Introduction to Web Design and Computer Principles
CSCI-UA 0004–06

Instructor: Zannah Marsh
M, W 11am-12:15 pm
Warren Weaver Hall
Room 101
Plan for today

• Course overview
  ✴ Topics, approach, goals
  ✴ Software
  ✴ Books and online-resources

• Administrative issues
  ✴ Schedule, grading, accounts, lab access
  ✴ Office hours, tutors for this class
  ✴ Course web site
  ✴ Pre-requisites and prior experience
Course Goals

• **Principles** (20% of the course)
  ✴ Understand key concepts behind use of computers

• **Practice** (80% of the course)
  ✴ Master hardware and current multimedia production software, create graphics and web pages.
Principles

- History and development of computing, internet, and the web
- Networking
- Hardware and software
- Privacy, security, copyright issues
- Current developments in the world of computing
Practice

- Concepts and implementation in web design
- Desktop publishing tools
- Graphics and image manipulation
- Multimedia: animation, images, and sound
- Basic operating systems (Unix, Mac OS X, Windows)
Format

- Lecture with technical demonstrations of software and coding languages
- Integrating skills as semester continues
- Slides made available, some example files
- Outside work (in labs or on home computers) required for assignments
- In class, follow along, take notes!
Adobe CS6 Software

we’ll also build web pages using:

... and we’ll do basic audio editing with:
Software/Labs

- Computers in the ITS Labs have the required software
- No need to purchase Adobe Creative Suite 6 (though 30 day trial versions are available, plus student discounts via NYU computer store)
- This class does require significant time commitment to complete homework assignments!
Breakdown by session

- Photoshop: 4 class sessions
- Indesign: 2 class sessions
- UNIX account, setting up sites: 2 class sessions
- HTML/CSS: 5–6 class sessions
- Animated GIFs: 2 class sessions
- Dreamweaver: 4–5 class sessions
- Audacity (sound): 1 class session
- Flash: 3 class sessions
Assignments

• Assignment #1 – Photoshop photo collage.
• Assignment #2 – InDesign print project.
• Assignment #3 – Unix, servers, setting up a site.
• Assignment #4 – websites with HTML and CSS.
• Assignment #5 – Animated GIFs.
• Assignment #6 – websites with Dreamweaver.
• Assignment #8 – Flash animation with sound.
Accounts

- You should have an account on NYU Home and on Blackboard
- For this class you will also have a special UNIX account on i6, which you do **not** need to request. You have been automatically assigned this account/space on the server. **Go to room 1006 to request your password.**
- In order to receive credit for your work, you **MUST** post it to i6.
Course web site

- syllabus
- schedule
- assignment descriptions
- lecture notes
- extra resources and links

let’s have a look!

http://cs.nyu.edu/courses/fall12/CSCI-UA.0004–006/index.html
Submitting work and course communication

- Announcements and messages will be sent to the course mailing list.
- All your work should be posted to your individual websites on i6, however some assignments will be submitted via Blackboard.
- All grades will be posted on Blackboard. If you have a question about your grades or comments, please contact me directly.
Exams and Grading

• Assignments: 60%
• Midterm Exam: 20% (written, multiple choice)
• Final Exam: 20% (written, multiple choice)
Academic Honesty

• For the purposes of this class, cheating is defined as

✴ copying all or part of another student’s homework, project, or exam and passing it in as your own

✴ allowing another student to copy all or part of your homework, project, or exam in order to pass it in as his/her own

• Discussing course concepts and strategies is fine, but YOU MUST HAND IN YOUR OWN WORK.
Extra Help

• Office hours: **Mondays, right after class**

• There will be experienced teaching assistants at the ITS Multimedia Lab available to help you (dates/times TBA)

• *Tutoring must not replace class attendance*

• **Google it!** Search the web and your textbooks for extra resources
Classroom Community

• Be on time

• Please refrain from conversation with classmates during class

• If you’re confused, **ASK QUESTIONS** (everyone benefits!)

• No phones/texting

• Computers OK for note-taking and following along with demos

• **PLEASE** no email, facebook, twitter, etc.