schedule(s) – see common(s) / register! / request for grading

1. **orientation(s)** – **now** does not exist
2. **client/server** – dynamic/enhanced document(s)
3. **web standard(s)** – 1.0, 2.0. 3.0 and beyond
4. **student presentation(s)** – concept(s) & idea(s)
5. **future(s)** – programming the web / science
6. **de(v/s)eloper(s)** – coding practice & hygiene
7. **student presentation(s)** – work / (s)election(s)
8. **student presentation(s)** – final application(s)

session(s): orientation(s) – now does not exist

NM1: 1

- **confession(s)** – I did it all wrong! [1.0-3.2]
- question(s) – do you want to be developer(s) or developer(s)?
- aspiration(s) – generation (D/X)HTML/CSS/JS?
- **let there be** – **sunshine** / **narrative(s)** / desktop(s)
- for convenience there are chart(s) – html / css / js
- lecture(s)/self study – **tutorial(s)** / resource(s)
- **assignment(s)** – **basic exercise(s)** / **final application(s)**

session(s): web standard(s) – 1.0, 2.0. 3.0 and beyond

NM1: 3

- observation(s) – programming is at the heart of development(s)
- question(s) – how fundamental is deep understanding?
- method(s) – copy/paste & understand
- direction(s) – structure(s) / function(s) / dynamic(s) / style(s)
- graphic(s) – sample(s) / canvas / javascript

session(s): student presentation(s) – concept(s) & idea(s)

NM1: 4

- state – your name(s)
- pitch – short presentation
- present – (preferably) in HTML/S5 + (appropriate) style(s)
- ask – for feedback & questions

session(s): future(s) – programming the web / science / war(s)

NM1: 5

- the web has won – www.internetnews.com/search/article.php/3822236

session(s): de(v/s)eloper(s) – coding practice & hygiene

NM1: 6

- **anyway** – what (again) was **knowledge** / beauty?
- dilemma(s) – design for change!

session(s): student presentation(s) – work in progress / (s)election(s)

NM1: 7

- mention – your name(s)
- explain – concept(s) of your production

- present – fragment(s) of your application
- discuss – problems, issues & technology
- ask – feedback & advice!
- **(s)election(s)** – ***worst*** pages **(basic 3)**

session(s): student presentation(s) – final application(s) NM1: 8

- last lecture – interactive space(s) [CTSG] / storytelling [sunshine 69] / FAQ [processing] / color(s) [dodge(s)]
- emphasize – (y)our message!
- finalize – grading

web technology – assignment(s)

‘

basic exercise(s) / NM1

1. (optional) html + style(s) – one page with three style(s)
2. (optional/recommended) element(s) in motion – using DHTML or processingjs
3. (**obligatory**) mashup(s) – the ***worst* possible page**
4. (optional) presentation(s) – with **S5** [download: meyerweb.com/eric/tools/s5]
5. (**obligatory**) – **portfolio**, **portfolio**, **portfolio!**

criteria for grading: basic technical skills, hygiene of code, adequacy of solution(s) & overall design.

final application(s) / NM1

- individual portfolio(s), possibly as extension of blog(s)
- (media-enhanced) non-linear (interactive) story, with
- **interactive video(s)** – using XIMPEL / **resource(s)** [TV/view(s)/example(s)], as continuation of we create identity.
- (**optional**) altruism game(s)? – description (in dutch)

criteria for grading: originality & creativity, technical & design challenge(s), overall development skill(s).

www.writingstudio.eu / tip(s) / how to write an essay? / NM1

- technology – detailed discussion of examples of web programming
- style – problems and solutions in interactive applications
- frameworks – explorative discussion and comparison of tools, APIs, SDKs
- application(s) – description of (existing) social network sites, mashups, or corporate sites

criteria for grading: clarity of exposition, understanding of technology & context(s), originality of argument(s).

comment(s) & feedback: oral and/or written, (partly) based on **student presentation(s)** in class and online portfolio(s). Student **peer review(s)** may provide additional feedback. but will play no dominant role in grading.