

## HTML5 Presentation for Fort Worth Web Design Meetup

Online Version at <http://www.websmartsystems.com/training/html5/index.htm>

What happened to XHTML? Why do we now have HTML5?

After creating XHTML 1.0, the World Wide Web Consortium(<http://www.w3.org/>) began developing XHTML 2.0, but it never solved the problems of working with new technologies, such as mobile devices. An organization formed to solve these problems: Web Hypertext Application Technology Working Group with the acronym WHATWG (<http://www.whatwg.org/>). The World Wide Web Consortium began to support WHATWG in their development of HTML5 and abandoned further development of XHTML. (HTML5 Digital Classroom, p. 11)

### Web Browsers that support HTML5 tags

Mozilla Firefox 4.0 +

Google Chrome 11.0+

Apple Safari 5.0+

Internet Explorer 9.0+

Opera 11.0+

(HTML5 Digital Classroom, p. 3)

### New html keywords to create a CSS based layout:

- <section> - to define sections of pages
- <header> - defines the header of a page
- <footer> - defines the footer of a page
- <nav> - defines the navigation on a page
- <article> - defines the article or primary content on a page
- <aside> - defines extra content like a sidebar on a page

([http://webdesign.about.com/od/html5/a/html\\_5\\_whats\\_new.htm](http://webdesign.about.com/od/html5/a/html_5_whats_new.htm))

### ComputerWorld

(<http://www.computerworld.com>, an excellent online magazine, regularly includes articles on HTML5. I would like to recommend the following 2 articles.

#### Article 1: How to cope with HTML5's dueling standards bodies

**Analysis:** Savvy IT departments should steer clear of HTML5's two gatekeepers -- W3C and WHATWG -- and concentrate on browsers.

[http://www.computerworld.com/s/article/9223204/How\\_to\\_cope\\_with\\_HTML5\\_s\\_dueling\\_standards\\_bodies?taxonomyId=169&pageNumber=1](http://www.computerworld.com/s/article/9223204/How_to_cope_with_HTML5_s_dueling_standards_bodies?taxonomyId=169&pageNumber=1)

#### Article 2: Three HTML5 animation tools: Adobe Edge, Sencha Animator, Tumult Hype

Web interaction via HTML5 can be promising but difficult to learn. These three applications can make a developer's job simpler.

[http://www.computerworld.com/s/article/9223168/Three\\_HTML5\\_animation\\_tools\\_Adobe\\_Edge\\_Sencha\\_Animator\\_Tumult\\_Hype](http://www.computerworld.com/s/article/9223168/Three_HTML5_animation_tools_Adobe_Edge_Sencha_Animator_Tumult_Hype)

#### Works Cited

Team, AGI Creative. *HTML5 (Digital Classroom)*. Hoboken, USA: Wiley, 2011. Print.

"HTML 5 - What's New in HTML 5." *Web Design - HTML XML - Web Development - Web Site Design*. Web. 03 Feb. 2012. < [http://webdesign.about.com/od/html5/a/html\\_5\\_whats\\_new.htm](http://webdesign.about.com/od/html5/a/html_5_whats_new.htm) >.