Web and Mobile GIS - Apps and Programming (CEGE0043)

Description
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. 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) could include Material Design, Cesium 3D Mapping, visualising data in D3, and code packaging and deployment techniques using gulp and NPM.

NB: This is not a beginners programming module - you should have some knowledge of programming (at least to the level of a term 1 module in python) before you start this module. Knowledge of SQL and GitHub is also an advantage.

Key information
- **Year**: 2019/20
- **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

Disclaimer: All information correct as of December 2018. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
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