Outline of the HTML5 Part-1 course

LIVE ON MONDAY 5 OCTOBER 2015 - 15:00 UTC
COURSE INTRODUCTION AND PRACTICAL INFORMATION

* Course syllabus

* Getting around the course

* Grading and due dates

* Course tools

* 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 13 OCTOBER 2015 - 15:00 UTC
WEEK 2: HTML5 MULTIMEDIA

2.1 Video introduction - Week 2
2.2 Streaming multimedia content: the video and audio elements
2.3 Subtitles and closed captions
2.4 Enhanced HTML5 media players and frameworks
2.5 Webcam, microphone: the getUserMedia API
2.6 Exercises - Week 2

LIVE ON TUESDAY 20 OCTOBER 2015 - 15:00 UTC

WEEK 3: HTML5 GRAPHICS

3.1 Video introduction - Week 3

3.2 Basics of HTML5 canvas

3.3 Immediate drawing mode: rectangles, text, images

3.4 Path drawing mode: lines, circles, arcs, curves and other path drawing methods

3.5 Colors, gradients, patterns, shadows, etc.

3.6 Exercises - Week 3

LIVE ON TUESDAY 27 OCTOBER 2015 - 15:00 UTC
WEEK 4: HTML5 ANIMATIONS

4.1 Video introduction - Week 4

4.2 Basic animation techniques

4.3 Canvas and user interaction (keyboard, mouse)

4.4 A glimpse of advanced canvas functionalities

4.5 Exercises - Week 4

4.6 Optional exercise: draw and animate a monster!

LIVE ON TUESDAY 3 NOVEMBER 2015 - 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 (output, datalist, etc.)

5.7 Form validation API

5.8 Exercises - Week 5

LIVE ON TUESDAY 10 NOVEMBER 2015 - 15:00 UTC
WEEK 6: HTML5 BASIC APIS

COURSE EVALUATION

- Feedback, please!