How to introduce non-nerds to the world of ConTeXt

A DIFFERENT PHILOSOPHY

STARTING POINT

- Students familiar with standard word processing software (MS Office, Open Office, Pages...)
- ConTeXt is installed and ready-to-use
- Students have a reason to learn ConTeXt
 - + Academic dissertations, reports, etc.
 - + Maths or linguistic layout challenges
 - + Interest in layout and typography

HOW IT SHOULD BE DONE...

REAL LIFE™

Here we go, that's the first chapter heading...

Introduction

My research is centered on how computers are named in office and university networks. The naming is almost always goverened by strict rule vary from schematic to imagination to imagination behind the rules can dministrator's personal preference.

omfort – to security aspected of activity.

I'll make that bigger and bold and I'll add an empty line below...

STRUCTURAL THINKING

WHAT YOU SEE IS WHAT YOU (HOPE TO) GET

Introduction

My research is centered on how computers are named in office and university networks. The naming is almost always goverened by strict rules, but they can vary from schematic to imaginative and the motivation behind the rules can vary from the network administrator's personal preferences and interests – or comfort – to security aspects or the institution's main field of activity.

WHAT YOU DESCRIBE IS WHAT YOU GET

```
\setuphead
[chapter]
[style=\sstfc]
\setupwhitespace[medium]
```

\starttext

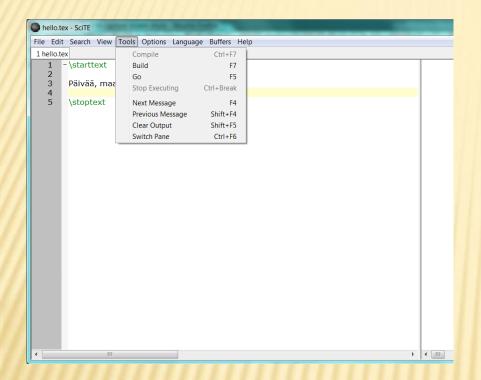
\chapter{Introduction}

My research is centered on how computers are named in office and university networks. The naming is almost always goverened by strict rules, but they can vary from schematic to imaginative and the motivation behind the rules can vary from the network administrator's personal preferences and interests – or comfort – to security aspects or the institution's main field of activity.

\stoptext

FROM CONCRETE TO ABSTRACT

CLICKERS



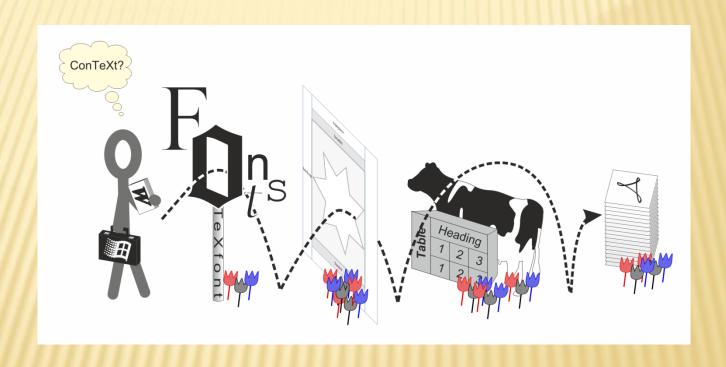
TYPERS

```
Windows Command Processor

c:\>context C:\Users\mari.voipio\Documents\K-Patents\ctxdocs\hello.tex
```

THERE ARE 10 TYPES OF PEOPLE

HOOPS TO JUMP



- * Start from solid base
 - + Structural thinking
 - + Separate content and layout
- Learn to use your editor
 - + Highlight
 - + Autocomplete
 - Check before running
 - + And why not make it neat while you are at it?

- Solving font problems
 - + Encoding/regimes
 - + Visual catalogue for basic font families
 - + Basic style sheets = modules



- Not so marginal philosophy
 - + Not from outside in but left to right and top down
 - + What's your internal measurement unit?
- × It's floating in the air
 - + Adding images: formats, sizes, placement
 - + Expanding to other floats
 - Formatting captions
- Unnatural thinking: tables

- Debugging is a skill, too
 - + Better little and often than a complete mess
 - + You sure you checked the code?
 - + Read and contemplate
- × A bit of pep talk
 - + No need to get it right on the first go
 - + The reward is in consistency
 - + Shed your limitations and take flight!