

# Position Paper for W3C Workshop

## on The Future of Off-line Web Applications

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### *Our Interest*

We believe the Off-line use of Web application is the most attractive feature of future Web applications and enables many kinds of new use cases which could not be realized with present Web technologies. We assume the Web has rapidly evolved into a powerful platform suitable not only for many types of applications, but also for many kinds of devices and many kinds of distribution channels. For example, some of the TV sets already provides “Widget” functionality as an application runtime environment, which brings rich and interactive media experiences and extends the potential of TV devices, programs and services.

### *Our Viewpoint*

We have some questions related to Off-line Web applications such as HTML5 Application Cache and W3C Widgets, especially from the Viewpoint of devices like TVs, Smartphones, Tablets. We think that there are still problems and challenges if we try to use Web application platform on the non-PC environment. Below are the examples of questions what we expected to clarify the standards based solutions.

- Standards of Pre-Installed Web applications
- Standards of Up-date and/or Up-grade of Web applications
- Off-line Install and Update (e.g., Using SD-Cards, Broadcasting Channels)
- Off-line Web applications that can be run on multiple kind of devices (like TV, Smartphone, Tables)
- Off-line Web applications that can be communicate among multiple kind of devices (like TV, Smartphone, Tables) using Local Networking Connection