Html5 Case Studies Full

Encompassing a broad range of innovative studies on planning support science, this timely Handbook examines how the consequences of pressing societal challenges can be addressed using computer-based systems. Chapters explore the use of new streams of big and open data as well as data from traditional sources, offering significant critical insights into the field.

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with Javascript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript 3D rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

Presents information on using HTML and CSS to create Web pages, covering such topics as HTML5 forms, audio and video, embedded fonts, gradients, transitions, and offline Web apps.

BANK 2.0 reveals why customer behaviour is so rapidly changing, how branches will evolve, why cheques are disappearing, and why your mobile phone will replace your wallet—all within the next 10 years.

Veterinary Medical Education: A Practical Guide offers a complete resource of fundamental information on key areas of veterinary education. Providing pragmatic guidance on all aspects of veterinary medical education, chapters cover topics ranging from curriculum design and learning opportunities to teaching strategies and assessment methods. Diagrams, figures, and informational boxes are included throughout to highlight key points, helpful tips, evidence from the literature, and frameworks for implementing specific tasks. Written by an international group of leading veterinary educators, the book offers a thorough examination of veterinary medical education. Veterinary Medical Education is a useful guide for those involved with veterinary education at all levels, including future academics, with many principles applicable to related fields such as veterinary technology and continuing education. Key features Provides a practical guide to the key principles of veterinary medical education Takes a real-world approach, with concrete guidance for teaching veterinary skills and knowledge Covers all aspects of designing and implementing a veterinary curriculum Emphasizes key points and helpful tips Offers a veterinary-specific resource for any veterinary educator worldwide

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Web Development and Design Foundations with HTML5 is intended for use in a beginning web development course. It is also suitable for all readers interested in developing web sites. Using Hands-On Practice exercises and Web Site Case Studies to motivate readers, Web Development and Design Foundations with HTML5 includes all the necessary lessons to guide students in developing highly effective Web sites. A well-rounded balance of hard skills (HTML5, CSS, JavaScript) and soft skills (Web Design, e-commerce, Web site promotion strategies) presents everything beginning Web developers need to know to build and promote successful Web sites. Teaching and Learning Experience This program will provide a better teaching and learning experience–for you and your students. It will help: Build a Strong Foundation of Web Development Skills: A well-rounded foundation of hard and soft skills will help students design web pages for today and tomorrow. Motivate Students with Hands-on Practice: This text emphasizes hands-on practice through practice exercises within the chapters, end-of-chapter exercises, and the development of websites through ongoing real-world case studies. Reinforce Concepts with In-text Features: Throughout the book, emphasis is placed on web design, accessibility, and ethics. The appendixes in the Web Developer's Handbook offer comprehensive, easy-to-use reference materials Enhance Learning with Instructor and Student Supplements: Resources are available to expand on the topics presented in the text.

The Essential Guide to HTML5 and CSS3 Web Design has been fully revised from its critically acclaimed first edition, and updated to include all of the new features and best practices of HTML5 and CSS3. This book reveals all you'll need to design great web sites that are standards-compliant, usable, and aesthetically pleasing, but it won't overwhelm you with waffle, theory, or obscure details! You will find The Essential Guide to HTML5 and CSS3 Web Design invaluable at any stage of your career, with its mixture of practical tutorials and reference material. Beginners will quickly pick up the basics, while more experienced web designers and developers will keep returning to the book again and again to read up on techniques they may not have used for a while, or to look up properties, attributes and other details. This book is destined to become a close friend, adopting a permanent place on your desk. The Essential Guide to HTML5 and CSS3 Web Design starts off with a brief introduction to the web and web design, before diving straight in to HTML5 and CSS3 basics, reusing code, and other best practices you can adopt. The book then focuses on the most important areas of a successful web site: typography, images, navigation, tables, layouts, forms and feedback (including ready-made PHP scripts) and browser quirks, hacks and bugs. The Essential Guide to HTML5 and CSS3 Web

Design is completely up-to-date, covering support of the newest standards in all the latest browsers, including IE 9 and Firefox 4. The last chapter of the book provides several case studies to dissect and learn from, including all the most popular web site archetypes—a blog, a store front, a corporate home page, and an online gallery. You'll also appreciate several detailed reference appendices covering CSS, HTML, color references, entities, and more—any details you need to look up will be close at hand.

