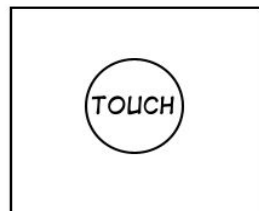
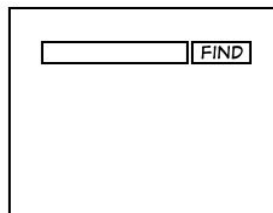


TYPICAL APPLE PRODUCT...



A GOOGLE PRODUCT...



YOUR COMPANY'S APP...

FIRST NAME:	<input type="text"/>	TYPE CD:	<input type="text"/>	<div>4 - K AA2- DK9B KKA? CN3 AA-9 NEW DEL</div>		
LAST NAME:	<input type="text"/>	TQP STAT:	<input type="checkbox"/>		<input type="checkbox"/>	
SSN:	<input type="text"/>	FT/PT:	<input checked="" type="checkbox"/>		VER:	<input type="text"/>
ID:	<input type="text"/>	CAT CD:	<input type="text"/>		CITY:	<input type="text"/>
PHONE 1:	<input type="text"/>	...	<input type="text"/>		STATE:	<input type="text"/>
PHONE 2:	<input type="text"/>	•	<input type="text"/>		ZIP:	<input type="text"/>
ADDR 1:	<input type="text"/>	...	<input type="text"/>		ORD #:	<input type="text"/>
ACCT #:	<input type="text"/>	...	<input type="text"/>		...	<input type="text"/>

OKAY APPLY SAVE UNDO HELP DELETE EDIT

SELECT BROWSE ERRORS

CS 1501

Welcome to Bedlam

Overview

— — —

- 0. Hello friends
- 1. Intro to course
- 2. Syllabus things

Hello Friends!

Disha Jain *dj9am*

- 2nd year CS major, minoring in Entrepreneurship and Math
- Interests include NLP, web/mobile application development, and human-centered design
- Spends free time marathoning The Big Bang Theory and Arrow
- I like dogs, cats are too snobby for me
- I once read 6 novels in one day and still managed to go to all of my classes

Hello Friends!

David Zhao *dz6hu*

- 2nd year CS/Stat major
- Interests include machine learning, web app development, and psychology and a lot of other things, but like not as much?
- Spends free time rewatching the Office because yes
- I like cats, but dogs are pretty good too
- I once managed to read a book

Overview

— — —

- 0. Hello friends
- 1. Intro to course
- 2. Syllabus things

Why are we teaching this?

— — —

- Because we want to and ESC is letting us

Why are we teaching this?

— — —

- Because we want to and ESC is letting us
- A class that both teaches thinking and coding
- A class that would help make students more marketable in the job search

What are the main topics?

— — —

0. HTML, Git
1. Problem Solving
2. CSS
3. Prototyping
4. Javascript
5. Server/Client, Serverless
6. CS Professor guest speaker
7. Design Thinking guest speaker
8. Current industry technologies and developments

What do we want you to get out of this course?

— — —

- An A! (JOKES the class is P/F please don't fail)

What do we want you to get out of this course?

— — —

- An A! (JOKES the class is P/F please don't fail)
- Introductory knowledge of web development
- Knowledge AND experience applying design thinking principles to a project you can put on your resume

Overview

— — —

- 0. Hello friends
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- 2. Syllabus things

Prerequisites

CS 111x or equivalent knowledge

Familiarity with HTML/CSS (basic web technologies) and some object-oriented programming language is recommended. If you've messed around with any of those, that's perfect.

If you're unsure whether your experience is sufficient, please talk to one of us!

Prerequisites

Useful links to refresh:

- HTML: <https://www.codecademy.com/learn/learn-html> Section 1: HTML Elements and Structure
- CSS: <https://www.codecademy.com/learn/learn-css> Sections 1-5, non-Pro lessons (there are 7)
- JS: <https://www.w3schools.com/js/default.asp> Through “JS Objects”

Our Fabulous Professor Contact

— — —

Dr. Nada Basit

- CS Professor at UVa
- Research includes Machine Learning, Bioinformatics, Data Mining, Pattern Recognition, Biometrics, and Computer Science Education

Office: Rice 405

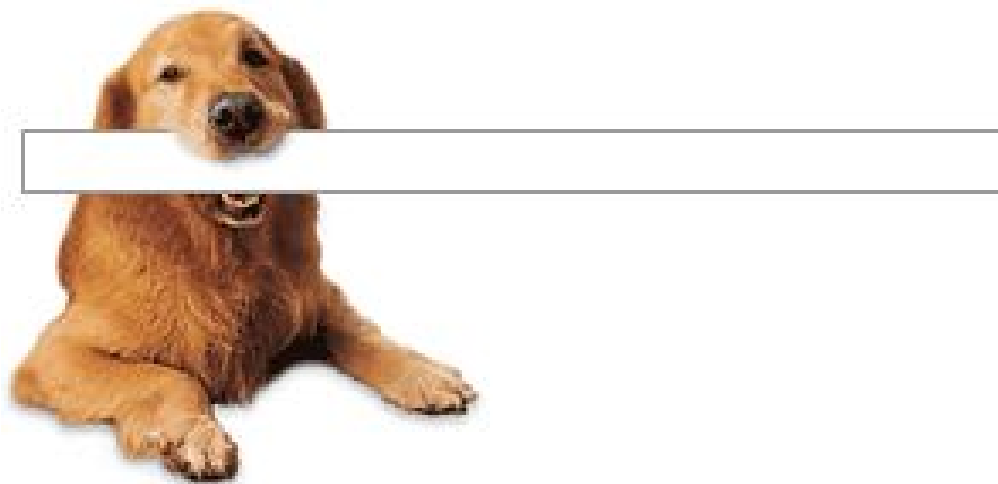
Email: basit@virginia.edu

She's literally the nicest person; drop by even if you just want to chat

Office Hours

TBD and by appointment

Why do we even have this slide?



