1. HTML/HTML 5
2. CSS/ CSS 3

* CSS methodology and frameworks
* CSS preprocessors
* CSS animation.

1. Responsive design
2. Automation. Task runners.
3. JavaScript

* Language Basics
* Functions
* Prototypes. Object-Oriented JavaScript
* Practice. Writing a simple server in Node.js
* Asynchronous patterns
* Browsers. Working with DOM
* Browser-to-server communication - Ajax,
* WebSockets, WebRTC
* Practice: writing a real-time chat
* Unit testing 1
* Unit testing 2
* Web Frameworks overview