tt()

Welcome!

tl;dr: 6 weken full-time **vette sh!t** bouwen

Schedule

- Welcome
- What is the Tech Track?
- Goals & assessment
- Previous work
- Let’s get started
- Set up your repository
- Set up your product bio

Schedule

- **Welcome**
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Welcome

During the Tech Track you'll be developing your skills in order to create **meaningful**, **beautiful** and **interactive** data visualizations.

You will deepen your knowledge of coding and of working with **API's** and **libraries**. You will work in a **framework.**

Teachers

Laura

Berry

Danny

Information

https://github.com/cmda-tt/course-24-25

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Expectations (you)

- Learn a lot of new (nerdy!) skills
- Create **interactive** visualisations
- Concepting, sketching, reviewing, iterating…
- Working in a framework
- Shout at your laptop.

Expectations (us)

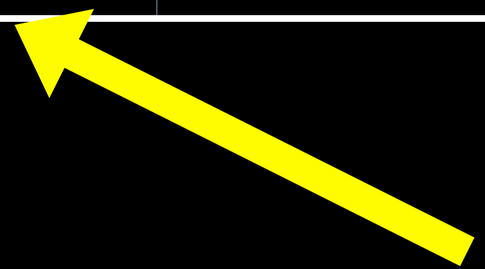
- Be motivated, put in real effort.
- Be ethical, work together, help each other.
- Be critical, let us know if we need to improve
- Communicate. Talk to each other, to us, stay in touch
- Be present at all lectures.
- We’ll communicate via Teams, keep a close eye on it.

What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	Visualisations	Storytelling	Deployment	Assessment

What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	Visualisations	Storytelling	Deployment	Assessment



Introduction, playing with data, getting back into shape w/ HTML, CSS and JavaScript

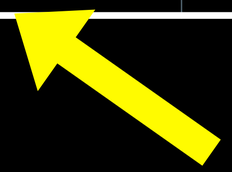
What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	**Architecture**	Visualisations	Storytelling	Deployment	Assessment

Setting up your stack, researching subjects and datasets. Working with API’s and libraries. Sketching ideas

What?

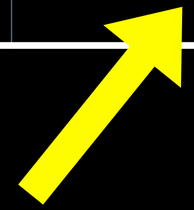
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	**Visualisations**	Storytelling	Deployment	Assessment



Introduction to D3 (libraries) and visualizing on the web using interactive SVG’s and JavaScript

What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	Visualisations	**Storytelling**	Deployment	Assessment



Geospatial and temporal visualisation, asynchronous programming. Documenting tech research.

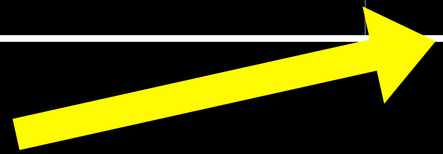
What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	Visualisations	Storytelling	**Deployment**	Assessment

Peer feedback and deployment

What?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Introduction	Architecture	Visualisations	Storytelling	Deployment	**Assessment**



Refactoring, optimization and documentation.
Friday = assessments.

A typical week

Feedback

Monday	Tuesday	Wednesday	Thursday	Friday
(Guest) Lecture	Lecture	Self-study	Self-study	Lecture

Feedback

Monday	Tuesday	Wednesday	Thursday	Friday
(Guest) Lecture	(Online) lecture	(Online) lecture	Self-study	Lecture

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Date	Day	Subject	Teachers
14th October	Monday	Welcome; Playing with data	Danny & Laura
15th October	Tuesday	Functional usage of JavaScript: filter, map, reduce (f2f)	Laura
18th October	Friday	Q&A ES6	Berry
18th October	Friday	Filter, map, reduce; Researching datasets	Danny

Week 2 - Architecture

Date	Day	Subject	Teachers
21st October	Monday	Guest? Researching datasets & Sketching ideas	Laura & Danny
22nd October	Tuesday	13:40-15:20 TTH02B21 Workshop: Objects, libraries and APIs (f2f)	Laura
24th October	Thursday	Submit your ideas (12:00)	Danny, Laura
25th October	Friday	Setting up your project with Svelte, introduction to D3	Danny

Note: Fall recess between Week 2 and Week 3 (28 Oct - 1 Nov)

Week 3 - Visualization with D3

Schedule (GitHub)

