

## WHO, WHERE, AND WHEN

## LECTURER

Daniel P. Huffman ([dhuffman@wisc.edu](mailto:dhuffman@wisc.edu))

**Lecture:** 11–12:15p Tu Th Rm 180

**Office Hours:** 1:30–3:30p Th, Rm M390

## TEACHING ASSISTANT

Chelsea Nestel ([nestel@wisc.edu](mailto:nestel@wisc.edu))

**Lab 301:** 8:50–10:50a Mo Rm 380

**Lab 303:** 4–6p Th Rm 380

**Office Hours:** 1:40–3:40p Tu Rm M376

## TEACHING ASSISTANT

Ciara Miller ([cmiller28@wisc.edu](mailto:cmiller28@wisc.edu))

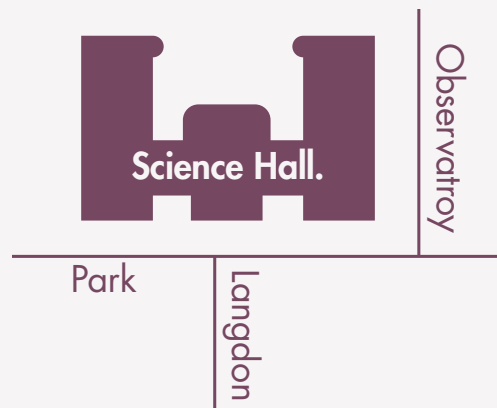
**Lab 302:** 11–1p Mo Rm 380

**Lab 304:** 6:15–8:15p Th Rm 380

**Office Hours:** 3:15–4:15p Mo Tu Rm M376

All of us are available by appointment; you may go to anyone's office hours for help. When sending lab-related emails, please direct them to your TA and include "370" in the subject line.

All of these many activities take place in the fabulous, labyrinthine, and historic Science Hall.



## WHAT YOU HAVE SIGNED UP FOR

A course about how to make maps. There are lots of options in map design, and we'll learn about a variety of styles and typefaces and projections and more. Think of them like tools — hammers, saws, screwdrivers, etc. Each is good for something, but it's up to you to figure out which one is best for the task at hand. The more design ideas you know about, the more likely you'll be able to come up with a good solution, and so we'll spend a lot of time learning

to look carefully at maps out there in the wild and figuring out how they're put together. There's no one right way to make a map, and there are no rules that can always tell us which of our options is best for a given situation. So instead we'll focus on how to *think like a designer*, which means experimenting, getting feedback, and considering the consequences of our choices before eventually choosing the best one for the situation.

## WHERE GRADES COME FROM

## LAB EXERCISES: 53%

This is a course about making maps, so the bulk of your grade is based on the maps you make. In lab, you'll be given a variety of mapping assignments, meant to give you an understanding of the basics of the software and the practical issues involved in assembling a map. You'll also have the opportunity to revise one for re-grading, so don't worry too much if you run into trouble on one. Each is

weighted differently — Lab 1: 6%, Lab 2: 8%, Lab 3: 15%, Labs 4–5: 12% each.

## PRACTICAL TUTORIAL: 2%

Once during the semester, you must to share with colleagues a cartographically-useful tool, trick, or tip. This

means figuring out something that we haven't covered in class, and writing up a guide or tutorial to explain it to others in the course.

## *FINAL PROJECT: 35%*

You'll spend the last few weeks of the class producing a map of your own design and conception. Think of it as a masterwork to show off everything you've learned in lecture and lab. Midway through the semester you will receive a document which gives more details as to what is expected, but feel free to talk over ideas with your lecturer or TA before then.

## *COHORT CRITIQUES: 5%*

You will give feedback to the rest of your cohort (see below) on each members' final project proposal and map. Each of these two feedback sessions is worth 2.5% of your grade.

## *CARTO-JOURNAL: 5%*

Throughout the semester, you'll be asked to write and draw in a journal. You can buy one or just staple some loose paper together; you'll need about 25 pages. At the end of the course, you'll turn it in for grading.

## HOW FINAL GRADES ARE FIGURED

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There are no points in this course; we only use letter grades. To figure your final grade, we convert all of your letter grades first to the 4-point scale (A=4, AB=3.5, etc.). Then we average them together with the weights given above. Then we take that number and convert it back to a letter using the 4-point scale.

## COHORTS

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At the start of the semester, you'll be assigned to a group of 4–5 students. during the course, you'll have to do some assignments as a group. Additionally, your cohort is also an informal support network: if you need lecture notes, help working through labs, etc., check with your cohort colleagues first.

## HONORS AND GRADUATE STUDENTS

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If you are a graduate student, or taking this course for honors credit, the University requires us to assign you extra work. You'll do that during the Practical Tutorial assignment. You'll need to either do this assignment twice, producing two guides for your students, or you'll need to do one that's at minimum two pages long.

## LAB REVISIONS

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Good cartography is an iterative process: we create a draft, and then we get feedback, and then we make a better draft. If you're unhappy with how a lab assignment turned out, you can revise it and turn it back in for a re-grading. You may do this once per lab assignment. Once you receive your initial grade on a lab, you have 2 weeks to turn in a revision **to your lecturer**, along with a copy of your original draft and the feedback you received on that lab. If you initially received a BC or above, your old grade will be replaced by your new grade. If you received a C or below initially, your old grade will be averaged with your new grade. In other words: there's a bonus for doing a better job the first time through.

## OTHER STUFF YOU SHOULD KNOW

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Good, solid cartographic work is likely to earn you a B in this class. Earning a grade higher than that means going above and beyond the bare directions you are given. If you want some ideas, talk to your instructors.

It is worth noting that working hard does not guarantee a good grade. Effort is important, but if you don't understand the fundamentals, then your map will be poor no matter how many hours you put in. Work smarter, not harder.

Late work will be penalized a half letter grade per day.

Illness and misfortune happen; if you cannot complete an assignment by the due date, or you're going to miss an exam, please keep both your instructors updated. **We are much more understanding when notified in advance.**

We'll be making heavy use of Learn@UW, so make sure you are checking in regularly for new course materials. Lecture images and outlines will be posted there, as well as all lab materials.

## WHEN THINGS HAPPEN

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**Sep 14<sup>th</sup> / Sep 18<sup>th</sup>**

Lab 1 assigned; complete lynda.com tutorials by this day

**Sep 28<sup>th</sup> / Oct 2<sup>nd</sup>**

Lab 1 due; Lab 2 assigned

**Oct 5<sup>th</sup> / Oct 9<sup>th</sup>**

Lab 2 due; Lab 3 assigned

**Oct 17<sup>th</sup>**

Final project assigned

**Oct 26<sup>th</sup> / Oct 30<sup>th</sup>**

Lab 3 due; Lab 4 assigned

**Nov 9<sup>th</sup> / Nov 13<sup>th</sup>**

Lab 4 due; Lab 5 assigned

**Nov 14<sup>th</sup>**

Final project proposal due

**Nov 15<sup>th</sup>**

Final project proposal feedback due

**Nov 16<sup>th</sup> / Nov 20<sup>th</sup>**

Lab 5 due

**Nov 20<sup>th</sup>**

Practical Tutorial Due

**Nov 30<sup>th</sup> / Dec 4<sup>th</sup>**

Final project check-in

**Dec 7<sup>th</sup> / Dec 11<sup>th</sup>**

Final project presentations;

**Dec 8<sup>th</sup> / Dec 12<sup>th</sup>**

Final project presentation feedback summary due

**Dec 20<sup>th</sup>**

Final project due;  
carto-journal due