The weekly nerd

## Week 1

## Week 2

## Week 3

## Week 4

## Week 5

## Week 6

## Week 7 pt 1 /2

## Week 8 pt 1 /2 /3 reflection

# Review van de verschillende vakken

## Wafs

## CSS

## Bt

## Hackathon

## API

## HCD

Reflectie algemeen

Drie persoonlijke leerdoelen

WAFS-leerdoelen

Foto’s (bij vakken?)

Week 4

Declarative design [title 2]

Jeremy [author]

There are two approaches to design in the work field, declarative and imperative. Neither is wrong, neither is right, but we are going to go over some highlights of both methods.

First, the basis [3]

With imperative design you work with precise instructions.

With declarative design you work with the output you want and let the software think about how to get there.

**How does this apply in the world wide web [3]**

Html – declarative

CSS- declarative

This makes both html and CSS fault tolerant

Js – imperative

“JavaScript should only do what only JavaScript can do” [quote]

**Why does it matter? [3]**

This distinction between mindsets is, in the root, a difference in control. Why do you choose to make your own button, or to trust the browser to make one for you. Do you see the code the browser gives you as features or as bugs? My advice- let the browser work for you.

Assumptions [add text]

“Be the browsers mentor (imperative) not its micromanager (declarative)” [quote]

**Design systems in the real world- thinking about thinking [3]**

Analytic/systems

Communication between the methods might be difficult

Review [review]

This lecture by Jeremy was interesting, and he is a good storyteller. You could tell he is willing to share his experience and knowledge and is not trying to sell us anything. Key points are:

* Find the culture that fits
* Find the way of working that fits for you
* Find yourself

Weekly nerd #1

Stop using JS for that [title, h2]

Killian valkhof [author]

Polyplane, websites testen op grootte [ad/link]

In the world wide web there are an infinite number of ways to solve each problem. These are the most useful tips and tricks and how to apply them.

Rule of the least power [h3]

The rule of the least power entails that you should choose to write in the language with the least power possible for the purpose. In this way, the browser does not have to think too hard and slow down the processes. This makes for a better user experience. In the world wide web are HTML and CSS both lighter than JavaScript.

* Browser hoeft niet na te denken
* Html en CSS zijn beide minder zwaar dan javascript

Html and CSS tricks [h3]

There are many features in standard HTML and CSS that, when used correctly, eliminates the need for JavaScript.

Custom switches [h4]

If you want to make a custom switch, start with appearance: none; This resets the standard filled in by the browser while keeping its functionality intact. When redesigning think about the focus-visible attribute for navigating the page with a keyboard.

In page transitions [h4]

Accordions and models [h4]

The parent selector [h4]

<h4>CSS</h4>

<p>I have learned a lot about style and CSS in this minor, but I think there is more to learn. I wish to

learn CSS in a different way, as for now I have been approaching it as a canvas without limits. I

realise this is probably not how that works in the real world, and in the master assignment i would like

to hone my skills towards them being useful in the real world</p>

<h4>Working with teammates</h4>

<p>A part of the Hackathon that I found most difficult was working together with my teammates. Partly

because I had never collaborated on such a project before. I also found it hard to understand what my

team was doing, and felt I was making things without thinking. I would like to change this and do better

during this assignment. </p>

<h4>Professional presenting</h4>

<p>I prefer a casual style of presenting, in feedback conversations and also as end presentation. This makes

me confident and comfortable in my own skillset, however I do realise this isn’t always a good look. In

this project I would like to experiment with a more professional style of presenting and familiarise

I with it in a way that I feel confident presenting. </p>

weekly nerd #7

Inclusive design and accessibility [h2]

Practical fixes for common wcag problems [title, h2 or h3]

Erik kroes || 16-4-25[author]

There are 4 objects that are so often done wrong and yet so easy to get right. Spending seconds to think about these problems will make the web more accessible. An accessible product is a product that’s usable by everybody, including people with disabilities.

A hole in the wall is technically accessible because people can get inside. [quote]

Keyboard

You should be able to use tab and shift-tab to get to all interactive objects on the page. A link to skip the navigation when necessary, saves minutes of time and repeated information. A controlled focus state makes the website clearer. And remember the biggest sin of all: a div with a role of button.

DO NOT div role is button

This makes the whole thing inaccessible by keyboard.

Contrast

You might think contrast is not as much of a regular problem, but when the sun shines it becomes a problem for everybody.

The contrast ratio should be 3:1 for large texts (24+ px) and bold texts (19+ px). All other text should at least have a contrast of 4.5:1.

[examples?]

Alternatives

Captions, transcripts and text alternatives for images. These don’t have to be in the code, if you add them to your site it works for everybody. Even when there is no audio, it is very useful to know this! Common problems are images in buttons or link, and video content.

