Introduction to Web Design & Computer Principles
CSCI-UA 4

Class 1
Introduction and Overview
Digital Revolution
Represents a shift from analog and electronic technology to digital

Industrial Revolution (18th–19th c.)
Electronic Media (19th–20th c.)
Information Age (20th c.– )

These technological developments build upon and continue to inform each other today
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Digital Media

Modern vernacular of 1s and 0s

On/Off

Electrical impulses (+5v / -5v)

Single 0 or 1 = 1 “bit”

A group of 8 bits = 1 “byte”

1 million bytes ≈ 1 “megabyte”

1,024 megabytes = 1 “gigabyte”
curve shows transistor count doubling every two years
Moore’s Law
Describes a constant rate of change in computer processor speed

The number of transistors that can be placed inexpensively on an integrated circuit doubles every two years.

The number of transistors is closely connected to processor speed, memory, etc.

Computer processor speed doubles approximately every two years

Digital media is in a constant state of flux
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“Internet of Things”
The integration of physical objects and sensors into networked media

Examples
- Twine wireless sensor block
- Nest thermostat
- Nike+
- Tile
- Various smartphone applications
Cloud Computing
Remotely hosted, on-demand software and IT services

Examples
• Google Cloud Platform
• Amazon Web Services
• Apple iCloud
• Adobe Creative Cloud
Course Content

Photoshop
Unix
HTML
CSS
Responsive Web Design
Animation
Dreamweaver
Content Management System
Sound Editing
Flash
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<html xmlns="http://www.w3.org/1999/xhtml">
  
  <head>
    <title>CSCI-UA.0004-005</title>
    
    <link rel="stylesheet" href="styles.css" type="text/css" />
  </head>

  <body>
    
    <div id="container">
      
      <div id="navbar">
        <ul class="navigation">
          <li><a href="http://cs.nyu.edu/courses/fall11/CSCI-UA.0004-005/home.html">Home</a></li>
          <li><a href="http://cs.nyu.edu/courses/fall11/CSCI-UA.0004-005/syllabus.html">Syllabus</a></li>
          <li><a href="http://cs.nyu.edu/courses/fall11/CSCI-UA.0004-005/assignments.html">Assignments</a></li>
          <li><a href="http://cs.nyu.edu/courses/fall11/CSCI-UA.0004-005/reading.html">Reading</a></li>
          <li><a href="http://cs.nyu.edu/courses/fall11/CSCI-UA.0004-005/resources.html">Resources</a></li>
        </ul>
      </div>

      <!-- animation -->
      <img src="images/animation.1.gif" alt="animation" />
      <img src="images/animation.2.gif" alt="animation" />
      <img src="images/animation.3.gif" alt="animation" />

      <div id="content">
        <h1>Introduction to Web Design &amp; Computer Principles</h1>
        <h2>Mondays and Wednesdays, 3:30pm-4:45pm</h2>
        Room 317, Warren Weaver Hall

        This lecture-based course will provide you with hands-on experience using a variety of digital communications technologies. Topics covered include editing, page layout, Web design, animation, and a variety of multimedia tools. Principles of design, media theory, and history will also be touched on in class discussion.

        <h3>Additional Information</h3>
        <p>We&#38217;ll be using software applications including <a href="http://www.adobe.com/photoshop">Photoshop</a>, <a href="http://www.adobe.com/indesign">InDesign</a>, <a href="http://www.adobe.com/dreamweaver">Dreamweaver</a>, and <a href="http://www.adobe.com/flash">Flash</a> for in-class demonstrations and assignments. These are not the only tools of their kind but they are a good place to start.</p>

        <p>Introduction to Web Design &amp; Computer Principles moves through a lot of material over the course of one semester. Any time you have a question about a course or its content, please feel free to drop by during my office hours or <a href="mailto:jclayton@cs.nyu.edu">send me an email</a>. If ever you feel you are falling behind or are struggling with the material, please let me know and I&#38217;ll be happy to help.</p>

        <h3>Links</h3>
        <p><a href="http://www.nyu.edu/registrar/calendars/university-calendar.html#fall11">Fall 2011 Academic Calendar</a></p>
        <p><a href="http://www.nyu.edu/its/locations/#labs">ITS Computer Labs</a></p>
        <p><a href="http://cs.nyu.edu/csweb/">Computer Science Department</a></p>
        <p><a href="http://cs.nyu.edu/webapps/content/academic/undergrad/minors">Computer Science Minors</a></p>

      </div>

    </div>

    <div id="footer">
      <p>Introduction to Web Design &amp; Computer Principles, Fall 2011, <a href="mailto:jclayton@cs.nyu.edu">Joshua Clayton</a></p>
    </div>

  </body>

</html>
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Class 1
Introduction and Overview
Joshua Clayton
jclayton@cs.nyu.edu

Office Hour
Thursday
11:00–12:00
About You

Name

Where you’re from

Describe your computer literacy

What you’re looking forward to about this class
Administrative

Attendance
Assignments
Policy on lateness
Syllabus
For Next Class

- Get access to textbooks
- Review course website
- Photoshop