

Front-end Web Dev for XD: Syllabus Outline

Class 1 (Intro and HTML)

Goals

1. inform the students on what they will be learning throughout the course, and why.
2. introduce the students to the basic tools needed to start learning how to code.
3. build a basic HTML site.

Lecture: Intro

What's the Value in XDs learning Code?

Lecture: Front-end tools

Front-end web development Overview

- Tools
 - Text editors
 - Browsers
 - Libraries
- Coding languages
 - HTML overview
 - CSS overview
 - JS overview

Workshop: HTML

Learn HTML syntax through building a basic website.

- Syntax - set up a basic HTML structure
- The DOM - show 3D illustration of HTML architecture
- Semantic Web - start adding elements, both semantically bad and good to illustrate the difference
- Advanced Syntax - put together a functioning site
- Add some CSS - use an existing CSS library to illustrate the purpose and effect of using CSS. This helps to reinforce the concept of Semantic web.

Bonus Lecture!

HTML Templates

- Intro to HTML Templates
- Some tools that can be used to build them

Class 2 (CSS, Tricks and Animations)

Goals

1. Students will learn what CSS is, how to write it, and how it works with HTML

Lecture: Intro

What is CSS? (Re-iterate from class 1)

Lecture: The right and wrong way

3 Different places to write your CSS

- Inline
- In the header of your HTML
- In a .css file

Workshop

*Students will apply styling to HTML created in Class 1

Writing CSS

- Syntax overview
- Common resources for syntax and browser support

CSS Tricks

- Some unique cool tricks with CSS
- Some resources to find more cool tricks

CSS Animations

Bonus Lecture!

Common CSS Libraries

- Re-iterate from Class 1 how to implement them

Class 3 (Responsive Web and Media)

Goals

1. students will learn and understand core concepts of responsive design and how it relates to other design concepts such as mobile first and adaptive design
2. students will learn how to build a responsive website

Lecture: Intro

What is responsive?

- Fluid layouts and media

- Breakpoints
- How responsive and adaptive relate

Workshop

Turn a static site into a Responsive one

- Percentage widths and auto heights - build a simple HTML layout and modify CSS from static to fluid
- Media queries / Breakpoints - add media queries to fix broken layouts for a website

Vector graphics

- Iconfonts - using icomoon or other tools
- Vector images with PNG fallback - will use a library for this

Responsive images

- Picturefill - learn how to download and implement picturefill library

Adding video to your site

- Responsive Youtube player - students will learn to use embed code provided by Youtube, and modify a little CSS to make it responsive.
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Class 4 (Javascript)

Goals

1. students will learn what javascript is, how to write it, and when to use it
2. students will learn some common libraries and how to implement them into their sites

Lecture: Intro

What it is Javascript and when you should use it.

Workshop

* JS for this workshop will be used to add features to site created in Class 3

Installing jQuery

- learning jQuery syntax
- unique features of jQuery
- jQuery UI

The DOM and DOM manipulation

- Templates and templating tools

Animation with Javascript

Device Detection

Have you ever wanted to write code, and then did? If so, please explain your motivation and your experience. Also, list what languages you have written.

EG Answer: Googled on line, wanted to create a website. When I looked it up online, the syntax was overwhelming. Created the body paragraph and gave up. To get images, video and have special actions, such as what squarespace would give you.

Have you ever wanted to write code, and then did NOT? If so, please describe your apprehension.

EG Answer: new vocabulary and language. Feels like I know what I want to do, but don't know enough about code to get it done. "Feels like I want to write a novel for French audience, but I don't know any French"

Have you ever designed something, only to have a developer tell you that it's not possible, or would take too much time? If so, please explain in as much detail as possible.

EG Answer: Instead of logging into Facebook through a pop-up window, but wanted it to be inline in the app.

Have you ever wished you knew more about technology? Please explain the scenario that made you feel this way.

EG Answer: Gantry, building the store of the future. Had to spend two days researching the store. Just had to think about any technology that could be put in the store. Beacon technology

What is your favorite project that you've worked on at R/GA? Please explain why.

EG Answer: Store of future. Because it was filled with technology and it was like "woa, all this cool shit going on"

Most technology challenging? Trigger points for rga.com "backend data points/hooks"

What is your favorite trend in technology at the moment? Please describe at least one specific project.

EG Answer: wearable technology

Do you have a favorite meme? Please describe.

EG Answer: good guy Greg. Drake is the type of N-word

Cats or Dogs?

EG Answer: Dogs