
DECO1005

History and Theory of Computing, Multimedia and Animation

LECTURE 1

Introduction and Course Overview

Course Information

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Assignments and Presentations

- 3 Written Reports – one on each of the topics
- 3 Presentations – one on each of the topics
- 1 Final Portfolio – combining the work in all three.

Basis for Assessment

- Content
- Organization of content
- Presentation of content
 - Oral presentation
 - Visual presentation
 - Language and expression

The Course

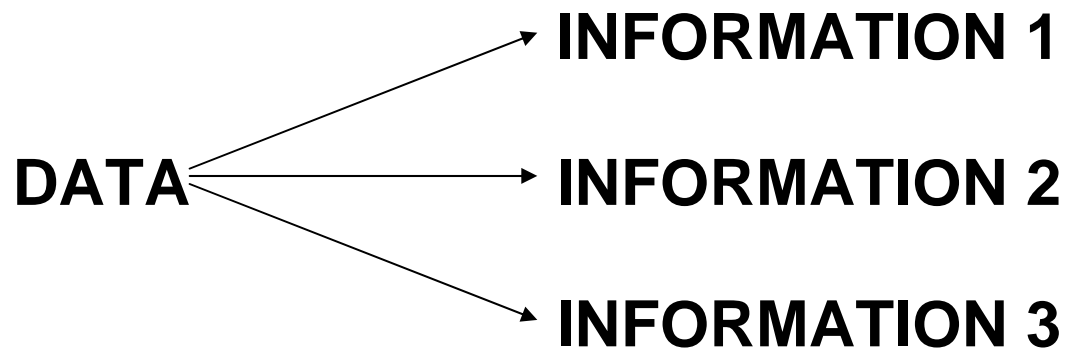
- Where am I/ Where are we in the order of things?
- What do I want to do/ where am I going?

“HISTORY” and “THEORY”

- Data and information
 - “Data”: things and events in, of the world
 - “Information”: Ways of organizing data, ways of seeing, ways of making sense of things and events, ways of extracting patterns

“HISTORY” and “THEORY”

The same piece of data can offer different pieces of information – what changes is the view with which we look at the data.



“HISTORY” and “THEORY”

Similar relationship between history and theory.

The word “History” not nearly as *objective* as the word “Data” but...

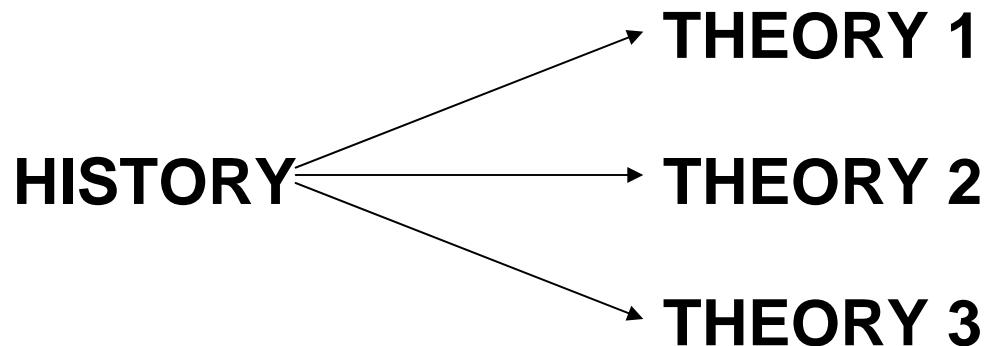
“HISTORY” and “THEORY”

- History and Theory
 - “History”: Temporal sense of what happened
 - “Theory”: Ways of organizing, ways of seeing, ways of making sense of events and things, ways of extracting patterns from history.

“HISTORY” and “THEORY”

Theory offers critical, interpretive views of history.

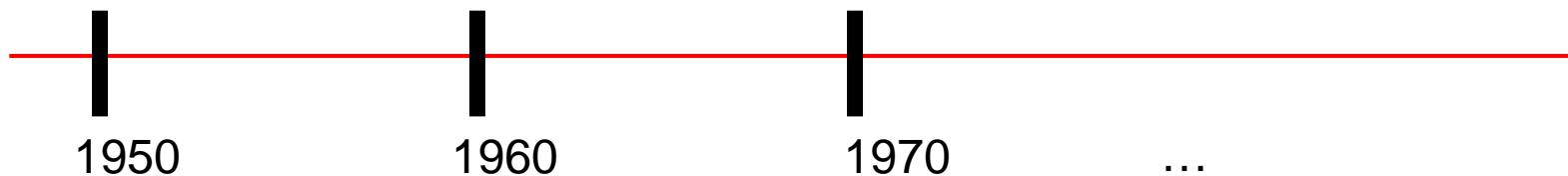
Interpretation leads to frameworks with which you can view things...



Framework 1: Temporal

The simplest view: A time line

When did things happen? Facts and figures, milestones.



Framework 2: Hardware-Software

- How did physical things change?

(Diodes, triodes, vacuum tubes, transistors, semiconductors, chips)

- How did symbolic things change?

(Procedural, functional, object-oriented programming/machine, assembly, high level programming)

- How do these relate to each other?

Framework 3: Society and technology

- How do advances in technology affect society and other disciplines?

The industrial revolution, the “miniaturization” revolution...

- How do society and other disciplines affect technology?

Music, film, virtual reality...

Computing, Multimedia, Animation

- Computing: computer science, computability, algorithms, data structures, mathematics...
- Multimedia: use of multiple media (text, graphics, video, animation, sound) and computer science.

Computing, Multimedia, Animation

- Animation: simulation/ illusion of movement by using essentially static virtual objects in frames etc., producing a sense of temporality