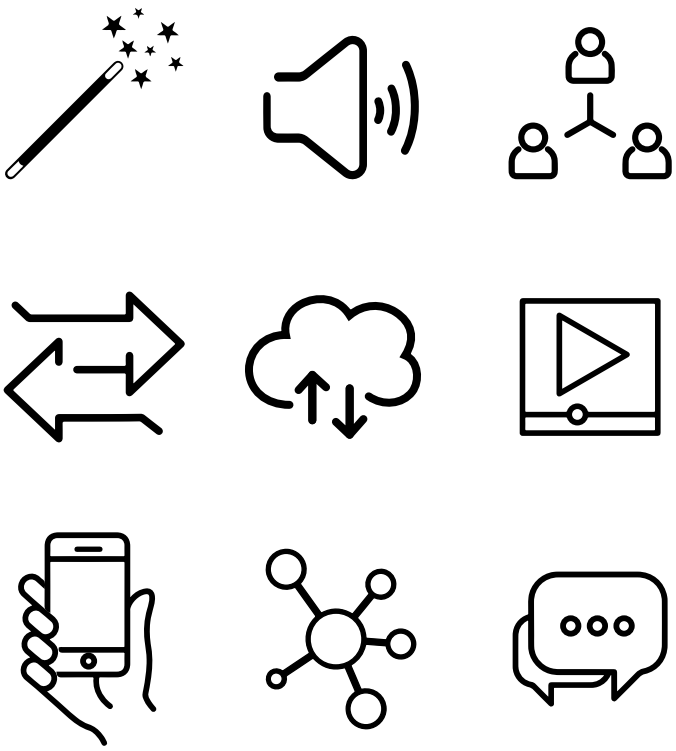
THE REAL TIME WEB



The Real Time Web introduces the technical and conceptual elements of interactive web development with an emphasis on media sharing and synchronous communication sessions between the browser and a server in real time.

Streaming media, audio and video conference sessions, and text-based chat give us the ability to create new forms of interactive content for live participation. This course focuses on the types of content and interactions that can be supported through these live, web-based technologies. Projects will explore imaginative methods of participation and engagement. In this course, we will design and build participatory, collaborative web-based experiences.

CORE CONCEPTS

Live data streaming, collaborative design, interactivity, user experience, interaction design, playtesting.

CORE TECHNOLOGIES

HTML5, JavaScript, Node.js, socket.io, WebRTC, p5.js
This course will cover both client and server side programing with JavaScript.

PREREQUISITES

Introductory-level programming experience (any language) and experience with web technologies (HTML, CSS & JavaScript)

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