The three-volume set LNCS 10918, 10919, and 10290 constitutes the proceedings of the 7th International Conference on Design, User Experience, and Usability, DUXU 2018, held as part of the 20th International Conference on Human-Computer Interaction, HCII 2018, in Las Vegas, NV, USA in July 2018. The total of 1171 papers presented at the HCII 2018 conferences were carefully reviewed and selected from 4346 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of applications areas. The total of 165 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 60 papers included in this volume are organized in topical sections on emotion, motivation, and persuasion design, DUXU and children, DUXU in automotive and transport, and DUXU in culture and art.

Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the author's research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turky on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer.

HTML5 Game Development Insights is a from-the-trenches collection of tips, tricks, hacks, and advice straight from professional HTML5 game developers. The 24 chapters here include unique, cutting edge, and essential techniques for creating and optimizing modern HTML5 games. You will learn things such as using the Gamepad API, real-time networking, getting 60fps full screen HTML5 games on mobile, using languages such as Dart and TypeScript, and tips for streamlining and automating your workflow. Game development is a complex topic, but you don't need to reinvent the wheel. HTML5 Game Development Insights will teach you how the pros do it. The book is comprised of six main sections: Performance; Game Media: Sound and Rendering; Networking, Load Times, and Assets; Mobile Techniques and Advice; Cross-Language JavaScript; Tools and Useful Libraries. Within each of these sections, you will find tips that will help you work faster and more efficiently and achieve better results. Presented as a series of short chapters from various professionals in the HTML5 gaming industry, all of the source code for each article is included and can be used by advanced programmers immediately.

This book constitutes the refereed proceedings of the 18th International Conference on Web Engineering, ICWE 2018, held in Cáceres, Spain, in June 2018. The 18 full research papers and 17 short papers presented together with 2 practice papers, 6 demonstration papers, and 5 tutorials were carefully reviewed and selected from 103 submissions. The papers cover research areas such as Web application modeling and engineering; Web infrastructures and architectures; execution models; human computation and crowdsourcing applications; Web application composition and mashups; Social Web applications; Semantic Web applications; Web of Things applications; big data and data analytics; and security, privacy, and identity.

No matter how visually appealing or content packed a web site may be, if it doesn't reach the widest possible audience, it isn't truly successful. In Bulletproof Web Design, Third Edition, bestselling author and web designer Dan Cederholm outlines standards-based strategies for building designs that can accommodate the myriad ways users choose to view the content. Each chapter starts out with an example of an unbulletproof approach--one that employs traditional HTML-based techniques--which Dan deconstructs, pointing out its limitations. He then gives the example a makeover using HTML and CSS, so you can learn to replace bloated code with lean markup and CSS for fast-loading sites that are accessible to all users. Finally, he assembles all of the page components discussed in prior chapters into a single-page template. This fully revised and updated third edition introduces CSS3 and HTML5 methods and features redesigned case studies including new responsive design examples. Size text using keywords, percentages, and ems to allow more user control. Plan for vertical expansion of horizontal page components. Use floats to achieve grid-like results. Ensure that content is still readable in the absence of images or CSS. Strip the presentation from data tables, and rebuild with CSS. Progressively enhance your designs using HTML5 and CSS3. Visit the companion website at simplebits.com/bulletproof to download finished files, additional resources, and book updates.

Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

"Bringing location to web applications"--Cover.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher for developing in HTML and JavaScript for Windows.

