JS Library for Next Generation TV

29/OCT/2012

Yosuke Funahashi (Tomo-Digi)

Motivation

- These days, video content is displayed on two major types of screen. One is a big screen in the living room and the other is a small screen, for instance in the user's hand.

- The UIs are currently completely different: traditional media remotes are used in the former case while touch screens are used in the latter case.

- So App providers for the next-generation TV will have to write two different UIs for one application to be played on both types of screen.

- It could be another nightmare, but fortunately JS libraries have been dealing with these kinds of problems very well: for instance, browser compatibility issues and divergence issues in smart phone app development. The solution to this problem is a JS library. "Write once, run anywhere", once again.

- The process may suggest new features which Web standards should have in order to achieve this write-once-run-anywhereness.

Agenda

- Potential Discussion Spaces
- Potential Contributors and Liaisons
- Next Steps and Action Items

Potential Discussion Spaces

- W3C Web and Broadcasting BG
  → Business use cases

- W3C Web and TV IG
  → Requirements

- W3C Existing or New CG
  → Notes

- jQuery Foundation
  → Specifications
  → jQuery TV?

Possible Contributors and Liaisons

- Some companies need IPR clarification for joining this kind of activity because the result of this project will contain OSS. I would like to find out who is interested in this activity before the IPR clarification.

- Liaisons

  - Internal

    - Coremob CG?

  - External

    - Other JS lib developers: prototype.js, etc.

    - CoreJS?

Next Steps and Action Items

- Write a charter
  - Determine leader(s)
  - Determine editor(s)
  - Determine project management style
  - Determine meeting style and frequency