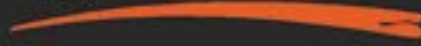


Highlander



HTML



Including:

- Overview of Blended Learning
- Intro to HTML
- Animation with Adobe Edge
- HTML5 & CSS3 Getting Started
- HTML5 Advanced Techniques
- HTML5 Mobile Applications
- Intro to JavaScript
- HTML5 Bootcamp
- What you can expect!



AUTHORISED
Training Centre

Blended Learning

Creative Training With A Difference

What's The Challenge?

Software languages like HTML are becoming more and more complex with every version. As each new function is added to them it's something else the user needs to learn and that means more time spent on training and development.



At the same time organisations are under an ever increasing drive to reduce spend, not only in terms of direct course costs but also in terms of travel, hotels and other expenses. Not to mention pressure on users not to be away from the office too often.

How Do We Help?

We have worked hard to remodel our curriculum resulting in a blended learning solution that uses the most appropriate learning model for each topic.

More complex topics which are either difficult to grasp or which are the underlying foundations for other modules are covered in a classroom environment.

In addition to these, topics which are either less challenging or which cover specialist areas that not everybody needs are covered via online learning modules.

This allows you to cover far more content than would be possible on a standard classroom based course and best of all the cost is kept low so you are spending more than 40% less per day of learning than you would on a pure classroom based course.

The Classroom Modules

Our classroom based modules are available either from our London centre which is located at the Islington Business Design Centre near Kings Cross.

Alternatively you can also take the course at our York centre just a few minutes walk from York station.

The centres are professionally equipped, and just a few minutes walk from the train / tube stations. There is parking onsite, and a range of hotels close by for those travelling from further afield.

We are also able to offer the classroom modules at your location which can be a cost effective method for larger groups.



The Online Modules

Our Online modules are all run via our learning management system. They comprise of a mixture of high quality HTML5 video based presentations, sample and exercise files, instructor led course forums and loads more.

The video modules are all created by our team of experienced instructors and go into the same level of depth that they would cover in a classroom course.

The exercise files which are provided can then be used to practice the techniques presented, and any problems or questions can be resolved by our instructors via the course support forums.

HTML



The Benefits

Learn More

Our blended courses cover roughly twice as much material as the nearest comparable classroom based courses

Minimise Down Time

The structure of the courses means that for every day spent out of the office you get 2 days of learning.

Reduce Training Costs

The courses are substantially more cost effective than an equivalent pure classroom course resulting in savings in your training budget.

Reduce Expenses

As you are only away for 1 day in every 2 it reduces travel and accommodation expenses.

Continuous Development

On a regular classroom training course you walk out of the room and more often than not the learning ends there.

With our blended learning courses the classroom session momentum is continued via the online learning module resulting in much better adoption of the techniques and skills learned.



Animation with Adobe Edge

Animation with Adobe Edge is a one day training course which takes you through the basics of using the new Adobe Edge package to create animated web content using standards like HTML5, CSS3 and JavaScript.

Audience

This course is aimed at web designers who want to be able to create animations on their web pages without the use of Flash or other plugins.

Location

Classroom modules are available either at our London or York centres or your own location. Online modules can be completed from any computer with an internet connection.

Classroom Learning Modules

Course Overview

- Animation on the web - the role of JavaScript and CSS
- What is Adobe Edge
- Why use Adobe Edge

The Adobe Edge Interface

- Tools
- Shapes
- Text
- The Stage
- The Elements panel
- The Properties panel
- The Timeline panel
- Workspaces

Creating animations with Edge

- The basics of animation
- Animation concepts
- Frame-based animation
- Auto-generation

Animating your Adobe Edge objects

- Creating a project
- Setting up your project
- Creating objects
- Object properties
- Using the timeline

The Adobe Edge Timeline

- Adding movement



- Reversing movement
- Transitions
- Keyframes
- Playing your animations

Text

- Text and the web
- Adding text
- Text properties
- Animating text
- Rotating text

Importing graphics into Adobe Edge

- Graphic file types
- Using svg files
- Using gifs
- Using jpgs
- Using pngs
- Animating your imports

More animation with Adobe Edge

- Creating realistic motion
- Easing
- Targeted transitions

Using your animation within your web page

- Preview your animation
- Looking at the source files created
- Inserting your animation into an already existing web page
- Looping
- Animating web pages
- Repeating actions
- Creating HTML menus

HTML5 & CSS3

Getting Started

HTML5 Getting Started is a 2 day course which teaches you about the many new features which are being introduced with the new HTML5 standard.

