



Welcome to the course!

- Video:** Course Introduction
2 min

Introduction to Shiny

- Video:** Getting Started with Shiny
7 min
- Video:** Example of a Custom Shiny App
8 min
- Video:** Building Your Own Shiny App
8 min
- Reading:** Wickham Excerpts
45 min
- Reading:** The Shiny Tutorials
45 min
- Reading:** The Shiny Cheat Sheet
20 min
- Reading:** The Shiny Gallery
20 min
- Practice Quiz:** Shiny Basics
10 questions

Publishing Shiny Apps

- Video:** Uploading Apps to shinyapps.io
9 min
- Video:** Integrating Shiny into R Markdown Reports
4 min
- Reading:** Deploying Apps to shinyapps.io
10 min
- Peer-graded Assignment:** Your First Shiny App
45 min



Wickham Excerpts

Hadley Wickham's textbook, *Mastering Shiny*, is a great text that walks you through Shiny development. Wickham goes into greater detail than is provided in the videos, though much of this should be review for you.

For now, read Part 1, Part 2, and Part 3.1-3.3. Work through every example and every code chunk.

These chapters provide two key pieces of information for you:

(1) Wickham provides an additional example of a "starter" Shiny app, with some additional comments that help to describe the general patterns in the structure of these apps

(2) Wickham provides an overview of some of the most common input and output functions

By the end of the reading and in conjunction with the videos, you should be comfortable building your own simple Shiny app from scratch.

I am intentionally not reviewing the concept of reactivity for this short course. Reactive programming is a somewhat more advanced concept than what is required when you are first learning Shiny. You may want to revisit this after you've mastered all the other skills we are working on.

<https://mastering-shiny.org>

✓ Complete

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