Topics

* ParticlesJS (How to implement it).
* UX/UI Plan and execution (Inspiration: Understand why-don’t just copy, User prompts, color coding, CSS functionality).
* CSS Animations.
* Discovering and implementing libraries (My Library of resources).
* Education Strategy (Starting with the capstone and learn by doing).

Order:

1. Present API Hack Functionality.
2. Present Mockups and tie that into UI/UX (There has to be an intention, and that depends on your audience)
3. Present UI/UX and Responsiveness (plus how certain functions change on mobile to ease the UX). (Inspiration: Understand why-don’t just copy, User prompts, color coding, CSS functionality).
4. Go briefly into CSS animations. (present the checkbox nav).
5. Merge topic into Libraries/snippets (through GSAP), explain how and why to use them (save hours of work, don’t just copy the code, try to understand it and use it better for your project example: right infowindow was a notification snippet), share your github library.
6. Show off particlesJS and how to implement it.
7. Learning strategy, how to efficiently learn the topic (Challenge yourself [you don’t have to know how to do something, just how to figure it out and then implement it, confidence matters], make mistakes in a controlled risk setting [MVP first, experiments later] and give purpose to your learning [Don’t try to learn everything before doing, understand where that concept belongs in your own project then learn it as you need it, then go over the stuff you didn’t use by creating small projects on jsfiddle]).