

جامعة نيويورك أبوظبي



NYU | ABU DHABI

CONNECTIONS LAB

Course Introduction

IM - Spring 2022

WHAT is this class?

WHY this class?

HOW will it work?

Where will it happen?

[Github](#)

The screenshot shows a web browser window with the title bar "GitHub - craigprotzel/Mashups". The address bar contains "github.com/craigprotzel/Mashups". Below the address bar is a toolbar with various icons for "Apps", "Read Later", "GMail", "GCal NYU", "GDrive NYU", and "GDrive CLab". The main content area displays the following text:

Mashups: Creating with Web APIs

(NB: always subject to change)

School: NYUAD Program: Interactive Media
Course Number: IM-UH 2310 Semester: Fall 2018
Class: Tues 2:40pm - 3:55pm & Thurs 2:40pm - 5:20pm
Room: Arts Center IM Lab (Rm.029)
[IM Lab Access Form](#)

Instructor: Craig Protzel
Email: craig.protzel@nyu.edu
Office: Arts Center Rm.191
Office Hours: TBD

Course Description

As the World Wide Web continues to grow and permeate our everyday lives, an ever-increasing amount of data and digital services are accessible to us through public web APIs - Application Programming Interfaces. Common to many web sites, including YouTube, Twitter, Google Maps, Wikipedia and more, web APIs offer a means to

The screenshot shows a web browser window with the title bar "Live Web - Fall 2019 Syllabus". The address bar contains "itp.nyu.edu/~sve204/liveweb_fall2019/". Below the address bar is a toolbar with various icons for "Apps", "Read Later", "GMail", "GCal NYU", "GDrive NYU", and "GDrive CLab". The main content area displays the following text:

LIVE WEB - FALL 2019 - SYLLABUS

Instructor: Shawn Van Every
Email: Shawn.Van.Every@nyu.edu
Office Hours: [Signup for an appointment](#)
[Presentation Schedule](#)

DESCRIPTION

The World Wide Web is a great platform for asynchronous communication such as email and message boards and extended into media posting and sharing. With the rise of broadband, more powerful computers, always on and connected mobile devices, synchronous communications have become more viable. Streaming media, audio and video conferencing and realtime chat give us the ability to create new forms of live interactive experiences for participants.

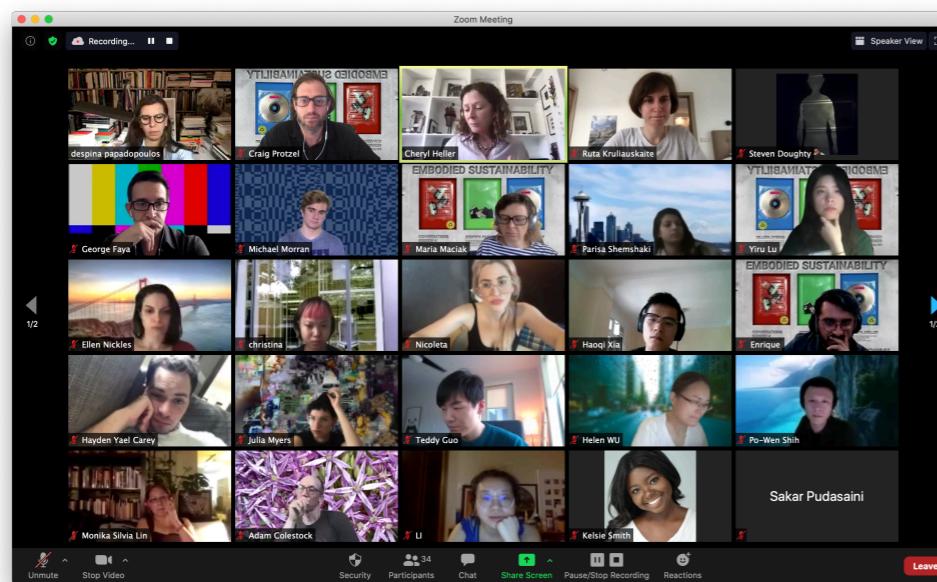
In this course, we'll focus on the types of content and interaction that can be supported through web based and live interactive technologies as well as explore new concepts around participation. Specifically, we'll look at new and emerging platforms on the web such as HTML5, WebSockets and WebRTC using JavaScript and Node.js.

Experience with web technologies are (HTML and JavaScript) are helpful but not required. ICM level programming experience is required.

Web Applications

Multi-Person Experiences

Real-Time Interactions





miro



E Experiments with Google x +

← → C ⌘ ⌘ experiments.withgoogle.com

Apps Read Later Gmail GCal NYU GDrive NYU GDrive CLab GClass Low Res GMaps API Class ITP Web Tools Research Data Viz » | Other Bookmarks

[Visit this resource page](#) to see small hacks people are making to help with the challenges of COVID-19.

Experiments with Google Collections Experiments Search SUBMIT EXPERIMENT

Digital Wellbeing Experiments

AI Experiments

Arts & Culture Experiments

Start With One

AR Experiments

Chrome Experiments

RECENT EXPERIMENTS

[View all experiments](#)

WHAT'S HAPPENING

Google Experiments

Google Experiment Piano

**Technical
Code - Web - Skills**

**Applied
Designing - Making - Sharing**

Learning Objectives

- Develop a basic understanding of web design and development that includes both client-side (front-end) and server-side (back-end) tools and technologies (PLO - 5)
- Gain comfort working with the Javascript language as well as the ecosystem of open source Javascript libraries (PLO - 5)
- Develop an understanding of how to manage and work with data (i.e. objects) to produce engaging interactions and compelling narratives (PLO - 2, 3)
- Learn about web-based networking technologies and how to leverage real-time communication channels towards creative participatory experiences (PLO - 1, 3)
- Learn how to create prototypes for user-testing and how to build a project end-to-end (PLO - 3,7)
- Gain experience collaborating with others in both creative and technical project work (PLO - 6,7,8)



JS

A large, bold, black sans-serif font logo consisting of the letters "JS". The letters are slightly slanted to the right. They are centered on a solid yellow rectangular background.



Visual Studio Code

HTML



CSS



{JSON}

p5^{BETA}*js





Visual Studio Code



{JSON}

p5^{BETA}*js



express



Weeks 1-5

Client-Side Web + Data



{JSON}

p5^{BETA}.js

Weeks 1-5

Client-Side Web + Data



Visual Studio Code



{JSON}

p5^{BETA}.js

Weeks 6-10

Server-Side Web + Real-Time

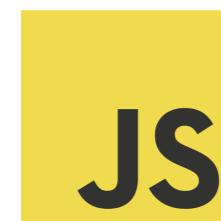


node.js™
express



Weeks 1-5

Client-Side Web + Data



{JSON}

p5^{BETA}.js

Weeks 6-10

Server-Side Web + Real-Time



Weeks 11-15

Pathways + Play-Testing



three.js