"This essay collection discusses innovative uses of games in libraries and focuses on the game making process. The purpose of this book is to bring together distinctive uses of games in libraries or educational institutions and share these ideas with others to inspire the making and use of games by other librarians and educators.]"--

This book constitutes the refereed proceedings of the 18th European Symposium on Computer Security, ESORICS 2013, held in Egham, UK, in September 2013. The 43 papers included in the book were carefully reviewed and selected from 242 papers. The aim of ESORICS is to further the progress of research in computer security by establishing a European forum for bringing together researchers in this area, by promoting the exchange of ideas with system developers and by encouraging links with researchers in related areas. The papers cover all topics related to security, privacy and trust in computer systems and networks.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at http://gamesalad.com/manuals and http://cookbook.gamesalad.com. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programing to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

Provides information on the elements on HTML, offers code examples, and describes how to build accessible markup.

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

Ten minibooks in one! The perfect reference for beginning webbuilders This hefty, 800+ page book is your start-to-finish roadmap forbuilding a web site for personal or professional use. Even ifyou're completely new to the process, this book is packed witheverything you need to know to build an attractive, usable, andworking site. In addition to being a thorough reference on thebasics, this updated new edition also covers the very latest trendsand tools, such as HTML5, mobile site planning for smartphones andtablets, connecting with social media, and more. Packs ten minibooks into one hefty reference: Preparation, SiteDesign, Site Construction, Web Graphics, Multimedia, InteractiveElements, Form Management, Social Media Integration, SiteManagement, and Case Studies Covers the newest trends and tools, including HTML5, the newAdobe

Create Suite, and connecting with social media Offers in-depth reviews and case studies of existing sitescreated for a variety of purposes and audiences, such as blog sitesand non-profit sites Walks you through essential technologies, includingDreamweaver, HTML, CSS, JavaScript, PHP, and more Plan, build, and maintain a site that does exactly what youneed, with Building Web Sites All-In-One For Dummies, 3rdEdition.

If you don't know about the new features available in HTML5, now's the time to find out. This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web. HTML5 is still evolving, yet browsers such as Safari, Mozilla, Opera, and Chrome already support many of its features -- and mobile browsers are even farther ahead. HTML5: Up & Running carefully guides you though the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, and more -- and you'll be able to put that functionality to work right away. Learn new semantic elements, such as , , and Meet Canvas, a 2D drawing surface you can program with JavaScript Embed video in your web pages without third-party plugins Use Geolocation to let web application visitors share their physical location Take advantage of local storage capacity that goes way beyond cookies Build offline web applications that work after network access is disconnected Learn about several new input types for web forms Create your own custom vocabularies in HTML5 with microdata

Today's current and future professionals can now discover the thorough instruction needed to build dynamic, interactive Web sites from scratch with NEW PERSPECTIVES ON HTML5, CSS3, AND JAVASCRIPT, 6E. Part of the popular New Perspectives Series, this user-friendly book provides comprehensive coverage of HTML, CSS, and JavaScript with an inviting approach that starts with the basics and does not require any prior knowledge on the subject. Detailed explanations of key concepts and skills make even the most challenging topics clear and accessible. Case scenarios and case problems place the most complex concepts within an understandable and practical context. Readers develop important problem solving skills while working through the book's realistic exercises. Proven applications and an interesting approach help readers retain the material and apply what they've learned in today's professional environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The conservation of biological diversity depends on people's knowledge and actions. This book presents the theory and practice for creating effective education and outreach programmes for conservation. The authors describe an exciting array of techniques for enhancing school resources, marketing environmental messages, using social media, developing partnerships for conservation, and designing on-site programmes for parks and community centres. Vivid case studies from around the world illustrate techniques and describe planning, implementation, and evaluation procedures, enabling readers to implement their own new ideas effectively. Conservation Education and Outreach Techniques, now in its second edition and updated throughout, includes twelve chapters illustrated with numerous photographs showing education and outreach programmes in action, each incorporating an extensive bibliography. Helpful text boxes provide practical tips, guidelines, and recommendations for further exploration of the chapter topics. This book will be particularly relevant to conservation scientists, resource managers, environmental educators, students, and citizen activists. It will also serve as a handy reference and a comprehensive text for a variety of natural resource and environmental professionals.

