**Event Title (60 chars):** Developing Universal Windows Apps with JavaScript

**Event Date/Time:** August 26-28

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| --- | --- | --- | --- | --- | --- |
| **​Course Description:** *(for live events this will initially be used for the registration page and adjust for the on demand course description. For Studio Recordings and Screencasts this will be the course description in MVA)* | | | | | |
| An extensive study in using the standard web platform (HTML, CSS, and JavaScript) to build rich, native apps for Windows. Now developers can bring their web skills and the power and breadth of the web platform to a client platform. | | | | | |
| **​Course Outline/Objective:** *(this is used for the live event course outline)* | | | | | |
| * Learn the web stack * Learn to make Universal Apps for Windows and Windows Phone apps | | | | | |
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| **​Course Prerequisite:** *(This is used for live events and denotes minimum knowledge level recommended to ensure successful experience)* | | | | | |
| ​<Enter here> | | | | | |
| ​**Instructor Name:** | ​Jeremy Foster | ​**Instructor title:** | Developer Evangelist | ​**Twitter:** | @codefoster |
| ​**Instructor Bio:** | Jeremy Foster was educated in computer engineering and mathematics, gathered disparate industry experience in education, aerospace manufacturing, and insurance. With just enough and not nearly enough education and experience, he finally joined Microsoft with the goal of informing and inspiring other software developers to write code and write it right.  When he is not working, he is likely spending time with his wife and son, hiking and camping, sailing, scuba diving, or working on house projects. Find Jeremy online at @codefoster and codefoster.com. | | | | |
| ​**Instructor Name:** | Michael Palermo | ​**Instructor title:** | Developer Evangelist | ​**Twitter:** | @palermo4 |
| ​**Instructor Bio:** | ​<Enter here> | | | | |
| ​**Technologies:** | HTML, CSS, JavaScript, Windows, Windows Phone | | | | |
| **Video URL:** | ​ | | | | |
| **​Related Exam/Cert:** |  | | | | |
| **Studio HW/SW Requirements** |  | | | | |
| The Modern Web Platform (Day 1) | | | | | |
| **​Module #:** | ​1 | **​Module Title:** | Introduction and Primer | | |
| **​Module Description: ​**50 minutes (Michael) | | | | | |
| ​<Enter here> | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |
| **​Module #:** | 2 | **​Module Title:** | Layout and Styling | | |
| **​Module Description: ​**50 minutes (Jeremy) | | | | | |
| ​Any good UI language allows the developer tight control over where and how the visual elements appear on the screen and how the user interacts with their data. HTML is no exception and relies mainly on the powerful CSS language to do fulfill those roles. In this module, we’ll have a look at the layout and styling factors that apply to HTML interfaces in general as well as those that enable the unique interactions that exist in mobile apps. | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |
| **​Module #:** | 3 | **​Module Title:** | Transitions and Transforms | | |
| **​Module Description: ​**50 minutes (Michael) | | | | | |
| ​<Enter here> | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |
| **​Module #:** | 4 | **​Module Title:** | APIs | | |
| **​Module Description: ​**50 minutes (Jeremy) | | | | | |
| ​Since the introduction of HTML5, a huge number of capabilities have been added to the web stack. We can tap into most of these capabilities using JavaScript. In this module, we’ll do just that. We’ll look at promises for asynchrony, local storage for offline scenarios, web workers for multi-threading, and web sockets for lightning fast communication. | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |
| **​Module #:** | 5 | **​Module Title:** | More APIs | | |
| **​Module Description: ​**50 minutes (Michael) | | | | | |
| ​<Enter here> | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |
| **​Module #:** | 6 | **​Module Title:** | JavaScript Libraries | | |
| **​Module Description: ​**50 minutes (Jeremy) | | | | | |
| ​One of the huge advantages to using the web platform to build client apps is the ability to utilize the entire world of JavaScript libraries, frameworks, and snippets you’ll find on the web. In this module, we’ll take a tour of a few of these libraries and show how easy it is to plug them in to your app and add a little awesome with very little effort. | | | | | |
| **Slide URL:** | ​​<Enter here> | | | | |

# Developing Universal Windows Apps using JavaScript (Day 2 and Day 3)

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| --- | --- | --- | --- |
| **​Module #:** | ​1 | **​Module Title:** | Introduction to Universal Apps |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| The universal app concepts are at the heart of this course. Let’s take time in this module to get a solid introduction to universal apps, see some demos that will highlight the strengths, and also have a look at design considerations that come into play when you start thinking about an app that works on screens from 4 to 40 inches! | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 2 | **​Module Title:** | ​App Lifecycle |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 3 | **​Module Title:** | Visual Assets and User Interaction |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| The first thing your users are going to see about your app is its tile and the first thing they’ll experience is the design and user interactions. Let’s make some visual assets such as tiles and a splash screen and get an overview of the basic controls. We’ll also get an overview of targeting the various input modes such as touch, keyboard, mouse, and pen. | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 4 | **​Module Title:** | File Handling |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 5 | **​Module Title:** | Data |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 6 | **​Module Title:** | Networking and Web Services |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| Most apps could benefit from communicating over the network to bring information in from online services. In this module, we’ll learn how to take advantage of today’s solid standards and the enormous array of services available to provide entire backend data, rich services, mashup experiences, and more. | | | |
| **Slide URL:** | ​​<Enter here> | | |

# Day 3 – Next Level Concepts

|  |  |  |  |
| --- | --- | --- | --- |
| **​Module #:** | ​1 | **​Module Title:** | Accessibility and Globalization |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| Making your app accessible and adding support for other languages is not just about being a good citizen. It also expands your app’s reach and potential into more markets and allows you to engage the maximum number of users. In this module, we’ll learn the basics of adding accessibility support, adding multi-language and multi-cultural support, and we’ll have a look at the Multi-lingual App Toolkit which will do a lot of the heavy lifting for you. | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 2 | **​Module Title:** | Hardware and Sensors |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 3 | **​Module Title:** | Custom Controls |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| ​Sometimes the built-in controls aren’t exactly what you need or you find yourself writing the same code over and over. That’s when it’s time to create your own custom control. This module will cover custom controls, which are great not only for creating reusable bits of user interaction, but also for organizing regions of your UI into more maintainable logical units. | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 4 | **​Module Title:** | Background Work |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 5 | **​Module Title:** | Managing User Info |
| **​Module Description: ​**50 minutes (Jeremy) | | | |
| ​Good app developers think most about the user. In this module, let’s look at how to identify (authenticate) the user, how to give them the assurance that their data is secure and their privacy is respected, and also how to access their contacts and calendar information to unlock some powerful scenarios. | | | |
| **Slide URL:** | ​​<Enter here> | | |
| **​Module #:** | 6 | **​Module Title:** | Monetization, Packaging, and Publishing |
| **​Module Description: ​**50 minutes (Michael) | | | |
| ​<Enter here> | | | |
| **Slide URL:** | ​​<Enter here> | | |