BASIC INFORMATION AND
WEBSITE DESIGN

CPTR.211
Computer Science & Digital Arts
Fall, 2019

Professor Evan Daniel
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github.com/
 daniel-sckans/web-design

Christy Hall Room 12
Tuesdays 8:00AM-9:25AM
Thursdays 8:00AM-9:25AM
Office Hours (Christy 29):
 Wednesdays 2:00PM-3:00PM

Information and Website Design is about both form and technique. In this class, we are concerned not only with using them independently, but in putting form and technique in concert to create richer work than we could discussing either in isolation. The web offers us a robust visual toolset for addressing interactive content, dynamic media, and data visualization. We will analyze each of those topics as an orchestration of form and technique.

We will begin with a bootcamp supplying a solid foundation for contemporary web deployment using Git. We will quickly move on to the three defining languages of the contemporary web: HTML, CSS, and JavaScript. We will engage in an in-depth study of CSS3 best practices (including flexbox layout and animations) as well as HTML5 media features such as audio, video, and the canvas element. We will look at how media artists have used the web towards their own ends and have critiqued the mechanisms of the web through their work. There are no coding prerequisites.

Daily Class Schedule

8:00 to 8:22 - Design/Code Problem
8:23 to 8:45 - Workshop
8:45 to 9:07 - Review of Student Work
9:08 to 9:25 - Assignment Lab

Course Schedule Overview

AUG 27 -> AUG 29...DEPLOYMENT
SEP 3 -> OCT 3..CSS
OCT 8 -> OCT 10..MIDTERM
OCT 17 -> OCT 31..MEDIA
NOV 5 -> NOV 26..INTERACTIVITY
DEC 3 -> DEC 5..FINAL

Course Objectives

By the end of this course, students should understand how front-end web development languages integrate with content. They should have experience putting web development tools into dialogue with formal decisions. Students will be familiar with media artists' contributions to historical and contemporary web discourse. Students should be able to solve intermediate front-end web development problems. Students should understand common strategies for structuring websites and the relevant terminology.

Submitting Work

All work for the class will be submitted on Github, which is an industry-standard site for sharing code and deploying front-end websites. On Github, each uploaded assignment will be visible both as code and as a (so-called) static website.

Using Other People's Code

Students **should** look at code that they find online (from sites such as those listed in the "Resources" section of this syllabus), and the nature of code is such that they may use that same code in their submitted work.

However, students will be graded according to their understanding of the code that they submit. In other words, students are expected to fully understand every line of code in their assignments. Specific questions about code should be put forth during office hours and during class.

Likewise, all content (distinct from code) must be student-created.

Time Commitment

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IN-CLASS WORKSHOPS AND LABS................................1.5 hours
IN-CLASS DISCUSSION AND CRITIQUE...........................1.5 hours
AT-HOME SKILL-BUILDING.....................................1.5 hours
AT-HOME ASSIGNMENT COMPLETION.............................3.0 hours
AT-HOME PROJECT COMPLETION................................1.5 hours
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TOTAL PER WEEK............................................9.0 hours
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Grading

All graded assignments (including the midterm and final) are evaluated according to course objectives. Grades are determined through class dialogue and critique, student progress, instructor examination of student code, and one-on-one discussions.

Weekly assignments determine 50% of students' final grade, while the midterm and final projects are each worth 25%. Each unexcused absence after the first will lower that grade by 5%.

Diversity and Inclusion

This class is a space where we acknowledge and value the diversity of our community. Given those values, opportunities may arise for us to help others better understand how our identities, personal histories, and cultures can be included in class discourse. These opportunities may arise at any time and in any context during the class, including in student work, inside and outside of class meetings, and online. By joining this class, we are recognizing that these opportunities are a real and valuable part of our class experience.

Resources

CSS in Depth by Keith Grant, 2018 Manning Publications
This is a sophisticated guide about how to use the visual tools of the web.

developer.mozilla.org, MDN Web Docs

The standard reference for web programming information. Mozilla was founded by the creator of JavaScript. MDN Web Docs can be thought of as official descriptions of all of the languages of the web. Also accessible by Googling "mdn + query".

stackoverflow.com (and its sister site, **stackexchange.com**)
This is the top resource for programming advice, and it has answers on the languages we're using here.

Secrets of the JavaScript Ninja by John Resig, Bear Bibeault, and Josip Maras; 2016 Manning Publications
A terrific book for more advanced JavaScript techniques; written by the creator of the ubiquitous JavaScript library JQuery (John Resig).