

The background features a dark blue gradient with a series of curved, glowing lines that create a sense of depth and movement. On the right side, there is a prominent grid pattern that appears to be part of a larger, curved structure, possibly representing a tunnel or a futuristic architectural element. The overall aesthetic is clean, modern, and tech-oriented.

Scripting for Multimedia

LECTURE 0: INTRODUCTION TO THE COURSE

Course Title

- Scripting for multimedia

Administrative

- Lecturer:
 - Ying SHEN (沈莹)
 - yingshen@tongji.edu.cn
 - Rm. 408R, Jishi Building, Jiading Campus
 - Tel: 6958 9976
 - Office hour: 9:00 am – 4:00 pm, Mon. – Fri.
- TA: TBA
- Course page:
 - sse.tongji.edu.cn/yingshen/script/index.html

Course Topics

- HTML5
- CSS3
- JavaScript

Textbook

- Glenn Johnson, Programming in HTML5 with JavaScript and CSS3: Training Guide, Microsoft Press, 2013

Assignments

- Project
 - Implement a web game (such as Snake, Tetris, etc) using HTML5, CSS3, and JavaScript
- Materials to submit
 - The program (including the code and the executable file) (40 marks)
 - A report on your program, which includes the description of the game, functions of the game, class diagrams of your code, advantages and disadvantages of your program (60 marks)

Cheating and Plagiarism

- You may discuss general techniques of web development with other students
- You may give or receive help understanding assignments and debugging work
- You may copy examples from the lecture notes and then change them to meet the assignment requirements
- You may not copy code or allow anyone to copy your code.
- You may not copy text from any source for the final report

Cheating and Plagiarism

- Cheating:
 - Copying code from other students or internet sources
 - Copying text from other students for short-answer or essay questions
 - Copying text from the internet or a book for short-answer and essay questions

Grading

- Assignment 90%
- Attendance 10%