Mobile Web Standardization: Goals and Bad Practices

WWW2007
9 May 2007
Art Barstow
art.barstow@nokia.com
Goal: Excellent User Experience

- Full Web Technologies
  - HTML, CSS, JavaScript, …
  - Ajax
  - Browser Tricks
- Widgets
- Context aware Applications
  - Location
  - Presence
  - Serendipity
  - …
Goal: Interoperability

- Open Source Software
- Open Source Test Suites
- Open Device Capability Repositories
- Embrace and Extend Web Technologies
  - Pave the Cow Paths
- Leverage and engage Web's ecosystem:
  - Open Communities (e.g. WHAT WG)
  - Content Providers (including Mom & Pop sites)
  - Tool Vendors
Goal: Cooperation

- Cooperation and Coordination between the relevant organizations at all levels is essential!
  - Must have transparency and openness
  - No more Member-only technical discussions!
- Minimize overlapping work
- Leverage the strengths of the various SDOs
Bad Practices

- Default Delivery Context in MWBPv1.0 is too low
  - Must be raised to OMA Browser Enabler 2.4 level
- Proliferation of mobile-specific Web specifications
  - Leads to fragmentation and partial implementations
- Standardization before Innovation and Adoption - if there are no Cow Paths we don’t need a spec!
- Standards groups with no concrete termination criteria