



Web and Mobile GIS - Apps and Programming (CEGE0043)

Description

Outline:

The world is increasingly mobile and people use Geographic Information and Location-Based applications (e.g.

Google Maps or route finders) on their phones much more than on a PC.

Learn HTML5, Javascript and NodeJS, Leaflet and modern code management techniques through GitHub, and how to program your own Location-based Apps for Android phones and the web.

Make use of Google's Material Design approach to develop usable Apps, integrate data capture and data visualisation mechanisms into one platform, learn about APIs (Application Programming Interfaces) for code and data, and develop your own data API for geospatial data.

Advanced topics (depending on time) can include AngularJS, Cesium 3D Mapping, visualising data in D3, and code packaging and deployment techniques using gulp and NPM;

You should have a basic knowledge of programming before signing up for this module;

The time-tabled practical sessions can be done in class or at home;

Key information

Year	2018/19
Credit value	15 (150 study hours)
Delivery	PGT L7, Campus-based
Reading List	View on UCL website
Tutor	Dr Claire Ellul
Term	Term 2
Timetable	View on UCL website

Assessment



■ Coursework: 100%

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

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