

Mobile Web Applications

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Mobile Applications



- Run on mobile phone/device
- Examples
 - Address book
 - Calendar
 - Managing photos
 - Managing music

— ...

More interesting with Internet/Web access!

Mobile Internet



- Adoption growing quickly!
 - More powerful devices
 - Flat rate data plans
 - 3G networks
- Watch it live
 - Admob Live display of mobile ad requests
 - Bango Analytics live

Building Apps



- Native Applications
- Java
- Mobile Web Applications

Native Apps



- Fragmentation: Symbian, Windows Mobile, IPhone, Linux, Brew,
- Expensive to develop and maintain: C++,
 Objective C, ...
- Install: Users need to download applications

Java



- Fragmentation and incompatibilities
- Java programming expensive
- Needs user download

Mobile Web Applications



- Build on desktop success: Yahoo Mail, Google maps, ...
- Written using HTML, CSS, Javascript, ...
- Advantages over native, Java, ...
 - Easy to deploy and update: Browser reload
 - Incremental updates simple ("perpetual beta")
 - Big developer base, quick and cheap to develop

Access to Device



- Native, Java can access
 - Calendar
 - Address book
 - Location

— ...

Web developer cannot (for now)

Geolocation



- Display a map with the user's position
- Location influenced searches
- Turn-by-turn directions
- Status updates on social networking sites can be geo-tagged

Demo



- "Geode" Firefox Extension
- Privacy discussions

Ongoing Work



- OMTP BONDI
 - Telephony
 - Messaging
 - Persistence: Offline Operation
 - -PIM
 - Gallery (Photos)

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Best Practices



- What is different when developing for mobile?
 - Save battery
 - Save network interactions
 - Simplify user input
- W3C Mobile Web Application Best Practices

Web of Things





- Sekai Camera
- Get weather information from straight from sensor, not Web server
- Project slides from mobile phone

Participate!



- Follow W3C Mobile Web Initiative http://www.w3.org/mobile
- Follow W3C work towards "Web of Things" <u>http://tinyurl.com/2x72ke</u>
- Contact: ph@w3.org