



WEEK 01: INTRODUCTION

NM2207 Computational Media Literacy

WHO AM I?



Dennis ANG

Lecturer

Department of Communications and New Media

cnmayhd@nus.edu.sg

Research Interests:

Games, Play, Pedagogy, User experiences, Dynamic systems

Currently teaching:

NM2207 Computational Media Literacy

NM3243 User Experience Design

NM5219/5219R Critical Design

Groups:

NUS Makers <https://www.facebook.com/groups/nusmakers>

Narrative and Play Research Studio <http://www.narrativeandplay.org>

WHO AM I?



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Department Roles

Co-chair of CNM Cares Committee

Staff Advisor to CNM Society

Academic Supervisor to CNM Studio: Multimedia Production Makerspace

Hobbies:

Tinkering / Making, Hacking, Gardening, Gaming, Music, Coding?

The CNM Care Committee (CCC)

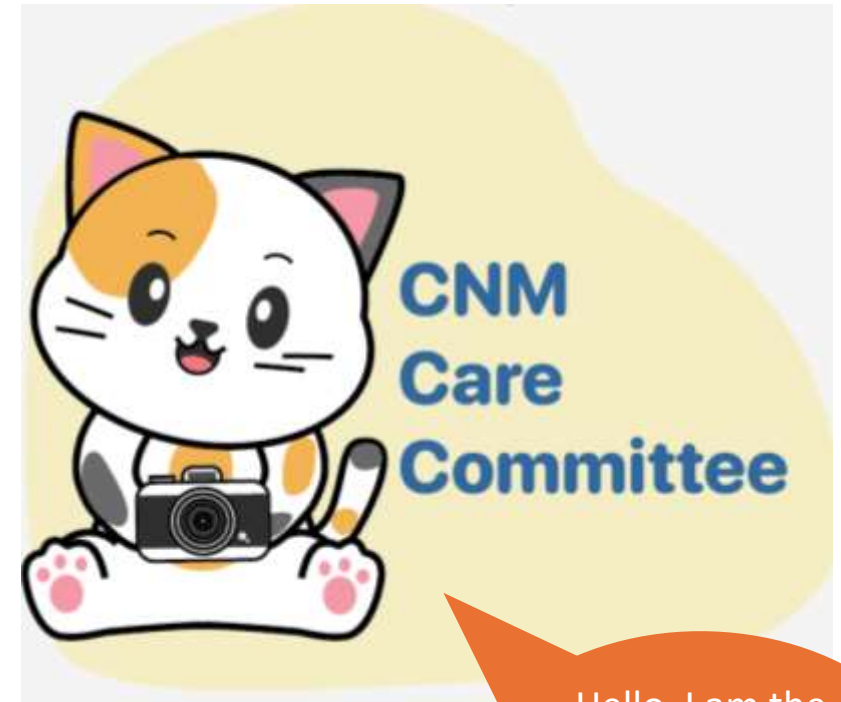
The CNM Care Committee (CCC) is a resource for anyone in the Communications & New Media (CNM) department to consult on issues of bullying, harassment, equality, diversity, and inclusion.

What we do:

- We affirm CNM's commitment toward creating a positive, safe, and inclusive environment.
- We serve as a point of contact for students and faculty on issues such as hate speech, cyberbullying, and sexual misconduct.
- We raise awareness of these issues through a variety of initiatives.
- We engage with students and faculty to discuss these issues.
- We reach out to student clubs, associations, and advocacy groups with similar interests.

fass.nus.edu.sg/cnm/cnmcarecomm/

CNMCareComm@nus.edu.sg



Hello, I am the CCC mascot. Did you know my friends and I are on stickers? Collect us all!

TEACHING ASSISTANT: KOHDY



Seow Min KOH (Kohdy)

Teaching Assistant

Department of Communications and New Media

kohsm@nus.edu.sg

Senior UX Designer

Defence Science and Technology Agency (DSTA)

Professional pursuits:

UI/UX design, Service design, Visual design, Branding

Hobbies:

MLBB (I reached Mythical Glory 😊), Ballet, Coding, Design

Fun Fact:

Dennis was my tutor when I took NM2207!

