



Course and curriculum development for Creative Technology	
Title: NM3: Web 2.0. Mashup(s) Date: 25/4/08	Author: A. Eliëns Version: 1.0
Course name	NM3: Web 2.0. Mashup(s)
Study load	3
Semester	1
Contents	<p><i>The course presents advanced web technology, that allows for the development of data-driven dynamic web applications, using web services, such as google maps andAJAX, XMLand JSON,in the Rich Internet Application, provided by flex /as3.</i></p> <p><i>Recommended literature:</i> Professional Web 2.0 Programming, by Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet</p> <p><i>Online reference(s):</i></p> <ul style="list-style-type: none"> - http://code.google.com - http://www.adobe.com/devnet/flex <p>/</p>
Prerequisites	CS1 -- computer & network architecture(s)
Goals and attainment targets	<p><i>The course aims at providing</i></p> <ul style="list-style-type: none"> - awareness of available web 2.0 services, tools, APIs and SDKs - familiarity the design and development life-cycle of data-driven rich-media applications - fluency with flex in combination with AJAX and web services - full literacy with developing moderately complex media rich applications <p><i>Students are expected to have a sufficient degree of creativity, and will be stimulated to explore the wealth of available technologies to make stunning applications.</i></p>

Course and curriculum development for Creative Technology (continued)	
Course name	NM3: Web 2.0. Mashup(s)
Place in curriculum	<i>NM3 is an advanced course for NM students. As a follow-up on NM1 and NM2 it allows, in combination with CS3: Data Driven Applications, to build fully-functional, professional web sites, such as social community sites.</i>
Application area, motivating examples	<i>Current Web 2.0 sites allow for user contributed content, including media content such as images and video. many of the existing sites, such as youtube and flickr, moreover, offer APIs to use and store content by means of web services. Mashups allow for quickly developing prototypes, incorporating web services, that in it self may act as media portals, providing web services to for other communities. Many interesting sites of this type are developed in the domain of cultural heritage, in particular historical musems and museum of contemporary art.</i>
Teaching methods	<i>The course will be organised around lectures, which will introduce basic examples and which will provide an in-depth explanation of the technologies. The assignments will consist of a series of basic exercises and a final exercise In which the students are required to develop a moderately complex dynamic web application. Regular feedback will be given in classroom sessions where students present their work as well as via online comments or email. Grading will be based on basic assignments, the final assignment project with documentation, as well as an essay in which a topic of choice, either technical or in relation to the application of web services in the development of digital learning or educational games, is discussed in more depth.</i>
Nr of participants	
Special facilities	computer lab & presentation facilities

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