<https://helpx.adobe.com/dreamweaver/using/git-support.html>

C:\ProgramFiles\Unity\Editor\Unity.exe”-quit-batchmode -serial **E3-HKJS-FUVW-8PZR-CCSB-FHVE** -username [daniehampikian@gmail.com](mailto:daniehampikian@gmail.com) -password JakeDan4

rst day of class:

Game and google docs

What if we wanted to rewind to a certain point? What if we wanted to deal with certain changes that conflicted?

Reflection Questions:

1. What was different about this introduction compared to traditional meet and greet exercises? How did introducing technology change the social experience?
2. What were some downsides to using technology in this way? How could this social experience be improved given the aims of getting to know each other, thinking creatively, and thinking logically about the structure of information?

Save the answers, they will be part of your first assignment!

1. Introduce yourself and two abilities or skills that set you apart from the five people around you. 1 real, 1 imaginary.
2. Link the story to the person before.
3. If you’ve already gone, you have to react to the story at each increment.

In class/hmw:

Syllabus

Github accounts (explain what it is)

Terllo accounts and team assignments (explain scrum a little)

Unity tutorial links

Code Acadamy accounts

AWS account assignment

Software downloads for next class:  
MAMP/WAMP

Unity

MobaXterm

Github desktop

Atom

Dreamweaver

Chrome/Firefox

Go over books

Intro to web dev (Code syllabus?)

https://plato.stanford.edu/entries/technology/

4 qiuzzes (switch leader/scrumaster role of scrum): javascript, html, css 2) essay (50%), 10 coding/short answer questions (50%)

Wordpress, aws, bootstrap

Mysql, php, dynamo, c#

Mobile development techniques for coding games and apps in unity and deploying to webgl, android, and ios.

Class structure:

Stand up 15 minutes

15 minute philosophy of technology concepts discussion:

10 minutes writing content for philosophy of technology blog post

45 minute tutorial (recorded)

5 minute break

In class coding in groups (website, codeacademy, dev. Setup, aws, wordpress, mobile game tutorials, game.

Grading breakdown:  
Scrum and mobile game 30%

* Confidential self assessment from group leaders of code academy progress and tutorial progress 5%
* Trello assignment and use from scrum master and members 5%

Then 20% from either:

* In person oral explanation of tutorials completed 10% (explain how everything works to me)
* Tutorial game modified (custom assets, custom game behavior, custom rule change, using github 10%

Or

* Completed proposal specifications for original app 5%
* Execution and development of app using github 15%

Note custom changes must include permamnet data and database fuctionality of some sort as must original app.

Quizes 10%

Attendance, completed DWCC reading and assignments, completed discussion questions, participation in discussion, blog post reflections on discussion 10%

Wordpress website: 20%

Bootstrap website 20%

Database functionality using either mysql or dynamo 10%

First topic: What is your identity and how is it influenced and constructed by technology?

First assignment: Bio (find a picture)

Scrum team leaders elected

Pass the story introductions peer based organic learning activity:

When you first go:

2 things make you different from the 5 people around you, one must be real one must be imaginary.

How you meet the group. An event that happens.

If you’ve already gone, log:

How do you use your skill in conjunction with the event and at least one other person? What is your emotion? Why do you have that emotion to the next event?

]

‘;lkjhgfdsa

Git and Agile scrum methodology explanations. Aws and wordpress explanations. Download and account setup assignments. Screenshots for completed setup, starting first codecademy assignment, books on drive, etc., zip them up, email them to me for now along with your bio. Next week we’ll use those tools to setup your development environment.

Things to change: Integrate mysql and dynamo

To start mysql shell:

mysql -u root -p

<JakeDan4>

Wordpress: new username associated with gmail: daniel

[danielhampikian@gmail.com](mailto:danielhampikian@gmail.com)

JakeDan4

Database for this is wordpress-db

User for database is daniel

Password is the same

mysqldump *db\_name* | mysql -h '*other\_hostname*' *db\_name*

Free code camp, 2 hrs a week

Unity space shooter to mobile dev tutorial.

Let’s require a game, doesn’t have to be this, but it can be this.

Add highscore from database\*\*\*

Dynamo objects to map app? Why not, it’s a good app.

Dreamweaver html css website with javascript

Host the game on the website with webgl

Connect database to that game

1 chapter a week from the two books

Maybe wdsritten reports on:

1. What aws is and what an ec2 instance is
2. The difference between wordpress hosted through wordpress and what we’re doing
3. The relation between database and wordpress
4. How css and html and javascript work
5. Why bootstrap is invaluable for mobile web development
6. What a database is
7. How databases and player prefs/ serialized local files differ and why you would use one over the other
8. What is bootstrap
9. Server side versus local code execution
10. Daily discussion topics