What is the Internet?

A computer network consisting of a worldwide network of computer networks that use standardized network protocols to facilitate data transmission and exchange.
Introduction to Web Design & Computer Principles

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Introduction and Overview
**Node**

From the Latin for “knot”

A point at which lines or pathways intersect or branch; a central connecting point

In computing, a piece of equipment, such as a PC or peripheral, attached to a network
The Internet and the World Wide Web
The Internet and the World Wide Web

The Internet and the Web are two separate but related things.

The Internet is a massive network of networks, a networking infrastructure.

The Internet connects millions of computers globally.

The Web is a way of accessing information over the medium of the Internet, an information sharing model that is built on top of the Internet.

The Web is just one of the ways that information can be disseminated over the Internet.
Internet Access
1980s–Present

• Personal Computing
• Portable Computing
• Mobile Computing
• Ubiquitous Computing
IBM 5150
1981
Apple PowerBook 540c
1993
Apple iPhone
2007
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Introduction and Overview

Arduino Uno
2010

Nike+ Fuelband
2012

Samsung Smartwatch
2013
Digital Revolution

Afterglow

Represents a shift from analog and electronic technology to digital.

These technological developments build upon and continue to inform each other today.
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”
00101011
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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Course Content
Web Design and Computer Principles

Unix
HTML
Photoshop
CSS
Responsive Web Design
Animation
Dreamweaver
Content Management System
Sound Editing
Flash
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Introduction and Overview
Anyone is free to use it
Usually free of charge
Source code is made available
Can be modified and redistributed
Introductions

Me

Joshua Clayton
jclayton@cs.nyu.edu
Room 420, Warren Weaver Hall
Office hours on Wednesday, 12:30–1:30
cs.nyu.edu/cs/faculty/clayton/
Introductions

You

- Name
- Where you’re from
- Describe your computer literacy
- What interests you about this class
You are expected to come to all classes and arrive on time.

Please let me know in advance if you will be out for any reason.

Please let me know if you miss class due to illness.

Computers are welcome in class but not required.

If you ever feel overwhelmed or need extra help, I will be available to you.
Drawing on the Web
CSCI-UA 380

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**Syllabus**

**Texts**

*Web Development and Design Foundations with HTML5*

*Photoshop CC: Visual Quickstart Guide*
Syllabus

Assignments

There will be nine assignments. Details of each will be posted on the class website.

All assignments are to be submitted via NYU Classes.

Do your best to turn work in on time. 10% will be deducted for each week after the deadline.

No assignments will be accepted after three weeks or after the final exam.
Syllabus

Grading Rubric

Assignments: 50%
Midterm exam (March 12): 25%
Final exam: 25%
For Next Class

Get access to textbooks
Review course website