W3C Workshop on The Future of Off-line Web Applications

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Statement of Interest

I'm working for Infraware specialized in web platform solution. We are preparing WAC(Wholesale Application community) commercial, have interests in distribution and activation of various application with web standards.

The Offline Application can be used regardless network status. It uses cache resource, so we can expect good responsiveness with the application. It saves battery because it uses less network access. Mobility is important in the mobile environment, so the advantage of reducing network traffic is useful feature for Offline Application. It is a good challenge to replace native app. There are many attempts to implement applications with web technology because web applications can offer similar functions with native application.

However there are some improvement points. Web standards are extending with more features to support the levels of native applications' functions, but web applications still have performance & user experience issues. Web application can implement same functionalities with native app, but it is hard to handle various events for mobile because web focuses on mouse click event. So developments should handle it in complex ways if they want to implement some application like drawing book or Photoshop.

Web application has issues regarding rendering. Web application is developed per page, so main page, menu, popup and all features are contained in a page and drawn all together. If it has many popup menus and dialogs, sometimes it responds and draws the page in unexpected way. It gives poor user experience.

So I'd like to discuss the items in the workshop.
- Standard for handling various events for mobile or other devices.
- Standard for developer to handle events and focus in easy & simple ways
- How to improve user experience with application reaction