W3C Mobile Web Initiative
Opera workshop position

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Contents

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Different screen size, same capabilities

Mobile = Desktop

Write a tutorial/article competition

Submit tutorials, articles, faq’s - share your knowledge with the community!

Users and Opera staff will get a chance to vote for the best entry in each category. Winners will get a cool Opera cap, plus have their website featured on My Opera.

See the competition thread on My Opera forums to learn more.

Opera for your School

Want your school to buy the Opera browser? Here's how!

Read more

Customize Opera

Customize your Opera browser with skins, setups and language files.

Opera skins | Setups | Language files

Customize Nokia 6600

Customize your Nokia 6600 with a variety of themes.

Journals

Inspired by the popularity of blogs, you can now create
Evolution of the browser technologies
Desktop browsers vs. mobile browsers

- HTML
- JavaScript
- CSS
- DOM
- XForms

Level of complexity

1996 1999 2001 2003 2005
Desktop browsers vs. mobile browsers

- 1996
- 1999
- 2001
- 2003
- 2005

Level of complexity

Desktop browsing

- HTML
- JavaScript
- CSS
- DOM
- XForms

Mobile browsing

- WML
- cHTML
- XHTML MP
- CSS MP
- XForms
Desktop browsers vs. mobile browsers

- HTML
- CSS
- DOM
- JavaScript
- WML
- cHTML
- XHTML MP
- CSS MP
- XForms
Desktop browsers vs. mobile browsers

- 1996: HTML
- 1999: JavaScript, CSS
- 2001: DOM
- 2003: CSS MP, XHTML MP
- 2005: XForms

Level of complexity

Desktop browsing: HTML, WML, cHTML
Mobile browsing: cHTML, WML
What we need
What we need in browsing technologies

- **Universal access**
  - One content, many views
  - Form factors are diverging more, not less
  - Clean separation of content and styling

- **Interoperability**
  - Optimised for X not feasible
  - ALL devices, OSs, platforms

- **Modularity, not more profiles**
  - Common core and well specified extensions
  - Subsets are acceptable, supersets are not

- **Evolution, not revolution**
  - Not closed for construction

- **Users should not be exposed to authoring errors**
  - Show what can be shown
  - Validation is still required

- **Tools that make convergent content development easy**
From viewing to interacting
## Mobile browsing technology use cases

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<tr>
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**Mark-up languages**

**Layout languages**
### Mobile browsing technology use cases

#### Web Browsing
- **Dynamic Scripting**
  - DOM 2
  - DOM 1
  - DHTML

- **Scripting languages**
  - JavaScript 1.5
  - ECMAScript 3rd
  - ECMAScript 2nd

- **Layout languages**
  - CSS 2
  - CSS 1

- **Mark-up languages**
  - Street HTML
  - HTML 4.01
  - XHTML 1.0/1.1

- **WAP 2.0**
  - XHTML MP
  - CSS MP
  - WML

#### Online Services
- Interactive services such as gaming, chatting and shopping

- **Dynamic home Screens**
  - Dynamic update of content

- **Component in other apps**
  - Dynamic update of content

### Use cases:
- **Web Browsing**
  - Complex non-standard web pages
  - Operator controlled framework

- **Online Services**
  - Information services
  - Operator controlled framework

- **Dynamic home Screens**
  - Full control of colors and layout
  - Make services such as web mail, banking etc.
  - Interactive services such as gaming, chatting and shopping

- **Component in other apps**
  - Dynamic update of content

Summary

• Existing Web content will not be redone to cater mobile
  – Evolutionary convergence of fixed and mobile domains

• Divergence of form factors will increase
  – Not fixed v. mobile but a range of different characteristics

• Blaming the technologies is only a start
  – Value proposition and the will to converge is required as well

• Mobile Web is more than browsing
  – True application environment
  – Pushed based services
  – Unique Mobile use cases and opportunities

• Human behaviour patterns take a long time to change
  – Not ‘if you will build it they will come’ but ‘build market and be patient’