

# Mobile Web Standardization: Goals and Bad Practices

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# Goal: Excellent User Experience

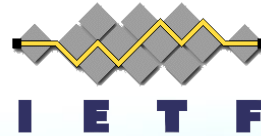
- ◆ Full Web Technologies
  - ◆ HTML, CSS, JavaScript, ...
  - ◆ Ajax
  - ◆ Browser *Tricks*
- ◆ Widgets
- ◆ Context aware Applications
  - ◆ Location
  - ◆ Presence
  - ◆ *Serendipity*
  - ◆ ...



# 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