

IGME-330

Rich Media Web Application Development I

Who am I?

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 - office hours and other details: see MyCourses and web site

Course Info

- Web site:

<http://igm.rit.edu/~acjvks/courses/2015-fall/330/index.html>

- Textbook:

Free! See link above for details.

Tools

- Browsers:
 - Chrome or Firefox with Firebug
- Text Editor of your choice: (Some options)
 - Notepad++ on Windows
 - BBEdit or TextWrangler on Mac
 - Gedit on Linux

Focus of the Course

- Client-side programming without a plug-in like Flash
- Controlling what the user sees by manipulating the browser DOM and CSS properties, and the Canvas2D API.
- Working with web services
- Reading data from our own PHP server
- Writing data to cloud services

Course Topics

- JavaScript and the Browser DOM
- <canvas> tag and drawing API
- HTML5 APIs: storage API, geolocation
- JS Libraries: jQuery
- Web Services: Google Maps, Last.fm
- Cloud Services: Parse/Azure

Why should this course matter to me?

- NMID - If you apply your New Media skills on the web and build Web Apps, most likely you will be programming JS and the browser DOM, and will need to be familiar with the topics in this course.
- GDD - same as above, plus the grounding in JS will prepare you for IGME-450 (Casual Games) utilizing JavaScript

GDD Students...

- get a lot of “New Media Interactive Development” jobs
- At least 4 of my GDD students from last year ended up at Sapient Nitro, an Interactive Development company with offices all over the world:

<http://www.sapientnitro.com>

Course Projects

- 2 projects
 - Project 1 - Media experience or Game
 - Project 2 - Web Application utilizing Ajax/Web Services
- “Mini-Projects”:
 - Audio Visualizer
 - Web app that utilizes read/write web services

Project I

- A game or media experience utilizing most of the following:
 - OOP JavaScript
 - Animation with JS Timers/
`window.requestAnimationFrame`
 - `<canvas>` element for drawing
 - Web Fonts

Project 2

- A web application utilizing most of the following:
 - Web Services of your choice utilizing XML/JSON/JSON-P
 - Geolocation, Google Maps API
 - jQuery
 - Web Storage API

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 “free work” days

Course Expectations

- Absolutely no talking during lectures (except questions)
- During lectures only one person should be talking at a time
- You may lose attendance points for side conversations during lectures

Course Expectations

- Talking after lectures is encouraged
- Questions are encouraged
- Very likely someone has the same question as you

Course Expectations

- Be considerate of others!

Assignments

- Assignments will not be accepted late

Accommodations

- Feel free to talk to me 😊

Questions?