Course Description
In this course students will learn the basic principles of using the Internet for instruction, the science and engineering concepts behind modern communication systems and their impact on education as well as the evolution of the Internet in education. Students will design and create a website and explore the use and social impact of collaborative learning environments and social networking. Students will learn how to evaluate and effectively integrate a variety of educational resources, such as web 2.0 tools and modern communication devices for active learning. Students will also develop a clear understanding of the issues surrounding cybersafety, cyber-bullying, and the ethical issues raised by the use of technology in education. The culminating activity for this course is the development and publishing of a collaborative website that showcases the material and skills mastered throughout this course.

Learning Objectives
- Learn about the history of the World Wide Web and the Internet within K-12 education
- Understand and analyze the principles of Digital Citizenship
- Learn about Social Media and Branding and their role and ethical impact in K-12 education
- Refine website evaluation techniques for both content and design
- Explore a potentially limitless resource of material on the internet
- Examine Virtual worlds and Virtual Environments
- Develop a series of techniques for determining website validity and credibility
- Assess, plan, design and create your own website and web presence
- Learn how to evaluate and continually update website and web presence
- Master a wide variety of web-based communication and collaboration tools

Required Readings
- Assigned websites and articles

Recommended Free Tools
- MS Office 2016
- Link: http://stonybrook.onthehub.com/
Required Tools
- Blackboard Learning Environment
- Headphones
- Webcam with Microphone
- Google/Gmail Account
- Other free tools

Grading

Class Participation and Online Posts - 20%
- Class participation is encouraged to promote learning and provide a fun and energetic educational environment.
- Each week students are required to post their thoughts on the class material and discussions via threaded discussions within Blackboard. The postings should each be at least few sentences long. All students are required to post on a weekly basis.
- Our week begins on a Monday. Waiting until the end of the week to begin posting will negatively impact your grade.
- **NOTE - Unexcused lack of participation:** If a student does not participate for one full session/week, they will not only lose participation credit for that session/week, they will also lose a full letter grade (A to a B for example) for the course for each week that they don’t participate (sessions/weeks do not have to be consecutive). *If the student informs the instructors ahead of time or has extenuating circumstances, that will be taken into consideration.*

Graded Weekly Assignments - 15%
- Each week there will be a project based on the current session’s topic.
- These projects are designed to help you learn course content in an exciting way through the use of technology.
- Assignments are due by the end of the each session, Sunday 11:59 PM, unless otherwise stated.
- Assignments will be individual assignments unless it specifically is a partner assignment.
- Note: Some assignments will graded as part of your final project.

Web 2.0 Tool or Resource/Best Practices Presentation -15%
There are so many web 2.0/3.0 tools and resources out there on the web but who has time to sort through them all? This is a great opportunity for students to focus on one per week, highlighting what the resource/tool can do and how it can be used within education.
- Each week students will partner with a classmate or two to present and moderate discussion on a specific web 2.0/3.0 tool or resource and best practices. Students will use one of the listed weekly resources and present an overview of the tool/resource as well as how the specific tool/resource is being used within education.
- Students will sign up for a session during the first week of the course. Two students per week will present in a collaborative effort.
• **Note:** The choice of tool/resource should be sent to me at least one week prior to the start of the week you are presenting. A brief explanation of how you are going to showcase the tool/resource through a best practice should also be sent via email.

**Presenters:**
- on the first day of the session, will post a multimedia presentation (video, Prezi, Powerpoint, Google Presentation, etc) of the resource/tool/best practice.
- will focus on best practices for the specific web 2.0/3.0 tool/resource and provide examples
- must post three questions focused on promoting discussion on the tool/resource/best practice and how it can impact education and learning.

**Classmates:**
- will give warm feedback on the presenters reviewed tool/resource/best practice.
- must provide one example of how they can use of the tool/resource for their own curriculum/work environment.
- Note: If there is no viable use for you for the tool/resource, explain why and cite another curriculum area/work situation you think it would work well in.

**Webpage Development or Establishment of Web Presence - 50%**
- Students will plan and design a web page to be used in an educational environment.
- If students already have a webpage, they can either enhance/add to what they have, reorganize and redo what they have, or establish a web presence through the use of social media, virtual learning (Google+, YouTube Channel, Blogs, Podcasts, etc.)
- **10%** - Website/Web Presence Proposal - Planning and Designing Your Website
- **20%** - Creating Your Webpage/Web Presence / Adding Content
- **5%** - Peer Evaluation
- **15%** - Completed Webpage / Web Presence / Presentation / Reflection

**Academic Honesty**
Each student must pursue his or her academic goals honestly and be personally accountable for all submitted work. Representing another person's work as your own is always wrong. Any suspected instance of academic dishonesty will be reported to the Academic Judiciary. For more comprehensive information on academic integrity, including categories of academic dishonesty, please refer to the academic judiciary website at [www.stonybrook.edu/academicintegrity](http://www.stonybrook.edu/academicintegrity).

**Disability Support Services**
If you have a physical, psychological, medical, or learning disability that may impact your coursework, please contact Disability Support Services at (631) 632-6748 or dss@notes.cc.sunysb.edu, or visit their website
at http://studentaffairs.stonybrook.edu/dss/. They will determine with you what accommodations are necessary and appropriate. All information and documentation is confidential.

**On Campus Support**
Students who require assistance during emergency evacuation are encouraged to discuss their needs with their professors and Disability Support Services. For procedures and information go to the following website: http://www.sunysb.edu/facilities/ehs/fire/disabilities.shtml

**Critical Incident Management**
Stony Brook University expects students to respect the rights, privileges, and property of other people. Faculty are required to report to the Office of Judicial Affairs any disruptive behavior that interrupts their ability to teach, compromises the safety of the learning environment, or inhibits students’ ability to learn.

**Tentative Schedule**

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<th>Format</th>
<th>Title and Topics</th>
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<tbody>
<tr>
<td>1</td>
<td>8/27/18 - 9/2/18</td>
<td>Online Preparation and Expectations；Introductions, Class Overview, Blackboard, Account Creation, Web 2.0/3.0 Tool/Resource Sign-up, Google Account Form</td>
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<td>2</td>
<td>9/3/18 - 9/9/18</td>
<td>Blackboard Humble Beginnings: The Evolution of the Internet；Brief History of the Internet, The Internet Today, From WWW to Web 3.0, Cloud Based Systems, Google Hangouts and the Collaborative Internet, Google Drive</td>
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<td>3</td>
<td>9/10/18 - 9/16/18</td>
<td>Zoom Session Laws &amp; Lawlessness: Social Issues of the Internet；The Internet &amp; Copyright Laws, Internet Acceptable Use Policy, District/Company Webpage Policy, Website Validity, Cyber Safety/Cyber Bullying, Netiquette, Net Lingo, Fair Use for Education</td>
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<td>9/17/18 - 9/23/18</td>
<td>Blackboard Like!, +1: In 15 minutes Everyone Will be Famous</td>
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<td>10/8/18 - 10/14/18</td>
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<td>10/29/18 - 11/4/18</td>
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