WHAT IS THE COURSE ABOUT?

- **Computational Media Literacy**
- Learn about **computational media**
- Focused on understanding **core web technologies**
- Become **confident** enough to access, talk about, interactive with, and **create**

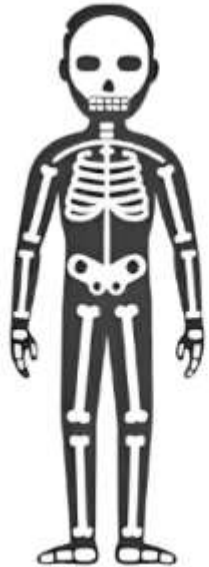
WHO IS THE COURSE FOR?

- Meant for **non-programmers**
- **Communicators, Creatives, Designers etc.**
- **Preclusions**
 - CS1010
 - CS1101S / NM2207Y

HTML



HTML the Skeleton



CSS



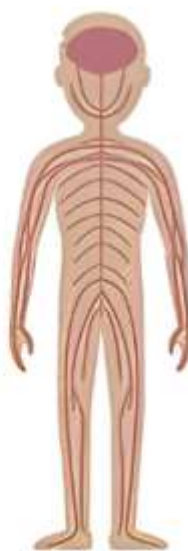
CSS the Skin



JS



Javascript the Brain



CORE WEB TECHNOLOGIES

SYLLABUS

- Week 1: Introduction
- Week 2: Structural vs Visual
- **Week 3: Chinese New Year**
- Week 4: Fundamentals of Interactivity
- Week 5: Understanding Color
- Week 6: Midterm Quiz
- Recess Week
- Week 7: Graphical Strategies
- Week 8: Animation
- Week 9: Iteration
- Week 10: Backend Communication
- Week 11: Mediated Communication
- Week 12: APIs
- Week 13: Final Quiz

* Subject to change. Changes will be reflected on Canvas.

COURSE STRUCTURE

- Flipped-classroom format
- Independent review of **weekly session videos**
- Consult me **face-to-face** during lecture slots if required
- Extend your understanding and learn more in tutorials (face-to-face)

COURSE STRUCTURE

- Lecture consultation slots
 - Please let me know at least one day in advance via email
 - Please prepare questions
 - Question: If I have nothing to clarify, do I need to come down for the lecture slots?
 - No, with the exception of the quizzes.
- Tutorials (face-to-face), starts Week 3*
 - Wednesday
 - TW1: AS3-0307, 1800 – 2000 (Kohdy)
 - Thursday
 - TW2: AS4-0117, 1400 – 1600 (Dennis)
 - TW3: AS1-0303, 1800 – 2000 (Dennis)

ADDENDUM: WEEK 3

- Lecture
 - No session videos because of Chinese New Year holidays
- Tutorials
 - Asynchronous challenge
 - Can start anytime from now onwards
 - Submit before the end of your tutorial slot timings on Week 03
 - Plan ahead!

WHAT TO EXPECT

- **Weekly** session videos for core concepts
 - No session videos on weeks with quiz
- Tutorial **challenges** to practice and extend your understanding
- **Homework** exercises to demonstrate and test your understanding for the week
- **Quizzes** for summative assessment
 - Physical, face-to-face sessions
 - Quizzes are held during lecture slot times

WHAT TO EXPECT

- Realistic development environment
 - Actual tools and programs that are used in industry
 - Actual server that you can interact with

WHAT TO DO

- **Weekly** session videos (“like lectures”)
 - Watch and understand
 - Code-alongs (template files provided when required)
- Tutorial **challenges**
 - Work on a set of challenges during the tutorial
 - Work at your own pace, but feel free to discuss in small groups
 - Ask your TA questions!
- **Homework** exercises
 - Review homework brief
 - Do homework independently
 - Uploaded to the `nm2207.nus.edu.sg` server
- **Quizzes**

GRADE BREAKDOWN

- Class Participation (20%)
 - Tutorial challenges (10%)
 - Weekly homework (10%)
- Quizzes (30%)
 - Midterm quiz (15%)
 - Final quiz (15%)
- Final Project (35%)
- Final Project Documentation & Reflection (15%)

