

HTML5

The next big thing on the Web

Tutorial

Outline:

HTML5 is the next big thing in the Web. It started when browser vendors Opera, Mozilla, Apple and Google launched a group in 2004 with the goal to make the Web a better place for applications. In 2006 the World Wide Web Consortium (W3C) adopted these developments. Microsoft meanwhile also committed to HTML5 and provides of the chairmen of the W3C HTML Working Group. Since then there is a great public support and enthusiasm for the development of HTML5. Browser vendors are implementing the specification while it is developed and thus provide Web authors with new features. Many tools and frameworks build bridges to older browsers. As a web developer today you can hardly ignore HTML5.

This tutorial provides knowledge about the background and objectives of HTML5, the technical basics, HTML5 and Web architecture, introduction to new features, demonstrations and examples that show the state of development in different browsers and strategies for developing websites.

About the Author:

Klaus Birkenbihl is CEO of ict-Media GmbH in Sankt Augustin, Germany. Since the 1980s he is involved in the development of the Internet. In 1998 he established the W3C Office Germany and Austria at the Fraunhofer Institute for Media Communication. He lead the Office until 2005. In 2004/2005 he was a member of the W3C Advisory Board. In 2006 he launched ict-Media GmbH, and started to work five years as a consultant in the team by the W3C. He represented W3C at DIN (as a member of the Executive Committee Focus.ict) and ICANN (as a member of the ICANN Nominating Committee).

Working for W3C Klaus Birkenbihl got a lot of insight into the development of HTML5. 2011 he was asked by the W3C China Office to develop an HTML5 Tutorial to take account of the high demand for information on HTML5 in the Chinese ICT industry. The first presentation took place in September 2011 for 400 engineers of Tencent, China's largest and most used Internet service portal.

About the Tutorial:

To meet different needs and requirements, the tutorial comes in three formats, with different levels of details. The course is aimed at developers and requires basic knowledge of HTML, CSS and Javascript.

HTML5 Short Tutorial

Duration	Goal	Contents
3hrs	Provide knowledge about: what is HTML5, why and how is HTML5 developed, the principles and design objectives of HTML5, technical potential and capabilities of HTML 5	HTML5 Evolution Goals, principles and technologies in HTML5 HTML5 and browsers today Innovations in HTML5 markup <ul style="list-style-type: none"> - Mark-up syntax - Structural elements - HTML5 Forms - User interaction HTML5 (Edit, Drag'nDrop) localStorage - HTML5 Media - Integration of other languages (e.g. SVG) HTML5 presentation (aka CSS3) HTML5 Pixels: Canvas The HTML5 in current practice

HTML5 One Day Tutorial

Duration	Goal	Contents
6hrs	Like short tutorial + HTML5 for developers	This tutorial covers the contents of the short tutorial. In addition there will be a detailed explanation and code analysis of all demos. This will provide developers with in depth insight in HTML5 authoring.

HTML5 Two Days Tutorial

Duration	Goal	Contents
12hrs	In depth information on HTML5: Like one day tutorial + Security, advanced topics topics, topics which are still under discussion, use of frameworks for HTML5, HTML5 in CMS and blogging systems, introducing the HTML5 specification and the HTML5 specification for developers,	This tutorial covers the contents of the one day tutorial.. Other topics: <ul style="list-style-type: none"> - explaining same origin policy und messaging, - video conferencing and peer to peer communication, - Websockets, Webworkers, - "Graceful degradation", - what can frameworks and tools do for you? (e. g. jquery and HTML5 Boilerplate). - how is HTML5 developed? how to participate in the development? wich documents and ressources are available on the Web? exercises