

INEFOP en Coursera: Programa 10: Introducción al diseño web

Nombre del curso	Descripción del curso	Idioma del curso	Cursos con subtítulos	Institución	Nivel de dificultad
<p>Responsive Website Basics: Code with HTML, CSS, and JavaScript</p>	<p>In this course you will learn three key website programming and design languages: HTML, CSS and JavaScript. You will create a web page using basic elements to control layout and style. Additionally, your web page will support interactivity. \n\nAt the end of the course, you will be able to:\n\n1. Define the purpose of HTML, CSS and JavaScript\n2. Make a simple web page using HTML\n3. Use CSS to control text styles and layout\n4. Use CSS libraries such as Bootstrap to create responsive layouts\n5. Use JavaScript variables and functions\n6. Manipulate web page content using JavaScript\n7. Respond to user input using JavaScript\n\nIn this course, you will complete: \n2 assignments writing HTML, CSS and JavaScript, each taking ~1 hour to complete\n4 quizzes, each taking ~20 minutes to complete\n1 programming exercise~30 minutes to complete\nmultiple practice quizzes, each taking ~5 minutes to complete\n\nParticipation in or completion of this online course will not confer academic credit for University of London programmes.</p>	<p>Inglés</p>	<p>SI</p>	<p>University of London</p>	<p>Intermedio</p>
<p>Responsive Web Design</p>	<p>In this course you will learn how to apply concepts from interaction design and human computer interaction in order to design and build an interactive, professional looking website. You will learn how to make your web page designs adapt to different screen sizes using responsive grid layouts. You will learn how to add navigation and other design elements, and you will learn how to separate data and display using JavaScript objects and templates. \n\nAt the end of the course, you will be able to:\n\n1. Explain why users need to know where they are, where they can go and what is on a web page\n2. Create wireframe mockups of web pages\n3. Identify the key functional elements of web pages\n4. Use Bootstrap components to realise page designs\n5. Use JavaScript data structures such as arrays and objects to define the data used in a web page\n6. Use the Handlebars template library to convert data to HTML\n7. Add interactivity to templates using JavaScript event listeners\n\nIn this course, you will complete:\n1 website design assignment taking ~1 hour to complete\n1 programming assignment taking ~1 hour to complete\n4 quizzes, each taking ~20 minutes to complete\nmultiple practice quizzes, each taking ~5 minutes to complete\n\nParticipation in or completion of this online course will not confer academic credit for University of London programmes.</p>	<p>Inglés</p>	<p>SI</p>	<p>University of London</p>	<p>Avanzado</p>

<p>Introduction to Meteor.js Development</p>	<p>In this course, you will learn how to create a complete, multi-user web site using the Meteor.js framework and MongoDB. You will implement user authentication, security features, reactive templates and routing using iron router. You will carry out key database operations such as inserting, removing and updating data as well as sorting and filtering. You will see how a complete application can be built, line by line. \n\nAt the end of the course, you will be able to:\n1. Install the Meteor.js system and create a web application\n2. Work with the Meteor.js packaging system\n3. Write Meteor.js templates that can reactively display data\n4. Use insert, remove and update operations on MongoDB\n5. Write MongoDB data filters to search for and sort data\n6. Add user authentication functionality to a website\n7. Control what is displayed on the page using iron:router\n8. Implement basic security features \n\nIn this course, you will complete:\n1 server install assignment taking ~1 hour to complete\n1 programming assignment taking ~8 hours to complete\n4 quizzes, each taking ~20 minutes to complete\nmultiple practice quizzes, each taking ~5 minutes to complete\n\nPrerequisites\n\nThis course is designed to build on top of the material delivered in the previous two courses in this specialisation. Therefore, we recommend that if you find this course too technically challenging that you first complete the previous courses before recommending this one. Specifically, we expect you to be able to code basic HTML, CSS and Javascript before you take this course. \n\nParticipation in or completion of this online course will not confer academic credit for University of London programmes.</p>	<p>Inglés</p>	<p>SI</p>	<p>University of London</p>	<p>Avanzado</p>
<p>Web Application Development with JavaScript and MongoDB</p>	<p>In this course, you will develop more advanced web application programming skills. You will learn how to control data read and write access using methods, publish and subscribe. You will learn how to access your database and server shells using command line tools. You will use the SimpleSchema system to validate data and generate input forms automatically. You will see a complete collaborative code editing environment, TextCircle, being built from scratch. \n\nAt the end of this course, you will be able to:\n- use Meteor methods to control data write access\n- use publish and subscribe to control data read access\n- install and use advanced Meteor packages\n- add user accounts to your applications\n- implement complex MongoDB filters\n- use the MongoDB and meteor server shells\n- define data validations schemas using SimpleSchema\n- generate data input forms automatically using SimpleSchema\n\nIn this course, you will complete:\n2 programming assignments taking ~4 hours each to complete\n4 quizzes, each taking ~20 minutes to complete\nmultiple practice quizzes, each taking ~5 minutes to complete\n\nParticipation in or completion of this online course will not confer academic credit for University of London programmes</p>	<p>Inglés</p>	<p>SI</p>	<p>University of London</p>	<p>Avanzado</p>