New Perspectives on HTML and CSS 7th Edition delivers a hands-on approach to learning Web page design. In each tutorial, you'll put into practice the concepts you have learned. Each tutorial includes a basic statement of the problem, the goals to be achieved, and a demonstration of how to complete the task, creating a fully functional website in the process. You will develop problem-solving skills which will help retain the material and apply what you've learned in a professional environment. Successful completion of the tutorial cases and case problems can act a springboard to develop your own portfolio to showcase your abilities in website design. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Want to learn how to build Web sites fast? This best-selling guide's visual format and step-by-step, task-based instructions will have you up and running with HTML5 and CSS3 in no time. This Seventh Edition is a major revision, with approximately 125 pages added and substantial updates to (or complete rewrites of) nearly every page from the preceding edition. Authors Elizabeth Castro and Bruce Hyslop use clear instructions, friendly prose, and real-world code samples to teach you HTML and CSS from the ground up. Over the course of 21 chapters you will learn how to: Write semantic HTML, both with elements that have been around for years and ones that are new in HTML5. Prepare images for the Web and add them to your pages. Use CSS to style text, add background colors and images, and implement a multicolumn layout. Build a single site for all users—whether they are using a mobile phone, tablet, laptop, desktop computer, or other Web-enabled device—based on many of the components of responsive Web design, including CSS3 media queries. Leverage new selectors in CSS3, add Web fonts to your pages with @font-face, and use CSS3 effects such as opacity, background alpha transparency, gradients, rounded corners, drop shadows, shadows inside elements, text shadows, and multiple background images. Improve your site's accessibility with ARIA landmark roles and other good coding practices. Build forms to solicit input from your visitors. Include media in your pages with the HTML5 audio and video elements. Test and debug your Web pages. Secure a domain name and publish your site. And much more! All book code samples and more are available on the companion web site.

Web Programming with HTML5, CSS, and JavaScriptJones & Bartlett Learning

Web Development and Design Foundations with HTML5 is intended for use in a beginning web development course. Using Hands-On Practice exercises and Web Site Case Studies to motivate readers, Web Development and Design Foundations with HTML5 includes all the necessary lessons to guide students in developing highly effective Web sites. A well-rounded balance of hard skills (HTML5, CSS, JavaScript) and soft skills (Web Design, e-commerce, Web site promotion strategies) presents everything beginning Web developers need to know to build and promote successful Web sites. Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. It will help: *Build a Strong Foundation of Web Development Skills: A well-rounded foundation of hard and soft skills will help students design web pages for today and tomorrow. *Motivate Students with Hands-on Practice: This text emphasizes hands-on practice through practice exercises within the chapters, end-of-chapter exercises, and the development of websites through ongoing real-world case studies.*Reinforce Concepts with In-text Features: Throughout the book, emphasis is placed on web design, accessibility, and ethics. The appendixes in the Web Developer's Handbook offer comprehensive, easy-to-use reference materials *Enhance Learning with Instructor and Student Supplements: Resources are available to expand on the topics presented in the text.

Beginning HTML5 Media, Second Edition is a comprehensive introduction to HTML5 video and audio. The HTML5 video standard enables browsers to support audio and video elements natively. This makes it very easy for web developers to publish audio and video, integrating both within the general presentation of web pages. For example, media elements can be styled using CSS (style sheets), viewed on a mobile device, and manipulated in a Canvas or an audio filter graph. The book offers techniques for providing accessibility to media elements, enabling consistent handling of alternative representations of media resources. The update includes all of the changes and revisions since the first HTML5 draft. Beginning HTML5 Media dives deep into the markup that is introduced for media element support in browsers. You'll explore the default user interface offered through browsers for media elements, as well as the JavaScript API provided to control their behavior. You'll also learn how to account for H.264, WebM and Ogg Theora codecs as well as explore the emerging Web Audio API standard, which provides an extensive set of hardware-accelerated audio filters to achieve a level of audio signal manipulation in the browser previously only available to audio professionals.