ACCESSING RESOURCES

- Resources will be released ahead of time
 - Roughly one week lead time
- Allows students to plan ahead (and for some, work ahead)
- Work at your own pace!
- All resources you need for the week should be collated / accessible from the **weekly overviews**

ACCESSING RESOURCES: WEEKLY MODULES

☰ NM2207 > Modules

[2420] 2024/2025 Semester 2

Collapse all

Home

Syllabus

Announcements

Modules

▼ Lesson Plan



Week 1 | 13 Jan - 17 Jan | Introduction



Week 2 | 20 Jan - 24 Jan | Structural vs. Visual

ACCESSING RESOURCES: WEEKLY OVERVIEW

Week 1 | 13 Jan - 17 Jan |

Introduction

Session Overview

This session serves to provide a general overview of what to expect in this course, as well as provide a general introduction to Computational Media Literacy. The first session will prepare a basic working environment you will need for the course. We will also introduce you to the first of three core web technologies, HTML.

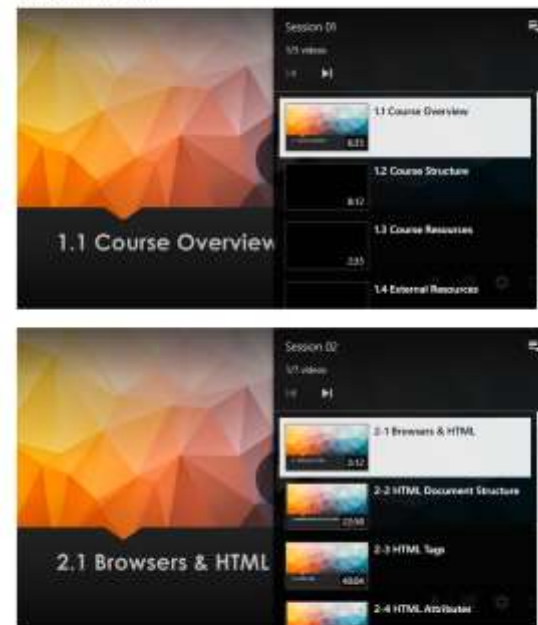
Learning Outcomes

By the end of the session, you should be able to:

- Identify and recognize the course teaching team
- Identify and recognize your course peers
- Review the assumptions, expectations, and ground rules of this course
- Discuss what Computational Media Literacy is
- Discuss the core focus of the course
- Recall, in general, the main deliverables for the course
- Set up and navigate the environment required for course
- Discuss what HTML is
- Write your own HTML files

Keywords: Computational Media Literacy, Environment, HTML, Structural

Session Playlist



Resources

Session 02: Code Along Tutorials [↗](#)

CONTACTING THE TEACHING TEAM

- **Email** will be the main communication channel
 - Please use your **official NUS email address**
 - It would help for you to identify that you are a student from the course
 - Use tags: e.g. [NM2207, TW1] Unable to find resources on Canvas
- Please **avoid** using **Canvas Chat**
 - Difficult to keep track of
 - Messages tend to be missed
- Face-to-face during **lectures, tutorials** and **consultations**