Audience

The course is aimed at those who have completed the Intro to HTML or have equivalent experience already.

Location

Classroom modules are available at our London or York centres or at your own location. Online modules can be completed from any computer with an internet connection.

HTML5 Overview

- History of HTML5
- WHATWG and W3C specifications
- What is part of HTML5?

Using HTML5 Today

- When can I use these features?
- Using HTML5 on mobile devices
- HTML5 or Flash
- Developer Tools
- Detecting HTML5 features

HTML5 Markup

- HTML5 page structure
- HTML5 DOCTYPE
- HTML5 markup
- Structural elements
- Semantic elements
- Deprecated elements
- HTML5 and CSS

CSS3

- Border-radius
- Box-shadow
- Gradients
- Transitions
- Transformations
- Animations

HTML5 Forms

- HTML5 form elements
- Building and using HTML5 forms

HTML5 Offline Applications

- HTML5 offline applications
- Manifest files

HTML5 Audio and Video

- The audio and video elements
- Understanding audio and video
- Audio and video containers
- Audio and video codecs



HTML5 Canvas

- Overview
- Canvas
- Canvas basics

Drag and Drop

- Overview

SVG

- How to use SVG
- JavaScript libraries that help with drawing eg: Raphaël, gRaphaël, Visualize, etc

HTML5 Web Sockets

- Web Sockets overview
- websocket

HTML5 Geolocation

- Geolocation overview

HTML5 Storage

- Overview

Web Workers - asynchronous scripts

- Overview



HTML5

Advanced

Advanced HTML5 is a 3 day classroom based training course which covers the more advanced aspects of HTML5, including topics such as Animation, Banners and Slideshows, WebGL, SVG, HTML5 Video, HTML5 Applications and more.

Audience

The course is designed for those who have completed the HTML5 Getting Started course or have equivalent experience and have a knowledge of JavaScript and CSS.

Location

The course is available on a regular public schedule at our London or York centres or alternatively can be delivered as a closed course at your own location.

Classroom Learning Modules

Day 1 - Audio and Video

HTML5 Video

- Video events
- Video methods
- Controlling video
- Monitoring progress
- Fullscreen video
- Styling your video
- Subtitling

HTML5 Audio

- Audio events
- Audio methods
- Controlling audio
- Monitoring audio
- Subtitling
- Audio visualiser

HTML5 User Interface

- Creating a user interface for controlling your web page assets



HTML Audio and Video JS Libraries

Skinning your audio and video assets

Day 2 - 2D and 3D

SVG

- Creating SVGs
- Using Illustrator to create SVGs
- Exporting SVGs from Illustrator

Loading them into a web page

- How to load svgs into a web page
- Using the Raphaël JavaScript library to load SVGs

Controlling SVGs

- Using the Raphaël library to animate your SVGs

WebGL

- What is WebGL
- Which browsers can use WebGL
- WebGL basics
- Creating 3D shapes
- Colouring 3D shapes
- Animating 3D shapes

Threejs

- Using three.js to create 3D shapes
- Using three.js to control 3D shapes
- Exporting a 3D shape from a 3D package (e.g. Blender)
- Using three.js to control a 3D shape exported from a 3D package
- Creating 3D scenes

HTML5 Training

Past feedback

Here are some comments from past delegates on our HTML5 Training courses:

"Great Job, perfect pace of learning."

Developer, Capital One

"Very good overall. Interesting, relevant, up to date, useful."

Group Development Exec, Trinity Mirror

"Its the extra bits of information coming from the tutor that really helps - relevant sites and new info etc... ie what's really going on out there!"