The HTML 5 Web Development book provides a hands-on experience that allows first-time Web-site developers to create their first Web pages and experienced developers to quickly master HTML 5. The book is filled with thousands of real-world examples. The book starts by introducing standard HTML and its use in creating traditional Web sites. Within this context, the book teaches developers how to format and style their pages using cascading style sheets (CSS) and how to automate pages using JavaScript and JQuery. HTML 5 allows Web developers to not only build pages for the World Wide Web, but also to build pages for mobile devices and tablet PCs. The second half of the book introduces developers to all aspects of HTML 5. Developers will learn to create location-aware applications that display content based on the user s current location, to drag and drop items within a Web page, and much more. Instructors will receive a Test Bank, while the Student Companion Website hosts chapter PowerPoints, assignments, learning objectives, a glossary of must-know terms and quizzes."

With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying concepts, theory, and principles. The author leads readers through page structuring, page layout/styling, user input processing, dynamic user interfaces, database-driven websites, and mobile website development. After an overview of the Web and Internet, the book focuses on the new HTML5 and its associated open Web platform standards. It covers the HTML5 markup language and DOM, new elements for structuring Web documents and forms, CSS3, and important JavaScript APIs associated with HTML5. Moving on to dynamic page generation and server-side programming with PHP, the text discusses page templates, form processing, session control, user login, database access, and server-side HTTP requests. It also explores more advanced topics such as XML and PHP/MySQL. Suitable for a one- or two-semester course at the advanced undergraduate or beginning graduate level, this comprehensive and up-to-date guide helps readers learn modern Web technologies and their practical applications. Numerous examples illustrate how the programming techniques and other elements work together to achieve practical goals. Online Resource Encouraging hands-on practice, the book's companion website at http://dwp.sofpower.com helps readers gain experience with the technologies and techniques involved in building good sites. Maintained by the author, the site offers: Live examples organized by chapter and cross-referenced in the text Programs from the text bundled in a downloadable code package Searchable index and appendices Ample resource listings and information updates

In HTML5 Guidelines for Web Developers, two pioneering web developers provide a comprehensive guide to HTML5's powerful new elements and techniques through compact, practical, easy-to-understand examples. You'll discover just how much you can do with HTML5—from programming audio/video playback to integrating geographical data into pages and applications. This concise, friendly reference is packed with tips, tricks, and samples for making the most of HTML5 with JavaScript and the DOM. The authors present "pure HTML5" examples that are supported by browsers right now, and they share realistic insights into the challenges of leading-edge HTML5 development. All examples are available for download, with links to web resources for new information and specification updates. Topics covered include Browser support: What you can (and can't) do with HTML5 today HTML5 document structure and semantics Intelligent forms, including new input types, elements, and client-side validation The "video" and "audio" elements, and scripting media solutions Advanced graphics with Canvas and SVG Geolocation in the browser, including location tracking via Google Maps Web storage, offline web applications, WebSockets,and Web Workers Embedding sematic markup with Microdata and the Microdata DOM API Implementing drag-and-drop with the "draggable" attribute New global attributes: "data-*," "hidden," "contenteditable," "spellcheck," and more If you're a web developer or designer with at least basic knowledge of HTML, JavaScript, and CSS, this book is all you need to masterHTML5—and get to the cutting edge of web development.

Pro HTML5 Accessibility helps designers come to grips with building exciting, accessible and usable web sites and applications with HTML5. The book covers how to use HTML5 in order to serve the needs of people with disabilities and older persons using assistive technology (AT). It aims to be a useful 'go-to' guide, providing practical advice. It takes several approaches, including a look at the new semantics of HTML5 and how to combine its use with authoring practices you know from using earlier versions of HTML. It also demonstrates how HTML5 content is currently supported (or not) by assistive technologies such as screen readers, and what this means practically for accessibility in your web projects. The HTML5 specification is huge, with new APIs and patterns that can be difficult to understand. Accessibility can also seem complex and nuanced if you have no experience interacting with people with disabilities. This book walks you though the process of designing exciting user interfaces that can potentially be used by everyone, regardless of ability. Accessibility is really a quality design issue, and getting it right is often more a matter of approach than having sophisticated, cutting-edge tools at your disposal. This book will be your companion in your journey to understand both HTML5 and accessibility, as the author has many years of experience as a designer and web developer working directly with people with all types of disabilities. He has been involved with the development of HTML5 from an accessibility perspective for many years, as a member of the W3C WAI Protocols and Formats working group (which is responsible for ensuring W3C specifications are serving the needs of people with disabilities) as well as the HTML5 Working Group itself. Introduces the new HTML5 specification from an accessibility perspective Shows how incorporating accessibility into your interfaces using HTML5 can have benefits for all users Explains how HTML5 is currently supported by assistive technologies like screen readers, and how to work around these limitations when developing