Sizing

The internet should be functional in all shapes and sizes, even if your screen is 320px. External content like cookies and popups don’t think about this often, so keep in mind if you really need these services.

Thinking about the accessibility box [title, h2 or h3]

Nienke de Keizer || 16-4-25[author]

In my internship at GVB I noticed the app is not as accessible as it should be, so for my master assignment I decided to research and redesign this, focussed on people with limited with sight.

“Accessibility is made for a small group, but they matter”

A very practical example of the new technology being inaccessible to people with limited sight is the new electric busses. To call on the busses previously, people would listen to the diesel motors to announce the arrival of the bus. Now that those are done, a new system has been implemented in the signs that calls out the arrival of the busses.

Previously, the ReisAssist app was made for the for the visually impaired. In the long term, this app might replace that or the outdated techniques that are in the current app.

Nienke de Keizer has introduced accessibility to GVB.

Weekly nerd #2

Pay the web forward with web monetization

Peter-Paul Koch 26-2-25

The decision for the web to be free was made in the late 90’s. This has become a bad habit that we should alter. The way people currently make money of the web is through the use of ads. This has two effects: The user thinks they don’t have to do anything, and all users only get the results rich people and companies want us to see.

What do we want?

As website developers, we want our work to be appreciated and valued correctly. Currently, a good site costs a lot of work and gains barely anything. If visitors give money from their own initiative developers will be encouraged to make their sites better, so users stay on the site longer or visit more often.

How can we do this?

* We need to set up an online bank account, directly connected to a real bank account. For this we need to be able to verify our customers identity
* We need a browser extension to manage this. We are working with multiple browsers to integrate this into the browsers themselves.
* We need to make a standard amount of money paid and when. The customer must be able to change this.
* We need to comply with international rules. Currently, they EU can only pay for EU-based websites, same as the USA. We need to establish a chain of trust between the organisations.

Support

A link tag in the head of the HTML, being checked by the browser extension. An initial signal is sent to establish connection. Afterwards the money will be sent by either the streaming method (sent the money live for) or post-paid (only sent the money afterwards, with a good internet connection)

Weekly nerd #5

Hackers United

Rosa

What is a Hacker? Somebody with a hoodie and sunglasses that types green numbers on a computer all day? – no! A Hacker is a person skilled in Information Technology who achieves goals by non- standard methods.

What happens if…

You just try stuff? Something wonderful might happen. I myself tried making image magic: photoshop with code. The process is weird and clunky, but the results are satisfying, because I made it together with the machines. I make all my posters using this method now.

[ad?]

(Un)repair café

Want to try it out for yourself but not sure where to start? Come join us at the un-repair café! Where we fuck around and find out, together!

* Rotterdam
* De versterking
* LAG Amsterdam

Weekly nerd #8

About io in general?

The rise of AI powered voice interfaces – Dave bitter 15-5-25

Voice recognition has existed and been developed since 1950. This has been slowly changing the way people find information. From having microphone detection in your search bar to now whole AI’s and applications that are built on this concept, the developments in the last few years have been fast and successful. The newest AI tools all contain 4 key parts.

* Speech recognition - API
* Speech synthesis - API
* Connection with the AI – what is said and what is the response
* Personality and feedback to the user – what does the user see

But it doesn’t feel quite natural yet. Using another AI, we could imitate a human speech pattern with intonation. However, the step to send the information back and forth as a whole creates big delays, making the conversation slow and unnatural.

To fix this problem I cut up the response of the AI in separate sentences, and ‘humanised’ the information while it was speaking, thus removing some of the delay and making the conversation more fluent.

“AI is just another data source”

Twitter follow bot and follower scraper – Steve Jonk 14-5-25

I once got asked by a marketing bureau to make a twitter bot that follows all followers of another account. Let me show you how I did it. Disclaimer: this is not entirely legal.

Tools

* N8n – automiser of a workflow
* Puppeteer – browser automation
* Twitter API
* Postgreas – database
* Docker – containerisation
* Ubuntu – server

Obstacles [ make (longer) text of this]

Making and using a Bot is against twitters terms of service. So I had to make my bot seem as it was not a machine, and to act like a human. I will follow, pause and after a randomised amount of time unfollow or follow the next person.

The next obstacle I encountered was how to get the data. Twitter has an API of themselves, but to use it to the extend that I needed it to the cost would be in the five figures. So, I used a scraper to get the publicly accessible follower information of the internet. However, this information is only available on different pages. So again, randomise and pause.

* No bots on twitter (How to act like a human, randomising and pausing)
* Twitter API be $$$$$ (use a scraper to find followers)
* Twitter VS the scraper (to find the way around)

Final product

In the end I made a working product that took longer than expected, is visually supported by n8n and is borderline illegal.

Conclusion: it can be very lucrative to work for yourself in this field.

How do we automate testing your components like a real user- Clarke Verdel 14-5-25