

[Day 1](#)  [July 31](#)

[Web](#)

[Design](#)

[Code](#)

Day 1  **July 31**

Web

Credits: [Lucien Huang](#)

Components of Internet

App: html/css/js

Server: python/js/php

Database: MySQL/MongoDB

How to put a website online

Domain name

Server

FTP (File Transfer Protocol): a standard network protocol used for the transfer of computer files between a client and server on a computer network

What happens when I go to a website

1. Browser sends out request of a specific page
2. Use **HTTP (Hypertext Transfer Protocol)** protocol to request the page
3. The server responds by sending back the metadata, followed by the page source
4. Other protocols include the **HTTPS (Hypertext Transfer Protocol Over Secure Socket Layer)**

www.giphy.com/artists

Protocol Domain Path

5. Server fetches the page via **URL (Uniform Resource Locator)**
6. Which is located with a unique IP address
7. *for Mac you can find out your IP address by typing
`ifconfig`

Web Application

Front-end languages: HTML/CSS/JS

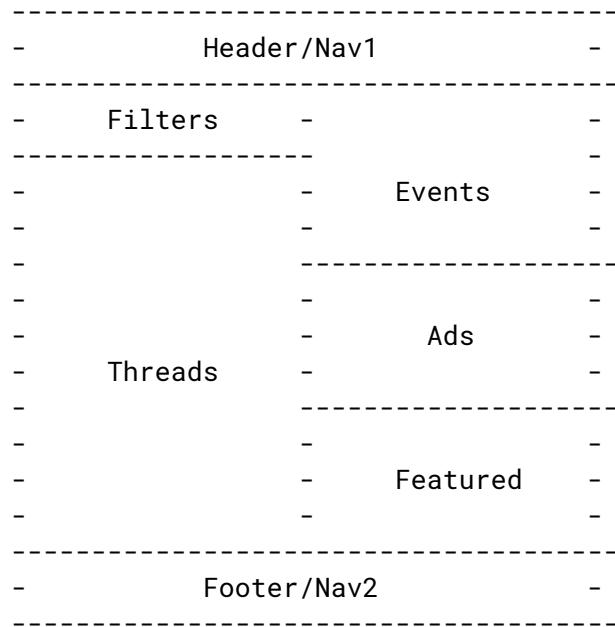
HTML: [HyperText Markup Language](#) (HTML) is the building-blocks of web pages

CSS: [Cascading Style Sheets](#) (CSS) dictate the website's look and feel

JS: JavaScript (JS) dictates how the website behaves based on events (mainly by the user)

Wireframing of a website

<https://stackoverflow.com>



*wireframing softwares: [Balsamiq.com](#)

Homework

1. Draw wireframing for your portfolio site
2. Email pdf by tonight 12AM
3. Find two or three websites to share, post them to the blog
4. Codecademy // Introduction to HTML lessons 1-3
codecademy.com/en/tracks/web

Design

Credits: [Tuba Ozkan](#)

What is creativity?

Introduce yourself with 3 words?

Course Overview

Mastery Project (Day 1-3)

User-Centered Design Project & Prototyping (Day 4-6)

Project Catastrophe (Day 6-10)

Final Project (Week 3)

Required Readings and Videos

[Italo Calvino, "Invisible Cities"](#)

[Don Norman, "The Design of Everyday Things"](#)

[What do prototypes prototype?](#)

[Ellen Isaacs, "Ethnography" at TEDx \(Video\)](#)

[Rick & Dick](#)

[J. Paul Neeley, Speculative Design and The Future of UI \(Video\)](#)

[Hillary Collins, "Creative Research"](#)

Additional resources

[Google for entrepreneurs: Rapid Prototyping](#)

[What is design ethnography?](#)

[Anthony Dunne, "What If... Crafting Design Speculations" \(Video\)](#)

[WingKee, "Speculative Design Fiction" \(Video\)](#)

[New Media Art](#)

[Bernard Tschumi, "Manhattan Transcripts"](#)

Mastery Project

What is Mapping?

The act or process of making a map, a diagram used to visually organize information

Types of mapping

Domain map, mind map...

Mind Map

Begins with only one work or idea

Radial/tree structure

Quick tool to transfer idea into a visual context

An easy way to brainstorm

Concept Map

Similar to mind mapping

Connections of multiple words or ideas

Connections between concepts in more diverse structures

Domain Map

It is a scope or an expression for you to plan and visually map out a project

It's the domains that your ideas fall underneath

Domain is an academic expression or discipline related to your interests or projects

Mind Mapping Process

1. Generate a focal point then develop related components

Domain Map

A tool that allows you to structure your ideas into specific categories that your ideas fall underneath

In design process in particular, it is an academic expression or discipline related to your interests or projects

Help define/structure your ideas

Questions to start with domain mapping

1. What larger and broader topics does my idea fit in
2. What topic does it relate/overlap onto
3. What discipline can I categorize
4. Who is my audience
5. What practices branch out in my ideas

Tools for mapping

1. Pen and paper
2. softwares

Homework

1. [Don Norman, "The Design of Everyday Things"](#) Chapter 1 pp.1-34, moderated by Jason, Nana, Ting & Kevin
2. **Mastery Project:** create a mind map and a short project based on the Invisible Cities in relation to your design skills
3. Present your mind map on Tue and submit your project on Wed

Code

Credits: [Andrew Cotter](#)

What is coding?

Stores information as 1s and 0s
Communicate with computers

Languages and Platforms

Swift: iOS
JS: web, p5.js
C++: openFrameworks, Unity
Java: Processing

Great artists use code
Casey Reas
Raven Kwok

Physical computing: Arduino

Color Code

Rgb
Rgba

Variables

Types of variables: Int, Float, Bool, String

Scope of variables

Syntax sugar: width and height are predefined variables as the width/height of the canvas

Processing

[Processing References!](#)

Pseudo Code first

Coding Resources

[The Coding Train](#)
[Codecademy](#)
[Learning processing](#)
[The Nature of Code](#)
[Stackoverflow](#)
[Khan Academy](#)
[Code Combat](#)

My Processing Development Setup

*the processing original IDE sucks, so I choose Atom to code and compile to processing

1. Download [Atom Text Editor](#)

2. Search and install Packages: processing (run processing in atom), processing-language (highlights processing syntax), and processing-autocomplete (autocomplete and suggests the semantics)
3. Hit `ctrl+alt+b` to compile
4. Enjoy

Example

Homework

1. Watch video
2. Replicate [this image](#) in processing