

the role of HTML5 in the Web on TV, esp. expectation for HTML5 as UI

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for Devices

- * Mobile Phone
- * Car Navigation
- * Laptop / Mobile PC
- * Desktop PC

- * TV box
- * Flat-screen TV
- * ?Game box?



for Contents

- * Existing BML-based TV Contents

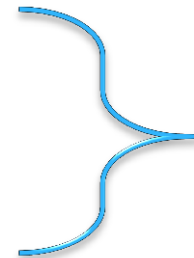
- * TV Programs
- * Services for Terrestrial digital broadcasting
 - * Data Broadcasting, EPG, Caption Services, etc.



**BML to
HTML5?**

- * **Internet, Web-based Media Contents**

- * Video / Streaming Services
- * News / Information Services
- * Web Application Services



HTML5
(& other web standards)
can help

User Scenario and Experience

For example,

- * Devices: Touch interface
 - * depends on the devices. Is it needed for all device?
 - * Do we need to listen the touch event via web standard?
- * Contents: Two-way communication
 - * depends on the content / scenario.
 - * How we can help existing BML-based services via HTML5?

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