Web cartography
1.- Introduction: Brief history of the Web and HTML language. More frequent file formats. Vector- and raster-based graphic formats. 2.- Web resources for making maps 1: base maps 3.- Web resources for making maps 2: thematic data and maps 4.- Basics of HTML language 1: Basic characteristics of HTML5. Internal structure of the HTML files and its components. Heading of a file, HTML tags in the heading. Main HTML codes. 5.- Basics of HTML language 2: Brief description of CSS and JavaScript. Use of styles and JavaScript modules in HTML files. 6.- Types of HTML editors, practical presentation of free software, including Web-based editors. 7.- Definition and characteristics of an image map, HTML codes needed for its programming. Use of image maps in websites related to Cartography: advantages and disadvantages. 8.- Preliminary steps to make an image map: re-edition of vector-based files, conversion to raster format. 9.- Free software and websites to make image maps. 10.- Newest map-based solutions on the Web 1: Cloud-based thematic mapping. The Google World 11.- Newest map-based solutions on the Web 2: Cloud-based thematic mapping software (Google Drive Fusion Tables) 12.- Google-based collaborative cartography 1 13.- Google-based collaborative cartography 2

Literature:

- HTML(5) Tutorial [Online] Available at http://www.w3schools.com/html/default.asp [Accessed 26 May 2016]
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Suggested literature:
- BlueGriffonTM: The next-generation Web Editor based on the rendering engine of Firefox [Online] Available at http://bluegriffon.org/ [Accessed 26 May 2016]
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- Google Maps APIs: Static Maps API V2 Developer Guide [Online] Available at https://developers.google.com/maps/documentation/staticmaps/ [Accessed 26 May 2016]

Software, applications:
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