

IGME-330

Rich Media Web Application Development I

Who am I?

- Prof. Tony Jefferson
 - email: tony@mail.rit.edu
 - office: GOL-2139 (IGM Main Office)
 - office hours and other details: see MyCourses and web site

Teaching Assistant

- Megan Smith

Course Info

- Web site:
<https://github.com/tonethar/IGM-330-Fall-2018/>
- Textbook:
Free! See link above for details.

Tools

(also free!)

- Browsers:
 - Chrome or Firefox with Firebug
- Text Editor of your choice: (Some options)
 - Adobe Brackets (installed in lab)
 - Notepad++ on Windows (installed in lab)
 - BBEdit or TextWrangler on Mac
 - Others: Atom, Sublime, etc

Focus of the Course

- Media-rich procedural content
- Client-side programming without a plug-in like Flash
- JavaScript that is more “Industrial Strength” than you have written in the past
- Working with web services
- Reading/Writing data to cloud services

Course Topics

- JavaScript and the Browser DOM review
- <canvas> tag and drawing API
- WebAudio API
- Web Services: CORS
- Setting up our own web services
- Data binding (MVVM) with the Vue.js framework

Course Topics

- “Scalable” JavaScript – ES6 classes, Module Patterns and other best practices.
- Transpiling to ES5 via NodeJS and Webpack
- Storing data in the cloud with Firebase

Why should this course matter to me?

You can't work anywhere in technology today and avoid web technologies, therefore this course is extremely relevant.

Why should this course matter to me?

- NMID – Many co-ops/job titles are “Interactive Developer”, commonly using JavaScript in a browser or other host environment. You will learn what you need to get started in this course.
- GDD - same as above, plus the grounding in JS will prepare you for web games, and utilizing web services from any language/platform.

NMID & GDD

Students...

- ... get a lot of “Interactive Developer” jobs
 - Sapient Razorfish
 - Constant Contact
 - American Greetings
 - Fitbit
 - And many more ...

What comes next?

- IGME-340 – Multi-Platform Media Apps
- IGME-430 – Rich Media II
- IGME-460 – Data Visualization
- IGME-531 – Computational Aesthetics
- IGME-590 – Real-Time Interactive Media

Course Projects

- 3 major projects
 - 1. Audio Visualizer
 - 2. Media experience or Game
 - 3. MVVM (Vue.js) Application

Course Expectations

- Get excited!
- Do your best work for this class, and get started on assignments when they are handed out (not the night before they are due)

Course Expectations

- Be here on time, every day, and be prepared to work.
- Attendance is mandatory in this course, except on designated “project work days” (which will only be 1 or 2 days, and I’ll let you know in advance)

Course Expectations

- Absolutely no talking during lectures (except questions – just raise your hand!)
- During lectures only one person should be talking at a time – be considerate of others.
- You may lose attendance points for side conversations during lectures

Course Expectations

- Talking *after* lectures is encouraged (just don't be too loud while people are working)
- Questions are encouraged!
- Very likely someone has the same question as you

Assignments

- Assignments will not be accepted late unless otherwise specified.

Accommodations

- Please feel free to talk to me ☺

Questions?