SETTING UP YOUR ENVIRONMENT



Recommended Browsers

<https://www.google.com/chrome>

<https://www.mozilla.org/en-US/firefox/new/>

<https://www.microsoft.com/en-us/edge>

<https://www.apple.com/sg/safari/>



Recommended Integrated
Development Environment

<https://code.visualstudio.com/>



Recommended FTP Client

<https://filezilla-project.org/>

Make sure your download the FileZilla **Client**

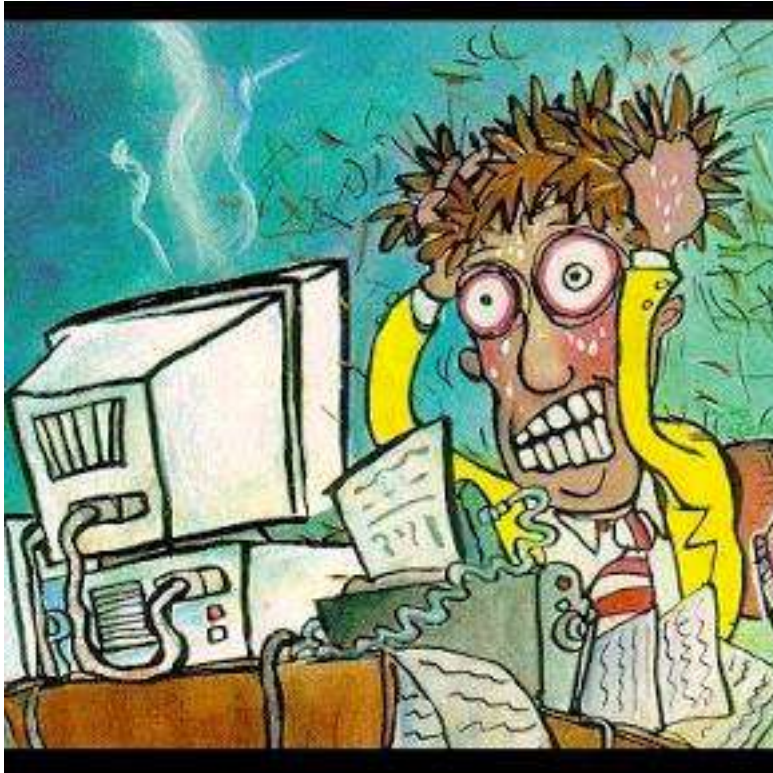
ADOPTING YOUR OWN ENVIRONMENT TOOLS

- We will not provide additional support should you use your own tools outside of recommendations
- You are responsible to figure out issues!

DOING WELL IN THE COURSE

- Be consistent, persistent, and independent
- Practice, practice, practice
- Refer to online resources (note that refer does not mean copy or plagiarise)
- Work with a friend
 - Discuss ideas
 - Share and clarify understanding

WHAT KIND OF LEARNER WILL YOU CHOOSE TO BE?



THE NM2207 SERVER

NM2207 SERVER

- nm2207.nus.edu.sg
- Remote computer that provides useful services (e.g. web server)
- All homework and final project deliverables
will need to be uploaded to the server before the deadlines

NM2207 SERVER: YOUR OWN ACCOUNT

- Each student will have their own account assigned to them
- We will not use your NUS IDs (PDPA)
- Username based off your name (but not full name)
 - For example: Dennis Ang -> dennis
- Usernames will be released shortly as a page under Resources (details will be announced)
- You will only get an account if you are registered on Canvas
- Please email Dennis if you do not have an account assigned to you (after the page is made available to the class)

NM2207 SERVER: YOUR OWN ACCOUNT

- Default password for your own account is **NM2207** (case-sensitive)
- You will be asked to **change your password** on the first login (details in first tutorial)
 - Obviously don't keep it as NM2207
 - You are responsible for your own account and access to it
 - We have no access to your password
 - Please **remember your password** – the teaching team cannot help you retrieve it if you lose it
- You can change your password anytime during the semester if required
 - Use the **passwd** command

NM2207 SERVER: YOUR OWN URL

- Once you have completed the first tutorial...
- You will have access to **your own URL**
 - For example: <https://nm2207.nus.edu.sg/dennis>

NM2207 SERVER: RESPONSIBLE USE

- Visible and accessible by the public
 - You are responsible for what you upload
 - Adhere to NUS Student Code of Conduct
 - Keep PDPA in mind – don't post personally identifiable information
- Teaching team has discretion to delete your account and stop your use of the server
 - Signs of abuse
 - Inappropriate content

NM2207 SERVER: RESPONSIBLE USE

- Assume that the server will be unstable
 - Keep a copy of your work on your local machine
 - You should always have a backup of what you upload
 - We cannot predict what will happen in realistic environments
- Only use for NM2207
 - No personal use
 - No use for other courses
- Your account will be deactivated after the semester
 - Do not assume you will have access to your URL forever

NM2207: STUDENTS WHO ARE APPEALING

- We are oversubscribed
- There are many “urgent” appeals
- We cannot accept all appeals for practical reasons
- I cannot guarantee you a slot
- Please submit an official appeal via CourseReg and wait for the process to conclude

QUESTIONS?