Grading Policy

— — —

40% - Attendance

30% - Homework

- Each homework assignment will be submitted via GitHub. If you've never used Git or Github before, don't worry! We'll teach you everything you need to know.

30% - Final project

- Assigned at the beginning of the course and will be worked on over the course of the semester.

Cutoff for passing is a **71.5%**

Attendance (40%)

Attendance will be marked every class

Absences will be excused on a case-by-case basis. We're flexible, don't worry, but let us know sooner rather than later.

Homework (30%)

Homework assignment write-ups will be hosted on our course Github page (github.com/engineering-web-solutions)

To submit, you should create a repository in your personal Github account.

Homeworks are due an hour before class starts.

Late work is not accepted, but there will be one dropped HW

Final Project (30%)

It's a thing. We'll talk about it later.

Just know, it's a group, semester-long project.

Grading Policy

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Design Thinking

Overview

— — —

- 0. What design thinking is
- 1. Why use design thinking
- 2. How to use design thinking

What is “Design Thinking”?

— — —

What is “Design Thinking”?

— — —

- Creative problem solving
 - Utilizing empathy and experimentation in innovation
- User-centric decision making
 - What future customers want vs historical data or instinct

Overview

— — —

- 0. What design thinking is
- 1. Why use design thinking
- 2. How to use design thinking

Why change how we design?

— — —

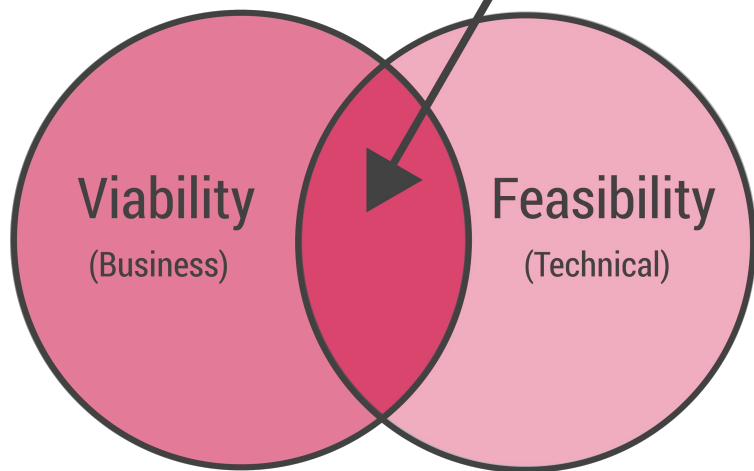
Why change how we design?

— — —

- People today have choices
- User preference
 - Ex: Android v. iPhone
- Stickiness factor
 - About 80% of people only use 5 of the 80-100 apps on their phone
 - The stickiness factor keeps users using apps

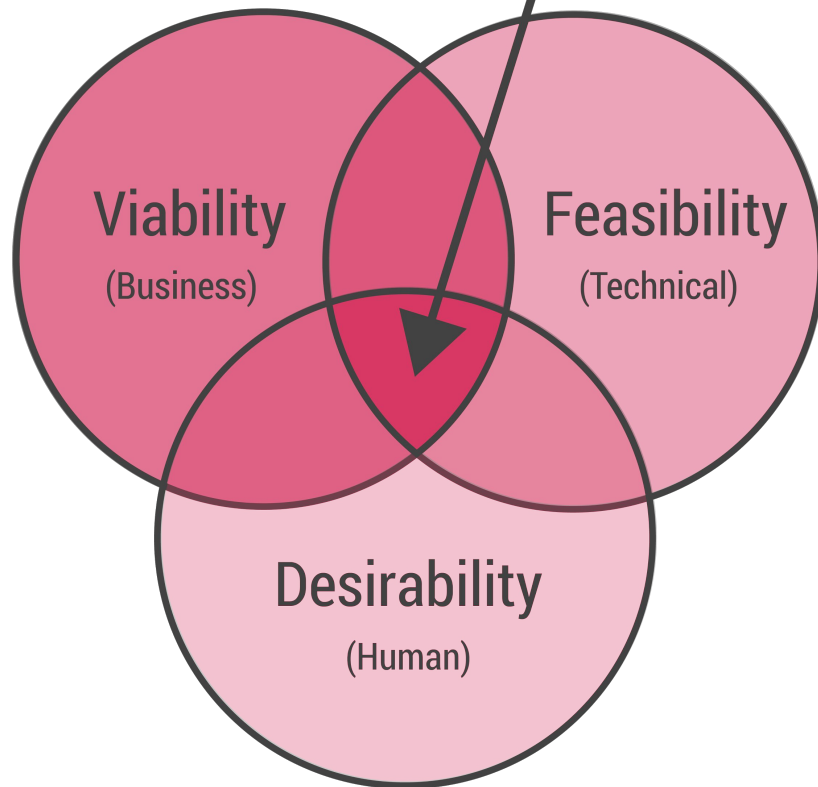
Why change how we design?

Product Development



The cost of technology is no longer a barrier to entry

Product Development



Overview

— — —

- 0. What design thinking is
- 1. Why use design thinking
- 2. How to use design thinking

How to use design thinking

— — —