

1	MULTIMEDIA LANGUAGES II
2	COMPULSORY
3	EQF LEVEL 7
4	2
5	3+4
6	4
7	ANTONIO MOLINARI
8	<p>THE COURSE WILL PROVIDE THE BASICS TO DESIGN A COMPLETE WEB PROJECT AT ALL THE LEVELS: TECHNICAL, UX, UI, DEVELOPMENT. THE STUDENT WILL RECEIVE THE SKILLS TO USE HTML5, CSS3 AND JAVASCRIPT, CLIENT SERVER APPROACH TO SERVICES, BROWSER RELATED TECHNOLOGIES, BASIC PROGRAMMING IN JS AND PHP.</p> <p>SOME LESSONS' TOPICS WILL BE: FRONTEND DEVELOPMENT, ADVANCED HTML5 AND CSS3, CSS FRAMEWORKS, CSS PRE-PROCESSORS, JAVASCRIPT AS A PROGRAMMING LANGUAGE FOR INTERACTIONS AND ANIMATIONS AND EVENTS' MANAGEMENT THROUGH MODERN JS LIBRAIE LIKE JQUERY AND GSAP.</p> <p>WE'LL DEVELOP SOME CONCEPTS FROM BASIC TO ADVANCED LEVEL OF JAVASCRIPT FOR FRONTEND DEVELOPMENT. AFTER THAT WE'LL INTRODUCE FRONTEND FRAMEWORKS SUCH AS ANGULAR, REACT AND BACKEND ONES LIKE NODE. WE'LL TALK ABOUT AND USE CMS PACKAGES SUCH AS WORDPRESS OR CUSTOM BACKEND PROJECTS DEVELOPED DURING THE COURSE. IT'S PLANNED THE REALIZATION OF WEB PROJECTS STARTING FROM UX AND UI THROUGH TECHNICAL IMPLEMENTATION TO THE DEPLOY ON LIVE PRODUCTION SERVERS. FINALLY, INTRODUCE SOME MODERN FRAMEWORKS LIKE IONIC OR REACT NATIVE TO CREATE NATIVE APPS.</p> <p>WE'LL TALK ABOUT MULTIDISPLINARY ASPECTS OF WEB AND ONLINE PROJECTS. WE'LL SUGGEST TO THE STUDENTS A PRAGMATIC APPROACH TO WORK W/ THE MAJORITY OF WEB TECHNOLOGIES, SOFTWARES AND BEST PRACTICES USEFUL TO CREATE A PROFESSIONAL WEB PROJECT. WE'LL DESIGN AND MANAGE A WEB PROJECT, A WEB APP, AN HYBRID MOBILE ONE AND WE'LL LEARN TO USE THE TECHNOLOGIES TO ACHIEVE THE BEST AND MOST EFFICIENT RESULTS.</p>
9	FACE TO FACE
10	<ul style="list-style-type: none"> ● ADVANCED HTML5 AND CSS ● SASS AND POST-CSS ● GIT, VERSION CONTROL E WORKGROUP ● JAVASCRIPT ● TWEENMAX, ANIMATIONS, ADVANCE INTERACTIONS: GSAP TWEENMAX, TIMELINE, SCROLLMAGIC ● WEB APLICATIONS, TYPES AND STRUCTURES <ul style="list-style-type: none"> ◦ REQUEST/RESPONSE FORMS APPS ◦ MVC APPS BASED ON JS FRAMEWORKS APP ◦ SINGLE PAGE WEB APPS AND EXTERNAL API USAGE ● BASIC CONCEPTS FOR SERVER SIDE PROGRAMMING W/ PHP AND INTRODUCTION TO OTHER LANGUAGES LIKE RUBY OR PYTHON ● WORPRESS <ul style="list-style-type: none"> ◦ TEMPLATES, ADVANCED TECHNIQUES, COMMANDS AND FUNCTIONS ◦ APPROACHES TO PROJECTS STRUCTURE AND ARCHITECTURES ● INTRODUCTION TO RELATIONAL DATABASES, BASIC THEORY AND NOSQL TECHNOLOGIES ● EXTERNAL SERVICES API ● PAAS ONLINE PLATFORMS FOR PROJECTS ● DEPLOY AND AND MAINTENANCE
11	-
12	-
13	-
14	ORAL EXAMINATION + PRESENTATION AND DISCUSSION OF PROJECTS CREATED DURING LESSONS AND DEVELOPED BY THE STUDENT DURING THE YEAR.
15	ITALIAN