

W3C Workshop on Web Games (Gamepad)

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Steve Agoston

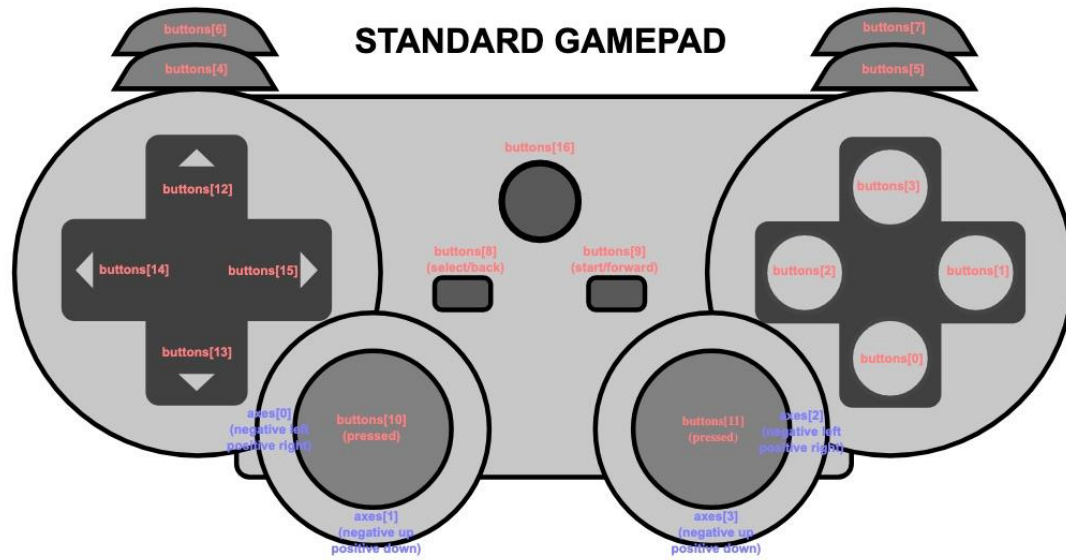
Sony

W3C Gamepad

- W3C Gamepad first working draft created in 2012

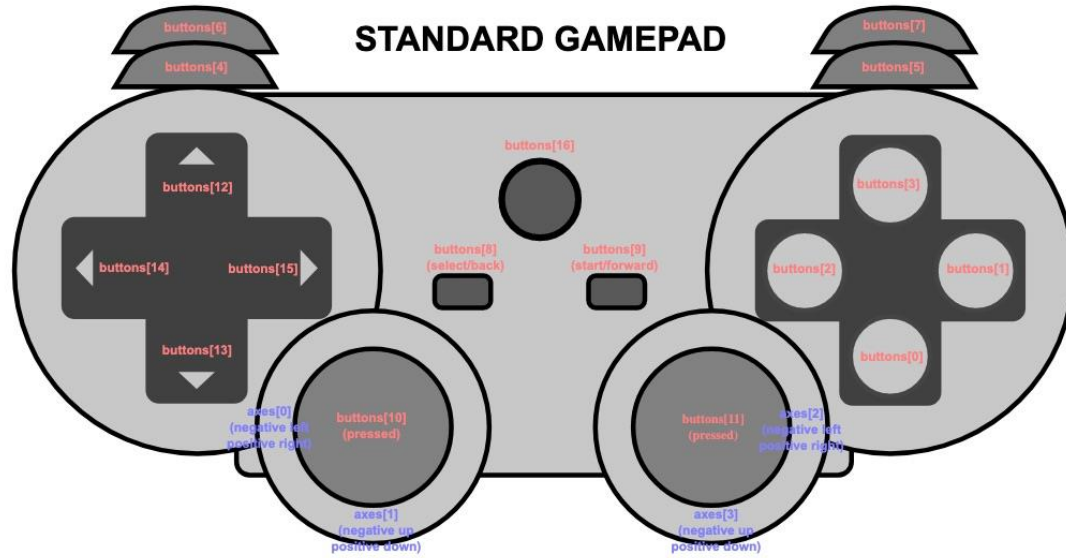
W3C Gamepad

- 2014 spec provides basic gamepad functionality



W3C Gamepad

- Fast forward to 2019. . .

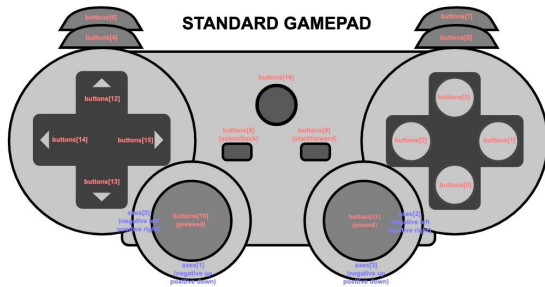


W3C Gamepad

- 2 major interests from several groups
- Standardize gamepad inputs
- Support modern controller features in the gamepad spec
 - Touch surface(s)
 - Light indicator(s)
 - Haptic(s)
 - Accelerometer
 - Gyroscope

W3C Gamepad

- V1 Work Stream: Move the current gamepad spec from WD to CR
 - Clarify terminology for current gamepad functionality
 - Address privacy and security issues

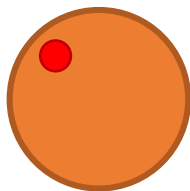


- Current open issues: <https://github.com/w3c/gamepad/issues>

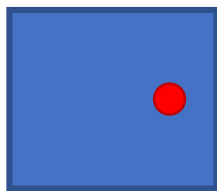
W3C Gamepad

- V2 Work Stream: Add support for modern gamepad features

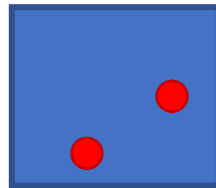
- Touchpad



Circular touch surface
Single touch point



Rectangular touch surface
Single touch point



Rectangular touch surface
Multiple touch points

- Proposal: <https://github.com/w3c/gamepad/issues/27>
- Implementation of proposal in Chrome and Firefox

W3C Gamepad

- V2 Work Stream: Add support for modern gamepad features
- Light indicator
 - Proposal: <https://github.com/w3c/gamepad/issues/67>
 - Implementation in Chrome and Firefox in progress
 - Single light indicator
 - Multiple light indicators
 - Multi-color light indicator
 - Single color light indicator

Thank you!

Questions/Comments: kelvin.yong@sony.com