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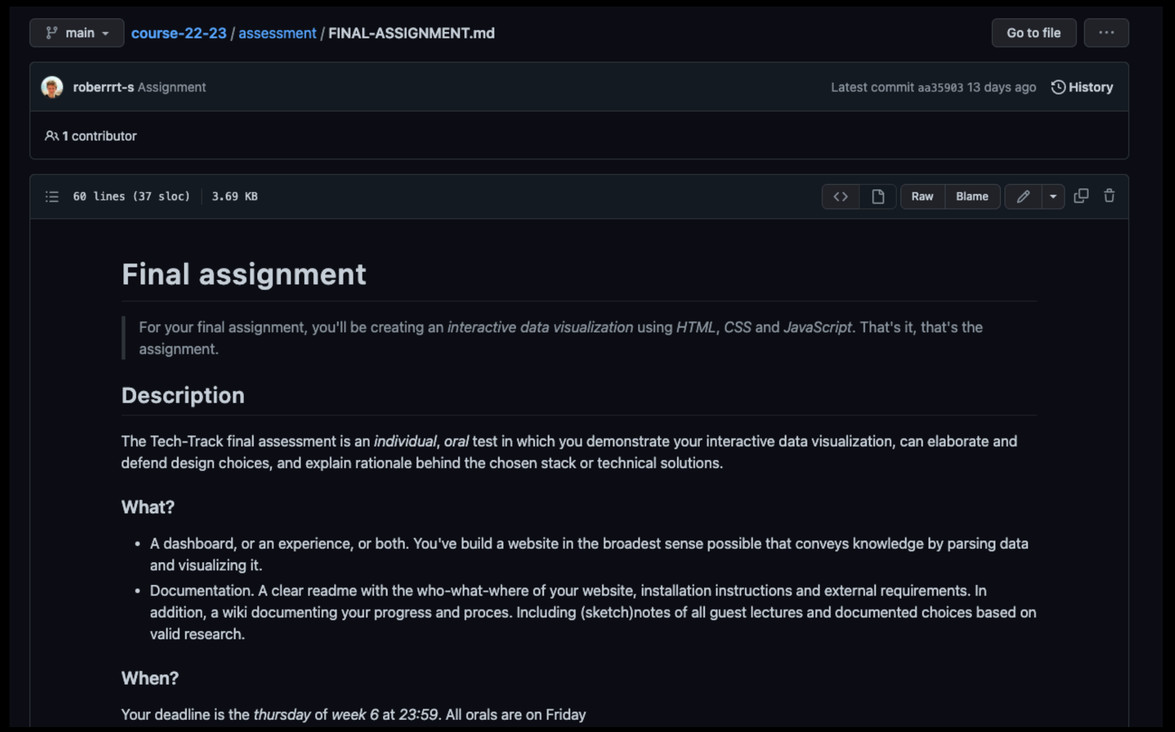
Assignment

For your final assignment, you'll be creating an interactive data visualization using HTML, CSS and JavaScript. You will use D3 and the Svelte-framework. That’s it, that's the assignment.

Goals

- Clean and transform data with functional programming patterns
- Create interactive visualizations from (external) data
- Use D3 to create interactive visualization(s)
- Work with a front-end framework and think in components
- Process data asynchronous
- Document tech research
- Refactor, debug and read complex programs (code)

Requirements



- General
- Coding, data handling
- Visualisation
- Storytelling
- Wiki (Product Bio)
- Design Rationale for one tech choice, based on your research

De beschrijving van de eindopdracht vind je op de Tech Track pagina op DLO

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Previous work

Brianne de Deugd had een goede indeling in componenten:

Link to live site: https://techtrack-2324.vercel.app/
Link to Github repo: https://github.com/briannededeugd/techtrack-23-24

Stephan Sierra Perdomo had een speels ontwerp en goede data handling:

https://tech-track-23-24-mu.vercel.app/

Donna Baijens had Blok Tech niet gedaan en is geslaagd in de eerste kans

https://world-happiness-six.vercel.app/

Emre Taşköprü had Blok Tech volgens mij ook niet gedaan.

Hij bulkte van de ambitie en heeft ook echt iets moois opgeleverd, maar doorzag de code niet altijd:

tranquil-cascaron-0738ad.netlify.app

Yeliz Ünlü had iets prachtigs gemaakt, maar dat doet het niet meer...

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Let’s get started..

With coding

SimpleObjects, ComplexObjects (practise with simple datasets)

Countries (practise with medium-sized dataset)

https://api-ninjas.com/ (practise with sth else…)

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Set up your repository

1. Create a GitHub repository with the name tech-track-24-25
2. Add your information to the sheet in our tech-track Team
3. Code at least 1 of the Objects-assignment and 1 other assignment

- You’re almost set for tomorrow!

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Set up your Product Bio

1. Create a Wiki in your GitHub repository
2. Find the answer to this (research) question

   Research question:
   Technology is a human artifact. It was designed to solve a problem. There is a design rationale for technology ..…

   Which problem was solved by designing SVG?

3. Keep track in your wiki of the sources you have visited / used
4. Formulate a conclusion

For tomorrow…..

1. Set up your GitHub repository
2. Code at least 1 of the Objects-assignment and 1 other assignment
3. Set up your Product Bio
4. Keep track in your wiki of the sources you have visited / used to answer

   Which problem was solved by designing SVG?

5. Formulate a conclusion

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