

Technology of Communication
Jcom 657, Fall 2005

Professor: Matthew S. Eastin, Ph.D.
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Office Hours: Monday from 10:00a.m. to noon...or by appointment.

Class Meetings: Tuesday and Thursday: 9:30 a.m. to 11:18 a.m.

Objectives:

- To obtain a basic understanding of the underlying technologies and operational principles of the information society.
- To become familiar with important technological trends affecting the information society.
- To apply your understanding of the information infrastructure and societal trends to future technological innovations.

Readings:

1. In A. Grant & J Meadows (Eds.) (2002). Communication Technology Update (8th Edition). Boston: Focal Press.
2. Course Pack (2004).

Requirements:

Class attendance is strongly advised. There will be three exams, each worth 20% of your grade. There also will be one written assignment, worth 15% of your grade. In order to encourage attendance and provide an incentive to keep up with the readings and lecture, there will be at least four surprise quizzes during the semester. Only your three highest quiz grades will be kept, each quiz will be worth 5% of your final grade. As many as nine online quizzes will be offered through WebCT. You are able to continue taking these quizzes until you earn 100%. Each quiz will be available for one week, and the sum of these will be worth 5% of your grade. Finally, you will be responsible for participating in weekly online discussions (5%).

Exams: (3@20%) = 60%
Written Assignments: (1@15%) = 15%
Quizzes: (3@5%) = 15%
WebCt quizzes: (5%) = 5%
Weekly Discussion (@5%) = 5%
Total: 100%

Grade Breakdown:

95-100 = A	87-89 = B+	77-79 = C+	65-69 = D+	59 and below = F
90-94 = A -	83-86 = B	73-76 = C	60-64 = D	
	80-82 = B -	70-72 = C -		

Written Assignment

You will have one mandatory written assignment for this class. One goal of the assignment is to give you an opportunity to use the vocabulary and concepts presented in class in written form. Also, this is a great opportunity to actually gain an understanding of the technologies discussed in class as they are used in society. Details on the written assignments will be handed out later in the term. It is expected that all written assignments will be typed and grammatically correct. **Late work will not be accepted.**

Communicating with the instructor and/or assistant

Feel free to contact either of us via e-mail, phone or in-person. For quickest response, please put "J-COM 341" in the subject heading.

Make-up Policy: Exams must be taken during the scheduled exam time. A make-up exam can only be taken if the student presents proof of a valid medical excuse or extenuating circumstance. Medical excuses and extenuating circumstances will be verified and judged as warranting a special case by the course instructor.

Plagiarism: (from the Latin *plagiarius*, an abductor, and *plagiare*, to steal): Plagiarism is defined as presenting another person's work or ideas as one's own. You are expected to do your work on all assignments. Students who plagiarize will receive a 0.0 in the course.

Other Information

Accommodations for Disabilities: If you are a student with a disability, who requires reasonable accommodations, please call 292-3307.

Religious Observance: If you wish to be absent from class to observe a religious holiday, make arrangements in advance with the instructor.

Participation in a Required Activity: If you must miss a class to participate in an officially-sanctioned athletic game or in a required activity for another course, provide the instructor with adequate advanced notice, such as the team schedule or a written authorization from the faculty member of the other course.

