

# Welcome!

In HTML5 Part 2, you will continue the exploration of HTML5-based APIs, but also introduce other advanced features related to HTML5, such as Web components, advanced multimedia, audio for music and games, and more. This course follows the [“HTML5 Part 1: HTML5 Coding Essentials and Best Practices”](#) one and is part of the [HTML5 from W3C XSeries](#).

You will learn by doing, study interactive examples, and have fun with proposed development projects.

During this course, you will notably learn:

- Advanced multimedia features with the Timed Text Track and WebAudio APIs,
- HTML5 games techniques,
- Persistence techniques for data storage including IndexedDB, File upload and download using Ajax, Drag and drop,
- Web Components, Web Workers, Orientation APIs and others...

Have fun!