<p>Responsive Website Tutorial and Examples</p>	<p>In this course, we will show you exciting examples of collaborative, interactive web applications that use various types of media including sound, images and big data.</p> <p>We will show you how to build sites that provide precisely this functionality, using Meteor. We will also provide fully working example application code that you can use for your own commercial web projects.</p> <p>The course also provides a range of advice and suggestions about how to develop bespoke web applications which match the requirements of clients, where clients are people who commission the product or people who use the product.</p> <p>We will take you through the development of the following applications:</p> <ul style="list-style-type: none"> <li>1. A portfolio website with collaborative blogging functionality.</li> <li>2. An interactive, realtime, multi user music remixing system.</li> <li>3. An interactive, online graffiti wall where users can collaborate to create graphics.</li> <li>4. An interactive data visualisation platform for exploring and plotting big data in exciting ways.</li> </ul> <p>At the end of this course, you will be able to:</p> <ul style="list-style-type: none"> <li>• Implement animated data visualisations and graphics using advanced user interface libraries such as vis.js</li> <li>• Work with external data sources</li> <li>• Create multi user, realtime, collaborative environments</li> <li>• Use media APIs such as the Web Audio API</li> </ul> <p>Participation in or completion of this online course will not confer academic credit for University of London programmes.</p>	<p>Inglés</p>	<p>SI</p>	<p>University of London</p>	<p>Avanzado</p>
<p>Desarrollo rápido de productos innovadores para mercados emergentes</p>	<p>El objetivo del curso es aprender el proceso para el Desarrollo Rápido de Productos Innovadores para mercados emergentes a través de la aplicación de 3 fases. Las fases que abordaremos en el curso son:</p> <ul style="list-style-type: none"> <li>1) Imaginación (Divergencia): a través de esta fase desarrollaremos un pensamiento creativo y crítico por medio de la exploración de una diversidad de opiniones en cuanto a diferentes megatendencias sociales, tecnológicas y de consumo. También utilizaremos una herramienta conocida como "Un día en la vida de ..." para identificar áreas de oportunidad para mejorar productos existentes o imaginar como nuevos productos con tecnologías de vanguardia pueden apoyar a la persona en su vida diaria.</li> <li>2) Conceptualización (Estructuración): esta fase se enfocará en dar disposición y orden a nuestras ideas creativas para el desarrollo de productos innovadores centrados en las necesidades latentes y crecientes del consumidor. Aprenderemos y pondremos en práctica un conjunto de herramientas a continuación mencionadas como: tareas a realizar, expectativas esperadas, matriz de necesidades y satisfactores, perfil del consumidor y etnografía.</li> <li>3) Diseño (Convergencia): En esta fase trabajaremos en confluir por medio de herramientas tales como la matriz morfológica, el story-board y el desarrollo de prototipos rápidos en una solución, es decir en un nuevo producto y/o servicio innovador, las capacidades de diversas tecnologías para dar vida a aquellas funcionalidades y atributos necesarios y esperados por nuestro consumidor.</li> </ul> <p>Recordemos siempre que la diferencia entre una invención y una innovación no radica del todo en el grado de novedosidad, sino en la aceptación de dicho producto y/o servicio innovador demostrada a través de su adquisición/compra por el consumidor/mercado meta.</p>	<p>Español</p>	<p>NO</p>	<p>Tecnológico de Monterrey</p>	<p>Avanzado</p>