. 27th,
 - final revision due in assignment drop box Sun., Dec. 4th;
 - not accepted after Sun., Dec. 11th.
- **Participate in Module 11 Discussion (worth 1 point) due Sun., Nov. 27th.**
- Play Kahoot Module 11 Game to prepare for Test 4 in two weeks.

Mon., Nov. 28th thru Sun., Dec. 4th, 2022

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - Comparing graphic design works, cartoons, photography, web media, computer graphic animation, film and video in a discussion.
- Apply visual storytelling techniques by:
 - Designing and creating a storyboard that communicates a fictional narrative.
 - Examining how to communicate a sequence of action, events and moods in a discussion.

Tasks:

- View TedTalks videos: [“Graffiti: Art or Vandalism? Street Art in School & Communities,” by Diego Gonzalez](#), and [“A Brief History of Graffiti,” by Kelly Wall](#).
- **Complete Assignment 6 - Visual Narrative (worth 8 points).**
 - REQUIRED first draft due in Module 11 Discussions Sun., Nov. 27th.
 - final revision due in assignment drop box Sun., Dec. 4th;
 - not accepted after Sun., Dec. 11th.
- **Participate in Module 12 Discussion (worth 1 point) due Sun., Dec. 4th.**

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Mon., Dec. 6th thru Sun., Dec. 11th, 2022

Learning Objectives:

- Analyze the characteristics of various visual media by:
 - successfully answering multiple-choice and essay questions on a test.

Tasks:

Review Kahoot Module 9, 10, 11 & 12 Games again to prepare for Test 4 this week.

Complete Test 4: Modules 9, 10, 11 & 12. Worth 12 pts due **Sun., Dec. 11th, 2022**

***** NOTE: COURSE ENDS MIDNIGHT, SUNDAY, DECEMBER 11th, 2022!!!**

Policies

Policies

Please review the [FIU's Policies](#) webpage. The policies webpage contains essential information regarding guidelines relevant to all courses at FIU, as well as additional information about acceptable netiquette for online courses.

Technical Requirements and Skills

Students enrolled in online courses are expected to have moderate proficiency using a computer. Please go to the ["What's Required"](#) webpage to find out more information on this subject.

Please visit our [Technical Requirements](#) webpage for additional information.

Accessibility and Accommodation WITHOUT EXPLICIT PERMISSION OF INSTRUCTOR

Please visit our [ADA Compliance](#) webpage for information about accessibility involving the tools used in this course.

For additional assistance please contact [FIU's Disability Resource Center](#).

Academic Misconduct Statement

Florida International University is a community dedicated to generating and imparting knowledge through excellent teaching and research, the rigorous and respectful exchange of ideas and community service. All students should respect the right of others to have an equitable opportunity to learn and honestly to demonstrate the quality of their learning. Therefore, all students are expected to adhere to a standard of academic conduct, which demonstrates respect for themselves, their fellow students, and the educational mission of the University. All students are deemed by the University to understand that if they are found responsible for academic misconduct, they will be subject to the Academic Misconduct procedures and sanctions as outlined in the Student Handbook.

Academic Misconduct includes: **Cheating** – The unauthorized use of books, notes, aids, electronic sources; or assistance from another person with respect to examinations, course assignments, field service reports, class recitations; or the unauthorized possession of examination papers or course materials, whether originally authorized or not. **Plagiarism** – The use and appropriation of another's work without any indication of the source and the representation of such work as the student's own. Any student who fails to give credit for ideas, expressions or materials taken from another source, including internet sources, is responsible for plagiarism.

Please Note: Please use the Module Discussions or Inbox Messages to collaborate with classmates. Do not start or join a clandestine offline **WhatsApp Group** for the purpose of offering others money to do your work, or accepting money from others to do their work for them. All it takes is one whistleblower with a sense of honesty and fairness to let me know. The group administrator is clearly labeled as such in the WhatsApp Group. I don't even have to join the group myself, but rather I can pass on the login information to an anonymous person at FIU Online or the Dean of Students Office to enter the room, observe who's doing what and hold the group administrator, as well as those participating in unethical behaviors responsible. Don't risk your futures!!! Don't engage in such behaviors. You've been warned!!!

Learn more about the [academic integrity policies and procedures](#) as well as [student resources](#) that can help you prepare for a successful semester.

Panthers Care & Counseling and Psychological Services (CAPS)

If you are looking for help for yourself or a fellow classmate, Panthers Care encourages you to express any concerns you may come across as it relates to any personal behavior concerns or worries you have, for the classmate's well-being or yours; you are encouraged to share your concerns with [FIU's Panthers Care website](#).

[Counseling and Psychological Services \(CAPS\)](#) offers free and confidential help for anxiety, depression, stress, and other concerns that life brings. Professional counselors are available for same-day appointments. Don't wait to call 305-348-2277 to set up a time to talk or visit the online self-help portal.



This course will serve to embrace the diversity and inclusivity found within Florida International University. We appreciate and respect diversity, equality, equity, cooperativeness, community, and sustainability within our online courses. We are committed to the ongoing education of our students and their participation within the course regardless of gender, ethnicity, age, sexual orientation, geographical location, religion, and disability. We strive in encouraging collaboration by preparing our students to value the differences in others. At the core of our intentions is the encouragement of acceptance and appreciation of differences within our student population and community.

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