Universitat de Lleida

DEGREE CURRICULUM
INTRODUCTION TO ICT. JOURNALISM

Coordination: TEIXIDO PAU, JOAN

Academic year 2023-24

Subject's general information

Subject name	INTRODUCTION TO ICT. JOURNALISM
Code	101951
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION

Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Audiovisual Communication and Journalism	1	COMPULSORY	Attendance-based

Course number of credits (ECTS)	6

Type of activity, credits, and groups	Activity type	PRAULA	TEORIA
	Number of credits	1.5	4.5
	Number of groups	2	1

Coordination	TEIXIDO PAU, JOAN
Department	COMPUTER ENGINEERING AND DIGITAL DESIGN
Teaching load distribution between lectures and independent student work	(HP): hours in the physical classroom, 60 HOURS Autonomous work (AW) of the student without the support of the teachers, 90 HOURS
Important information on data processing	Consult this link for more information.
Language	Catalan
Distribution of credits	Master classes will be alternated with the main theoretical concepts with practical sessions to deepen the most relevant and practical knowledge. There will be a large group for the theoretical sessions and two medium-sized groups for the practical sessions.

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
TEIXIDO PAU, JOAN	joan.teixido@udl.cat	7,5	

Subject's extra information

The subject of Introduction to TIC for Journalism is an introduction to the world of digital journalism and the whole environment of multimedia and computer production linked. The student will learn digital content creation formats from the ground up, such as pure HTML code, styles and style sheets, structure and organization, and finally multimedia aspects such as graphic design, infographics, introduction of video or audio elements into your digital pieces. There will also be aspects related to social media.

The sessions will alternate between the theory and the practice sessions, in which the concepts learned in class will be put into operation and will be introduced in the final project of the subject, which will be individual.

Once this subject has been passed, students will have a broad knowledge of understanding the world of digital journalism, which they will later be able to delve into in other subjects of the Degree in Communication and Audiovisual Journalism.

Due to the health uncertainty, all the planning contained in this document may be altered. Depending on the evolution of the pandemic, face-to-face sessions can be replaced by virtual sessions and vice versa.

Learning objectives

- Develop the appropriate skills to deal with any learning of digital technology related to our journalistic training, taking into account the formal and aesthetic aspects.
- Use the network with journalistic criteria for the search and selection of information, data and documents.
- Work on the intrinsic codes of the digital medium, such as multimedia, hypertext or interactivity.
- Identify the multimedia elements to enrich a journalistic piece.
- Appreciate the new interactive modalities in the journalistic framework
- Learn the techniques of capturing, processing and converting still, sound and video images.
- Demonstrate the ability to devise, plan and execute journalistic communication projects in all types of media.

Competences

BASICS

- CB5. Know how to develop the learning skills necessary to undertake further studies with a high degree of autonomy

GENERALS

- CG2. Develop the ability to organize and plan.
- CG3. Apply theoretical knowledge in practical activity.
- CG4. Develop knowledge of applied computing and digital systems.
- CG5. Develop the ability to manage information.
- CG6. Develop creativity, innovation and competitiveness

SPECIFIC

- CE7. Identify and apply the ethical foundations and professional ethics in the exercise of activities related to the media.
- CE9. Conceive, plan and execute projects in the field of media in all types of media.
- CE10. Identify contemporary traditions in the creation of informative and non-informative discourses.
- CE11. Design formal and aesthetic aspects in written, audiovisual, multimedia and interactive media.
- CE12. Master the technologies and systems used to process, develop and transmit content in all types of media.
- CT6. Apply the gender perspective to the tasks of the professional field

Subject contents

UNIT 1. Edition HTML. Basics, structure, style elements, lists and links.

UNIT 2. Editing CSS styles. Basic concepts, structure, functionality and formatting.

UNIT 3. Graphic design applied to the digital journalism. Basics, software, infographics.

UNIT 4. Social networks. Concepts, journalistic use, software and use.

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Methodology

The methodologies that will be applied in class are as follows:

- **Lectures**: Presentation of the contents of the subject by the teacher.
- **Individual written work**: Presentation of a written document.
- **Practices**: Application of the theory in a specific context.

Development plan

WEEL	SYLLABUS	AUTONOMOUS WORK
1	Subject Presentation	Preparation of the final work of the subject
2	HTML - Basic formatting	Preparation of the final work of the subject
3	HTML - Web structure	Preparation of the final work of the subject
4	HTML - Lists and tables	Preparation of the final work of the subject
5	HTML - Links, menus and anchors	Preparation of the final work of the subject
6	HTML - Images and multimedia	Preparation of the final work of the subject
7	CSS - Preparation and basic	Preparation of the final work of the subject
8	CSS - Styles and sources	Preparation of the final work of the subject
9	CSS - Advanced	Preparation of the final work of the subject
10	Graphic design - Software	Preparation of the final work of the subject
11	Graphic design - Infographics	Preparation of the final work of the subject
12	Graphic Design - Advanced	Preparation of the final work of the subject
13	Social networks - Introduction	Preparation of the final work of the subject
14	Social networks - Advanced	Preparation of the final work of the subject

Evaluation

To pass this subject, two tests must be passed. The first is the final work of the subject, in which the student will have to demonstrate all the aptitudes learned in class in a single final and individual work. The second will be passing a final exam.

- **Individual final work: 50%.** *Minimum grade for averaging: 4. Grades below 4 must be submitted for recovery.*
- **Final exam: 20%.** *There is no minimum grade for averaging.*
- **Attendance and participation: 30%.**

Students who combine their degree with a full time job or a part-time job with schedules coinciding with classes have the right to ask for alternative assessment within 5 days after the beginning of the semester. For information, please send an e-mail to academic@lletres.udl.cat or ask for information at the Faculty's office (Secretaria de la Facultat de Lletres).

Bibliography

Suggested documentation:

Introducción al Software Libre . GONZÁLEZ BARAHONA, JESÚS; SEOANE PASCUAL, JOAQUÍN; ROBLES, GREGORIO. (2005)., per (2005). Disponible a http://curso-sobre.berlios.de/introsobre/. ISBN-10: ISBN-10: 0495501883 ISBN-13: 9780495501886

Joomla! 1.5.X (guía practica). MATEOS BARRADO, JUAN FELIX. Ed. Anaya Multimedia.

NO ME HAGAS PENSAR: UNA APROXIMACION A LA USABILIDAD EN LA WEB (2 ª ED.) de KRUG, STEVE. PRENTICE-HALL

POSICIONAMIENTO EN BUSCADORES (ED. 2009),MACIA DOMENE, FERNANDO y GOSENDE GRELA, JAVIER.ANAYA MULTIMEDIA

COMPENDIUM HTML (ED. 2001) GÜNTER BORN. MARCOMBO. ISBN-10: 8426713084

PROFESIONAL CSS PARA DISEÑO WEB .SCHMITT, CHRISTOPHER.. Ed. Anaya Multimedia.

Hojas de Estilo y Usabilidad. (Ed. 2004). FERRAN PERDRIX. Edicions de la Universitat de Lleida. D.L.:L-463-2004