Developing Structured Interactive Multimedia Applications with HTML5

HTML5 along with CSS and JavaScript (HTML5) has become the interactive multimedia application development tool of choice. A problem with HTML5 is that applications can quickly become very complex. Our approach to getting started with HTML5 has been to develop a series of structured digital story telling applications that can be created with a limited subset of HTML5. The story telling structure we use consists of timelines, maps, or hierarchical structures such as family trees, all with clickable buttons. Our HTML5 templates contain code for defining and locating buttons; controlling button events such as onmouseover and onmouseout, playing video and audio files, and displaying images. This presentation will be illustrated with examples of our applications working on desktops and mobile phones. The code used to create the applications and our experience teaching others will be discussed.