

# **Using GitHub to Teach Web Design/Development**

Roy Vanegas  
Art Department  
Queens College

**Teaching & Learning Showcase**

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# Slides

These slides are available at <http://bit.ly/2CWNNaF>

# Hi!

## Web Design I

- I'm Roy
- I teach web design and development

- Preamble
- Description
- Prerequisite
- Learning Outcomes
- Software Requirements
- Schedule
- Class Policies
  - Advice on Succeeding in Class
  - Grading Standards
  - Academic Integrity
- Resources
- Students with Disabilities
- Contact
- Office Hours

# **Agenda**

1. Who is the target audience?
2. What is GitHub?
3. GitHub's pros and cons.
4. How I use it in the classroom.
5. Q & A.

# Who's The Target Audience?

- Design educators using tools such as Photoshop, Illustrator, InVision, Sketch, etc.
- Computer scientists teaching engineering concepts using computer programs.
- Any educator sharing computer files with their students.

# What is GitHub?

- It allows users to keep track of changes made to a project—whether it's a programming project, a design project, or both.
- It promotes the concept of divide-and-conquer through “branching,” a technique that allows learners to work on sections of a project independently.
- It encourages sharing in an open source manner, which is especially helpful in the classroom.
- It is much more than I can explain in 20 minutes.

# What is GitHub?

- GitHub is comprised of a web site **and** a local application.
  1. Web site: <https://github.com>
  2. Desktop application: <https://desktop.github.com/>
- Public projects are **free**; private projects require a fee.
- Students and educators are eligible for **free** private projects at <https://education.github.com/>.

# **GitHub's Pros and Cons?**

## **(Some) Cons (for the Learner)**

- Steep learning curve.
- Requires a new learning paradigm.
- Learning is more proactive.

# **GitHub's Pros and Cons?**

## **(Some) Cons (for the Educator)**

- Onboarding is difficult, as students stray early on.
- Core concepts must be repeated...for weeks.
- Focused attention required for in-class examples.

# GitHub's Pros and Cons?

## (Some) Pros (for the Learner)

- Nearly impossible to lose work.
- Design ideas are shared through assignment submissions.
- No need to take detailed notes.
- Free web site available to potential schools/employers at <username>.github.io.

# **GitHub's Pros and Cons?**

## **(Some) Pros (for the Educator)**

- Easy to disperse lectures to learners.
- Easy to distinguish lectures between classes.
- Easy to switch between learners on crit days.
- Easy to uncover plagiarism between learners.

# How I use GitHub in the Classroom

## In-class Workflow

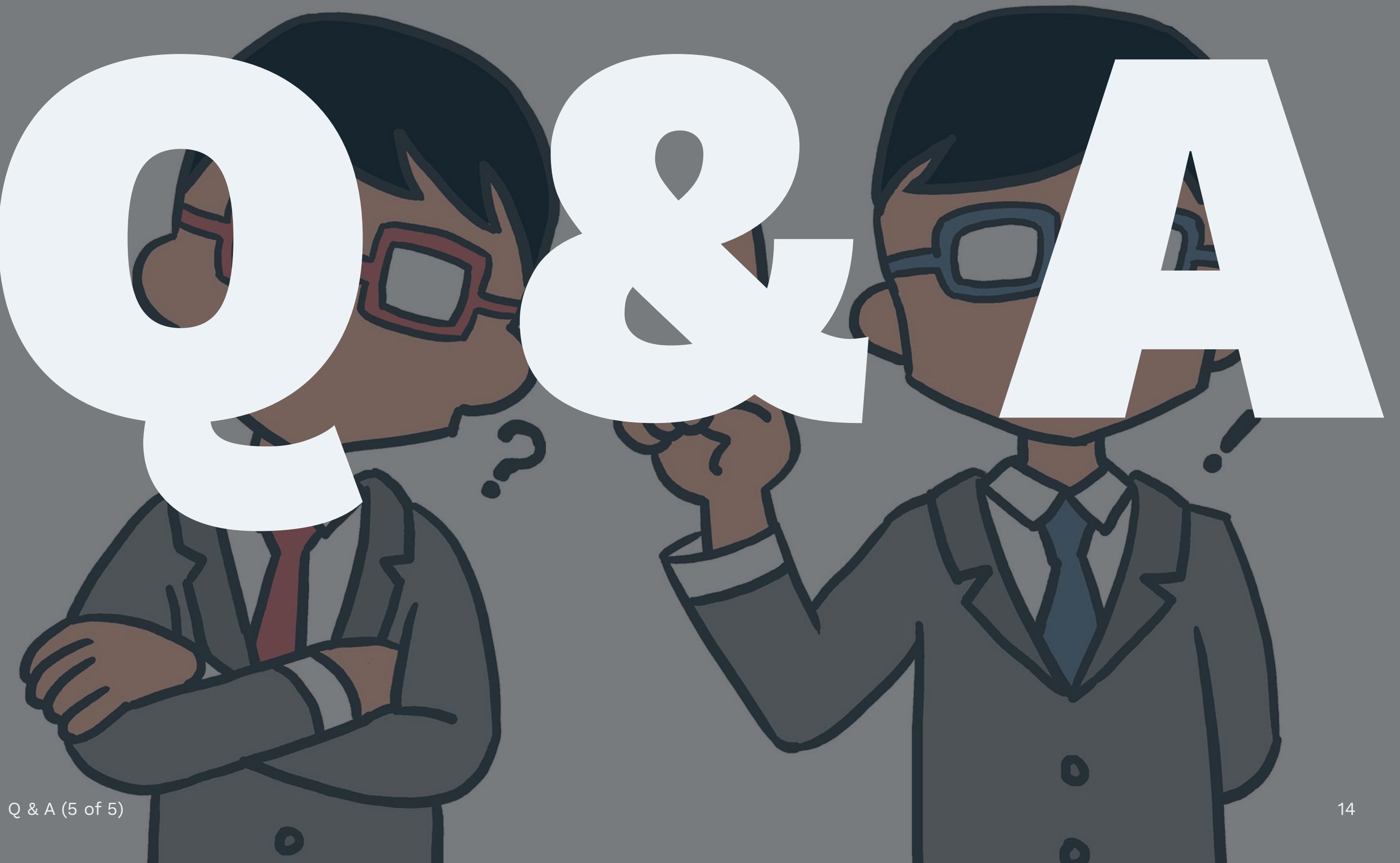
1. Live Demo (in demo folder)
  - Web site for repository link.
  - GitHub Desktop application for branch switching.
  - Atom as the text editor.
  - Browser.
2. <https://github.com/code-warrior/week-8--29-october-2018>

# How I use GitHub in the Classroom

## Assignments

**Branch Name per Student**

<https://github.com/code-warrior/the-focus-assignment>





**Slides** <http://bit.ly/2CWNNaF>

**GitHub Education** <https://education.github.com/>

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# Contact Me?

Email: [roy.vanegas@qc.cuny.edu](mailto:roy.vanegas@qc.cuny.edu)