Learn to take full advantage of search and social media for B2Bmarketing Business-to-business marketers have been slow to enter theonline marketing arena, but now that the impact of search andsocial media marketing in the consumer marketplace is clearlydocumented, B2B marketers are ready for a complete guide to makingthe most of the medium. Written by experts with first-handknowledge of the field, this book clearly explains how to leveragetoday's search engine marketing and social media technologies toget, nurture, and convert leads. Topics include strategy, branding,monitoring, resource allocation, and much more. B2B marketers need detailed, practical guidelines andstrategies for how best to gain, nurture, and convert leads

usingtoday's Internet technologies and strategies This ultimate how-to guide examines strategic and brandingconsiderations, search engine optimization techniques, and how tomaximize the impact of banner ads and landing pages Explains how to use social media listening and monitoringtools, how to engage visitors, and how to allocate resources toensure success Covers measuring results, improving web site usability, usingmetrics, and nurturing leads Skilled B2B marketers who are ready to take advantage of allthat online marketing has to offer will find this guide providesexactly the know-how they need.

Now readers can master Web page design as they learn from the unique, hands-on approach found in NEW PERSPECTIVES HTML5 AND CSS3: COMPREHENSIVE, 7E. Each tutorial in this complete book challenges learners to put into practice the concepts they have just learned. Every tutorial includes a basic statement of the problem, the goals to be achieved, and a helpful demonstration of how to complete the task to create a fully functional website. Readers do not need any prior experience with HTML or CSS or any specialized software other than a basic editor and Web browser. With the book's user-friendly approach, learners develop important problem-solving skills as they apply what they've learned in a professional environment. Successfully completing this book's tutorial cases and case problems can act a springboard to develop the reader's own professional portfolio that showcases strong abilities in website design. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

???????????O'Reilly?????HTML5 Geolocation?Making IsometricSocial Real-Time Games with HTML5?CSS3?and JavaScript????????? W3C GeolocationAPI??6????????????HTML5?CSS3?JavaScript?????????????????????????????5?????????HTML5??Web????????

This book constitutes the refereed proceedings of the Second International Conference on Games and Learning Alliance, GALA 2013, held in Paris, France, in October 2013. The 25 revised papers presented together with 9 poster papers were carefully reviewed and selected from numerous submissions. The papers advance the state of the art in the technologies and knowledge available to support development and deployment of serious games. They are organized in 3 research tracks on design, technology and application. Also included is the outcome of a GALA workshop on a widely applied instructional design model: 4C-ID.

The Truth About HTML5 is for web designers, web developers, and front-end coders who want to get up to speed with HTML5. The book isn't afraid to point out what everyone gets wrong about HTML5's new markup, so you don't make the same mistakes. It will show you what rocks in HTML5 today and what the future holds. Marking up a basic web page shouldn't be a quasi-religious exercise where the high priests of HTML5 must be consulted for their interpretation of the holy texts (the HTML5 spec). Don't waste hours trawling through confusing, poorly researched, and often flat-out wrong information on the Internet. Get the truth on HTML5's markup here. You'll also find out about HTML5's new microdata standard that's being used on major websites, such as eBay and IMDB, right now, and get the low-down on the Canvas object and what it can and can't do for you. The book also covers how HTML5 affects CMSs and web apps, what HTML5 means for mobile, and what the future holds. HTML5 isn't one big blob of technology that will be "finished" at some point in the future. It's a grab bag of cool stuff, much of which has been around for years. Learn what's well supported and ready to go today. Now that the initial wave of hype is over, it's time to learn the truth about HTML5.

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.