Educational technologist, London Met University

Day 3 - HTML5 Animation and HTML5 Games

JavaScript Animation

- Using the canvas
- Sprites and Sprite sheets
- Animation
- `requestAnimationFrame()`
- Useful JavaScript libraries

JavaScript Math

- Formulae for moving things
- Circular motion

CSS3 Animation

- Animating with CSS3
- Easing
- Non-linear motion

JQuery basic effects

- Introducing JQuery
- JQuery effects

Overview of current HTML5 Applications (this will change over time)

- Hype, Radi, Edge, Construct2, Balsamiq

Creating Banners and Slideshows

- Hype
- Edge
- Using `animate.css`
- Using `Deck.js`
- Using `html5slides`



Creating simple games

- Noughts & Crosses
- Other JavaScript libraries
- (Trident.js, Easel.js, etc)

Special Note: HTML5 is still being developed as a standard and support in browsers is continually evolving. Whilst we make every endeavour to stick to the course overview as described above, we reserve the right to adjust the course if needed to accommodate recent changes in HTML5. For example if a particular library is withdrawn and no longer available for use we would be unable to cover it.

HTML5

for Mobile Development

HTML5 for Mobile Development is a 2 day training course focused on the use of HTML5 for developing content for mobile devices. The course extends skills beyond designing for the desktop browser to mobile friendly alternatives.

Audience

Anybody looking to use HTML5 to create content for mobile devices without the need to write native applications for each device.

Prerequisites

You should have completed the HTML5 Getting Started course before attending this course. You may also find it useful to attend the Advanced HTML5 course although this is not a specific prerequisite for the course.

Classroom Learning Modules

Introduction

- Background / history
- Operating systems
- Desktop vs smart phone
- Graphics resolution
- Mobile web browsers

Setting up your development environment/choosing your framework

- Aptana Studio/Dreamweaver
- Android SDK Manager
- PhoneGap
- jQuery Mobile
- Sencha Touch
- jQTouch
- appMobi
- html5boilerplate mobile
- SproutCore
- Jo

Development tools

- debugging
- emulators & simulators
- multi-touch for the desktop
- performance testing



Developing with jQuery Mobile

- CSS DOM control
- Data control
- Visual effects
- Events
- DOM manipulation
- Properties
- Selectors

jQTouch

- Building a basic jQTouch site
- Adding pages
- Creating lists
- Adding buttons
- Richer form elements
- Creating a floating toolbar
- Auto titling

- Location aware solutions
- Creating your own extensions
- Animation effects

Developing with Sencha Touch

- Creating the first page
- User interface elements
 - Buttons
 - Forms
 - Lists
 - Toolbars
- Enhancing content with carousel and tabs
- Controlling video

PhoneGap

- Overview of PhoneGap
- Using PhoneGap with Dreamweaver



n.b: html5 is a rapid and continually developing technology and as such whilst we endeavour to stick close to the above overview topics, we reserve the right to alter this to accommodate the current state of HTML5 and availability of features.

Intro to JavaScript

A 2 day training course which covers everything you need to know to get up and running with JavaScript. Starting out with the basics of what JavaScript is, the course then goes on to cover the language itself with plenty of hands on exercises & examples.

Audience

The course is suitable for anybody who wants to work in web development or design and use the JavaScript language. You should be comfortable with HTML and CSS.

Location

The course is available on a regular public schedule at our London centre or alternatively can be delivered as a closed course at your own location.

Classroom Learning Modules

Course Overview

Overview

- What is JavaScript
- What is it used for
- Where do you place it
- Your development environment

The JavaScript language

- Structure
- Comments
- Layout
- Writing conventions

Statements & Loops

- Ifs
- Loops (For, While, For-in)
- Break
- Continue
- The new keyword

Functions, Methods and Objects

- JavaScript Functions
- Arguments
- Recursive functions
- Methods
- The this keyword
- JavaScript Alerts

Built-in functions and Objects

- Objects and functions
- JavaScript String objects

- JavaScript Math objects
- Date objects
- Built-in functions
- The eval function
- The isNaN function

The Document Object Model

- What is the DOM?
- How to use it
- Accessing objects on the page with the DOM
- Controlling objects on the page

Events

- What is an event
- What type of events are there
- Creating JavaScript event handlers
- How to use event handlers

Validating forms

- Form validation with JavaScript
- Form control with JavaScript

Catching errors and exceptions

- Try...Catch
- handling JavaScript exceptions

JavaScript Variables

- Creating JavaScript variables
- Using JavaScript variables
- Variable scope
- Integers
- Floating points
- Booleans

- Strings
- Special characters

JavaScript Expressions & Operators

- JavaScript Expressions
- Conditional expressions
- Assignment operators
- Arithmetic Operators
- Increment/Decrement
- Negation
- Bitwise operators
- Logical operators
- Comparison operators
- String operators



HTML5

Bootcamp

What is the HTML5 Bootcamp®?

