

Outline of the HTML5 Part 2 course

LIVE ON TUESDAY 1 DECEMBER 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: ADVANCED HTML5 MULTIMEDIA

- 1.1 Video introduction - Week 1
- 1.2 The Timed Text Track API
- 1.3 Advanced features for audio and video players
- 1.4 Creating tracks on the fly, syncing HTML content with a video
- 1.5 The Web Audio API
- 1.6 Exercises - Week 1

LIVE ON TUESDAY 8 DECEMBER 2015 - 15:00 UTC

WEEK 2: GAME PROGRAMMING WITH HTML5

- 2.1 Video introduction - Week 2
- 2.2 Basic concepts of HTML5 game development
- 2.3 A simple game framework: graphics, animation and interactions
- 2.4 Time-based animations
- 2.5 Animating multiple objects, collision detection
- 2.6 Sprite-based animation
- 2.7 Game states, music and sound effects
- 2.8 Exercises - Week 2

LIVE ON TUESDAY 15 DECEMBER 2015 - 15:00 UTC

WEEK 3: HTML5 FILE UPLOAD AND DOWNLOAD

- 3.1 Video introduction - Week 3
- 3.2 File API and Ajax / XHR2 requests
- 3.3 Drag and drop: the basics
- 3.4 Drag and drop: working with files
- 3.5 Forms and files
- 3.6 IndexedDB
- 3.7 Conclusion on client-side persistence
- 3.8 Exercises - Week 3

LIVE ON TUESDAY 22 DECEMBER 2015 - 15:00 UTC

WEEK 4: WEB COMPONENTS AND OTHER HTML5 APIS

- 4.1 Video introduction - Week 4
- 4.2 Web Components
- 4.3 Web Workers
- 4.4 The Orientation API
- 4.5 Final exam: more exercises

COURSE EVALUATION

- Feedback, please!