In this article, we report on the development of HTML5-based web content related to urban modeling with special focus on GML and CityGML, allowing participants to access it regardless of the device platform. An essential part of the learning modules are short video lectures, supplemented by exercises and tests during the lecture to improve students’ individual progress and success. The evaluation of the tests is used to guide students through the course content, depending on individual knowledge. With this approach, we provide learning applications on a wide range of devices, either mobile or desktop, fulfill the needs of just-in-time knowledge, and increase the emphasis on lifelong learning.