The HTML5 Bootcamp is aimed at those who are looking to get to grips with HTML5 from scratch, and start developing state of the art content with the latest web technology.



The HTML Bootcamp combines 5 days of high quality instructor led classroom training, taught by our Certified Instructors, together with a wide range of online learning materials including more than 10 hours of HD video tutorials, & hands on exercises.

The classroom courses are available either via our public classes which run regularly in London and York, or as a closed course taught at your own location. They combine the 2 day HTML5 Getting Started with the 3 day Advanced HTML5 techniques course.

The online video tutorials are all in High Definition (and delivered using HTML5 Video technology) and cover topics including CSS and JavaScript as well as HTML5 itself.

You can access the online learning material from anywhere with an internet connection and have a full 12 months access to this following the classroom courses.

Who Should Take The Bootcamp

The HTML5 Bootcamp is ideally suited to those who are either new to web development or have only a basic level of experience.

The course covers all the main aspects of HTML5 as well as CSS and JavaScript, which work closely with HTML5. You should already be comfortable working with regular HTML, or have attended our Intro to HTML course.

If you already have extensive web development experience and are comfortable with the basics of HTML5 we would recommend considering the HTML5 Advanced course instead.

What is HTML5?

HTML5 is the next revision of the Hypertext Markup Language (HTML), the standard programming language for describing the contents and appearance of Web pages. HTML5 introduces a range of new features & combines the power of Cascading Style Sheets and JavaScript, with the ease of use of HTML5, to allow the creation of powerful, device independent, content without the need for 3rd party plugins.

What you can expect



There are a wide range of factors to consider when choosing a creative training provider such as what experience do they have, what is covered in the course, what support do I get in developing my skills after the course. With Highlander you get the UK's most complete HTML5 training experience all backed up by our 15 year track record.

The Trainers

All of our trainers hold Adobe Certified Instructor and Adobe Certified Expert status and have years of experience working with web technologies such as JavaScript, CSS and HTML.

The Facilities

Our training centre is located within Islington Business Design Centre one of London's most stylish conference venues, which plays host to over 80 exhibitions and 250 conferences every year.

As a result the centre benefits from a wide range of services including:

Food and Drink

Hot and cold drinks are provided throughout the day, and when it comes to lunch there is a great selection of cafés, restaurants and sandwich bars right outside the front door, not to mention an in-house canteen.

Reception / Concierge Service

There is a full reception and concierge service in the building which can help organise everything from transport and accommodation through to theatre tickets for the evenings.

Disabled Access

The London centre is fully enabled for access by persons with disability. We have lifts to all floors and disabled toilet facilities on all levels.

Accommodation

The 5 star Hilton Hotel sits alongside the centre, and the popular Jury's Inn is just a 5 minute walk around the corner.



Location and Travel

Situated in Islington, one of London's most vibrant areas, the London centre is located within 2 miles of the West End and just a few minutes walk to the tube.

The York centre is located just a few minutes walk from York railway station as well as the beautiful York city centre.

Both venues benefit from on-site car parking (payable), and the London centre has full disabled access.



The Online Learning System

The Learning Management System (LMS) which powers our online learning modules is a proven scalable solution offering a range of features to help you master HTML5 quickly and efficiently.

The video presentations are all run using HTML5 video technology allowing you to watch them from a wide range of devices and browsers.

Additionally you get 12 months of instructor led support via the course forums where you can not only pick the instructors brains with your own problems, but also learn by seeing what issues other students have experienced and how they were resolved.

All in all this is the most effective HTML5 training solution available anywhere in the UK.

Courses are available in London, York or at your own location!

The Instructors™

The difference between an average course and a great course comes down to the instructor and that's where we stand out.

One of our typical instructors is Alex. Having previously worked in a range of hands on technical roles, Alex joined Highlander as an instructor nearly 10 years ago now and has since taught subjects including DreamWeaver, Flash, JavaScript and more.

He is an Adobe Certified Instructor and an Adobe User Group Manager.

In 2010 Alex wrote and delivered our first HTML5 courses with very positive feedback and has been delivering HTML5 courses every month since then.

He has since written our Advanced HTML5 course and is working with related technologies on a daily basis.

For further details on our training courses please contact your Account Manager now on **0800 156 0777**

or visit **www.highlander.co.uk**