

Mobile App Workshop

Day One

John Henry Thompson

John Henry Thompson

- Give thanks
- Who am I?
- What's the plan?
- What will we do today?

The Plan

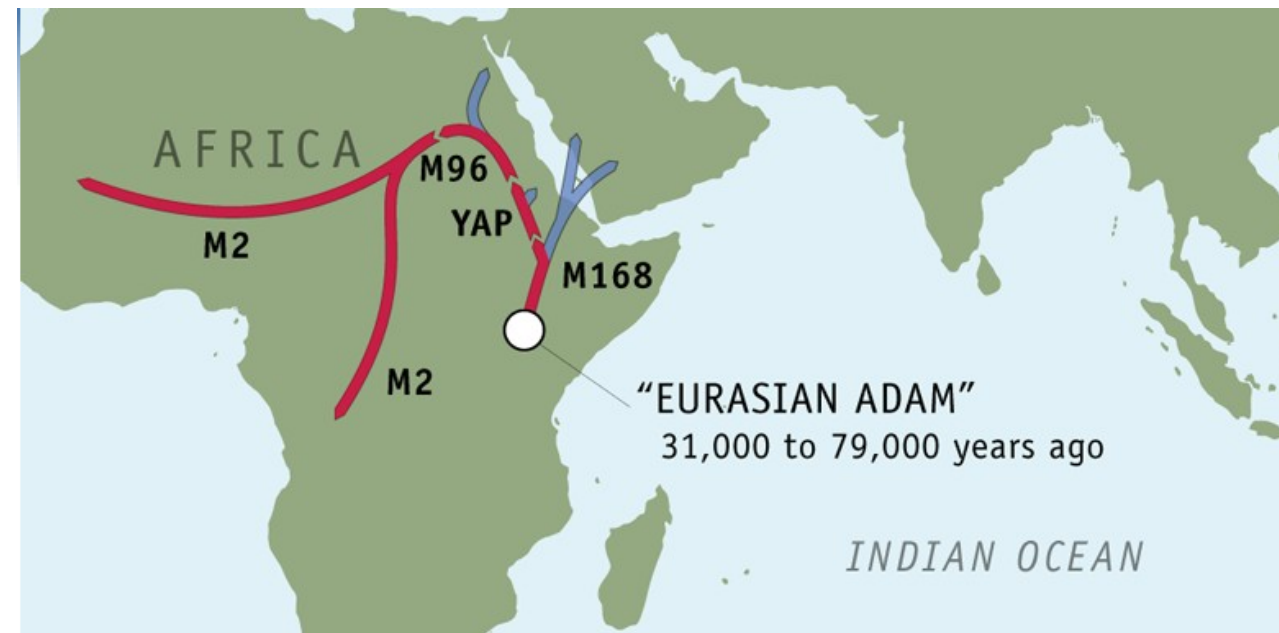
- www.j4u2.com/breadfruit
- Help Artist & Programmers to:
- Learn how to build apps
- Form teams of Artist & Programmers
- Envision Innovate apps

Day One

- Introduction
- Learning
- Art
- Programming

John Henry Thompson

- www.johnhenrythompson.com
- MIT
- MIT Media Lab
- Lucas Film Editdroid
- Interactive Art



John Henry Thompson

- NYU | Tisch School of the Arts ITP
- Macromedia Director (now Adobe)
- EP Visual Design

Learning

- Give thanks to my heroes
- Walter Henry Thompson
- Professor John Fray
- Professor Papert
- Josh Waitzken



Learning - evolution

- Classroom
- Online structured communities
- Online freeform communities
- Eg. YouTube how-to videos

Art

- Story behind Macromedia Lingo
- Interactive art - www.j4u2.com
- Strategy for Innovation:
- Combine two worlds based on your passion
- Combining art & programming
- Build and document your portfolio

Art - evolution

- Physical
- Digital tools
- 3d digital tools
- Computation (Processing)
- Simulation

Programming

- Evolution of hardware
- Mainframe
- Desktop pc
- Laptop
- Web
- Mobile

Programming

- Evolution of programming languages:
- Assembler
- Structured
- Objects
- Objects + closures (jQuery)
- Libraries/Platforms/API

Be prepared for the Next Level

- Learning
- Art
- Programming

Introductions

- Who are you?
- What skills do you have now?
- What do you seek to learn?
- Do you seek art/programmer partner?
- Have you have work to demo?

Building Mobile Apps

- Web-based
- HTML5 Platforms:
- PhoneGap
- Appcelerator - Titanium
- Sencha Touch

Building Mobile Apps

- Native iOS
- Android
- Blackberry
- Java ME

Developing Your Programming Skills

- Know your starting point
- Pick a primary platform
- Use vendor supplied example code
- Start small

Developing Your Art Skills

- Envision
- Explore
- Create
- Reflect



Short Break

Morning Lab

- Hands on with Processing
- Hands on with HTML5 JavaScript

Lunch

Afternoon Session

- JHT Intro
- Audience Intro
- Building Mobile Apps
- Developing You Programming/Art Skills

Afternoon Lab

- Combining an HTML5 Platform with:
- jQuery/Bootstrap/Other
- Responsive web design
- Short break

Evening Session

- JHT Intro
- Audience Intro
- Building Mobile Apps
- Developing You Programming/Art Skills
- Short break

Evening Lab

- Building an iOS App