

Course outline

Live on Monday 1 June - 15:00 UTC

Course Introduction

- Course syllabus and practical info.
- Course tools
- Why accessibility is important
- Why internationalisation is important
- Welcome survey

Week 1: HTML5 Basics

- 1.1 Video introduction - Week 1
- 1.2 From HTML1.0 to HTML5
- 1.3 New structural elements
- 1.4 Other elements and attributes
- 1.5 Microdata
- 1.6 Exercises - Week 1

Live on Tuesday 9 June - 15:00 UTC

Week 2: HTML5 Multimedia

- 2.1 Video introduction - Week 2
- 2.2 Streaming multimedia content
- 2.3 Subtitles and closed captions
- 2.4 Enhanced media players and frameworks
- 2.5 Webcam, microphone: getUserMedia API
- 2.6 Exercises - Week 2

Live on Tuesday 16 June - 15:00 UTC

Week 3: HTML5 Graphics

- 3.1 Video introduction - Week 3
- 3.2 Basics of HTML5 canvas
- 3.3 Immediate drawing mode
- 3.4 Path drawing mode
- 3.5 Colors, gradients, patterns, shadows, etc.
- 3.6 Exercises - Week 3

Live on Tuesday 23 June - 15:00 UTC

Week 4: HTML5 Animations

- 4.1 Video introduction - Week 4
- 4.2 Basic animation techniques
- 4.3 Canvas and user interaction
- 4.4 A glimpse of advanced canvas functionalities
- 4.5 Exercises - Week 4
- 4.6 Optional exercise: create a monster!

Live on Tuesday 30 June - 15:00 UTC

Week 5: HTML5 Forms

- 5.1 Video introduction - Week 5
- 5.2 Introduction to HTML5 Forms
- 5.3 Accessible forms
- 5.4 New <input> types
- 5.5 New forms attributes
- 5.6 New elements related to forms
- 5.7 Form validation API
- 5.8 Examples of powerful HTML5 forms
- 5.9 Exercises - Week 5

Live on Tuesday 7 July - 15:00 UTC

Week 6: HTML5 Basic APIs

- 6.1 Video introduction - Week 6
 - 6.2 HTML5 APIs Introduction
 - 6.3 HTML5 Cache
 - 6.4 The Web Storage API
 - 6.5 The File API: reading files
 - 6.6 Geolocation API
 - 6.7 Final exam: more exercises
- Course evaluation



W3C
HTML5.1x

W3C
Learn HTML5 from W3C

VERIFIED



Level:

Intermediate



Length:

6 weeks



Effort:

6-8 hours/week

From 1 June to 14 July 2015