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DATE	LECTURE DESCRIPTION	ASSIGNED READINGS
Sept 22	Course Introduction	Required Reading: 1. Grant, A. (2002). The Umbrella Perspective on Communication Technology. In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 1-7) 2. Brown, D. (2002) Communication Technology Timeline. In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 8-47)
Sept 27/ Oct 4	Waves and Signals and the Spectrum	Required Readings: 1. Noll, M. <i>Signals and Spectra</i> (Course Packet, pp. 1 - 31) 2. Whitehouse, G. The Basic Principles of Electronic Media. In <i>Understanding the New Technologies of the Mass Media</i> (Course Packet, pp. 31 - 91)
Oct 6	Modulation	Required Reading: 1. Noll, M. <i>Modulation</i> (Course Packet, pp. 43 - 55) 2. Online: http://www.howstuffworks.com/radio4.htm
Jan 11	Digital Basics	Required Readings: 1. Noll, M. <i>Digital Signals</i> (Course Packet, pp. 55 - 91) 2. Negroponte, N. <i>Being Digital</i> (Ch. 1 & 2) (Course Packet)
Oct 13 and 18	Transmission Media/ Video Transmission Media & Distribution/ Exam Review	Required Readings: 1. Collette, L. (2002). <i>Cable Television</i> . In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 49 – 60). 2. Carlin, T. (2002) Direct Broadcast Satellites. In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 83 – 104) 3. Berquist, L. (2002). <i>Broadband Networks</i> . In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 257 – 258) 4. Lin, C. (2002) Satellite Communications. In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th Edition. Boston: Focal Press. (pp. 284 – 295)
Oct 20	EXAM 1	
Oct 25	Radio	Required Readings: 1. Whitehouse, G. The Radio Broadcast Media. In <i>Understanding the New Technology of the Mass Media</i> (Course Packet, pp. 91 - 106) 2. Pitts, G. (2002). Radio Broadcasting. In A. Grant & J Meadows (Eds.). <i>Communication Technology Update</i> . 8 th

		Edition. Boston: Focal Press (pp. 132 – 144) 3. Carlin, T. (2002). Digital Audio. Traudt, P. (2002). Interactive Television. Van Buren, C. (2002). Video Games. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 222 – 238).
Oct 27	Video and Television Digital, HD & Interactive TV	Required Readings: 1. Whittaker, R. <i>How Television Works</i> (Course Packet, pp. 107 - 131) 2. Traudt, P. (2002). Interactive Television. Van Buren, C. (2002). Video Games. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 72 – 81). 2. Steel & Dupagne, <i>Digital Television</i> . In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 105 – 121) 3. Klopfenstein, B. (2002). Home Video Technology. Van Buren, C. (2002). Video Games. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 212 – 221).
Nov 1	Telephone Basics	Required Readings: 1. Atkin, D. & Lau, T. (2002). Local and Long Distance Telephony. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 242 – 256).
Nov 3	Mobile Communications	Required Readings: 1. Meadows et al. (2002). Wireless Telephony. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 307 – 320) 2. Meadows, J. & August, G. (2002). Home Networks. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 268 – 283).
Nov 8	EXAM 2	
Nov 10 and 15	Basics of Data Communications and The Internet	Required Readings: 1. Wilkinson, J. (2002). Streaming Media. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 122 – 131) 2. Foust, J. (2002) The Internet and the World Wide Web. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 164 – 174) 3. Kilker, K. (2002). Internet Commerce. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 175 – 187) 4. Ogden, M. (2002). Teleconferencing. . In A. Grant & J Meadows (Eds.). Communication Technology Update. 8 th Edition. Boston: Focal Press. (pp. 321 - 335).
Nov	Video Games and Collaborative	Required Readings:

17 and 22	Environments	<p>1. Condo, R. (2002). Multimedia Computers. . In A. Grant & J Meadows (Eds.). Communication Technology Update. 8th Edition. Boston: Focal Press. (pp. 147 – 155)</p> <p>2. Van Buren, C. (2002). Video Games. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8th Edition. Boston: Focal Press. (pp. 156 – 165).</p> <p>3. Gustafson, K. (2002). Virtual & Augmented Realities. Traudt, P. (2002). Interactive Television. Van Buren, C. (2002). Video Games. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8th Edition. Boston: Focal Press. (pp. 198 – 211).</p>
Nov 28	The Evolution of Communication Technology	<p>1. Grant, A. (2002). Retrospective: 10 Years of Communication Technologies. In A. Grant & J Meadows (Eds.). Communication Technology Update. 8th Edition. Boston: Focal Press. (pp. 339 - 352).</p>
Dec 1	<p>Paper Presentations</p> <p>Paper are due at the beginning of class</p> <p>Exam Review</p>	
Dec 4	EXAM 3	