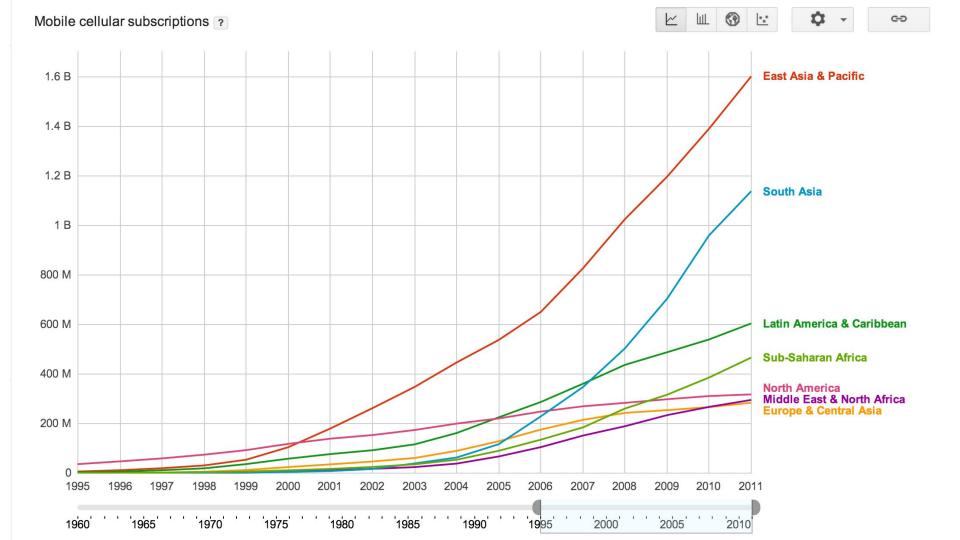
Mobile Web

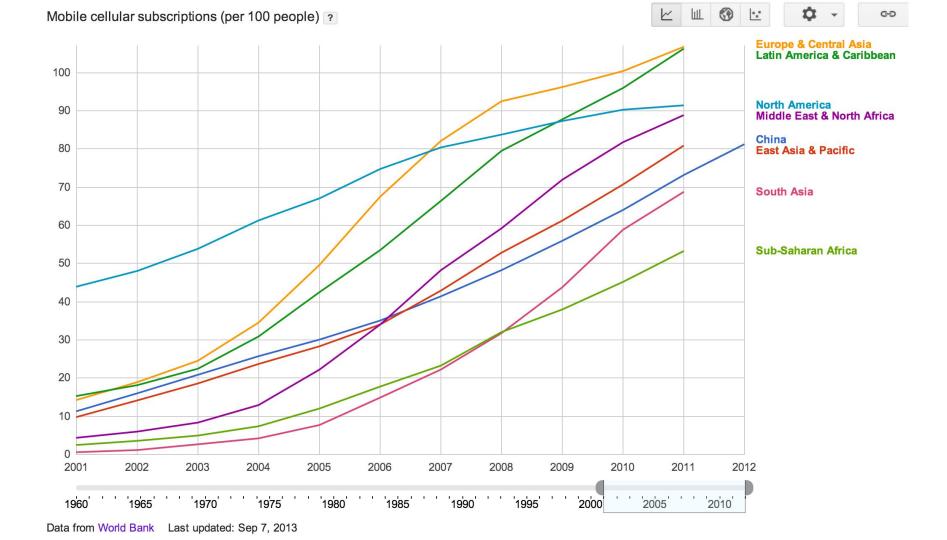
15/11/2013

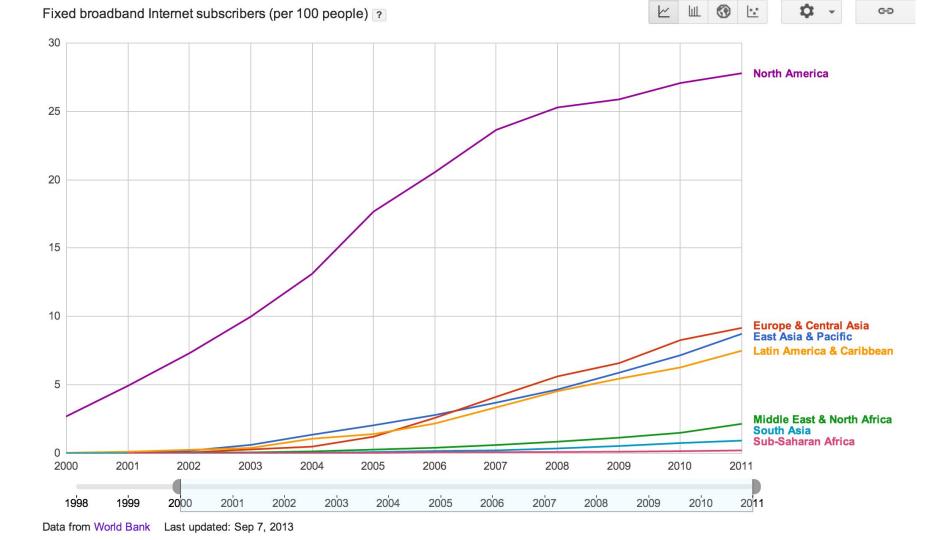
Jon Madden, Arnaud Brousseau

Why Mobile?





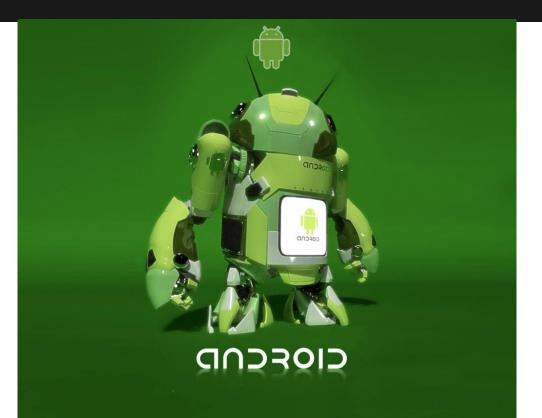




Before iPhone











Apps vs. Web

Apps

- UI control
- deep integration
- native == 'natural'
- implementation is platform specific
- marketplaces

Web

- HTML5
- often 'slow', 'unintuitive'
- platform agnostic
- no barriers to access

Apps vs. Web (users)

Apps

- high level of engagement
- trendsetters

Web

- varying engagement
- googlers

Web: 'page' vs 'app'

Web page (traditional)

- read
- information oriented
- multiple stand alone pages
- wikipedia

Web app

- read/write
- "does" something
 - often a single page app
 - twitter

The other mobile web

There is also an internet for dumb phones

- WAP
 - uses special protocols
- SMS widely used in the developing world





Embracing Mobile



Some mobile sites

- Food network
- Flickr
- Twitter
- Apple
- m.yelp

What Does It Mean?

Time to rethink design/engagement/market strategies

- Options:
 - Mobile first
 - Responsive
 - Separate (but equal?) sites
- Markets are still figuring this out

Mobile first

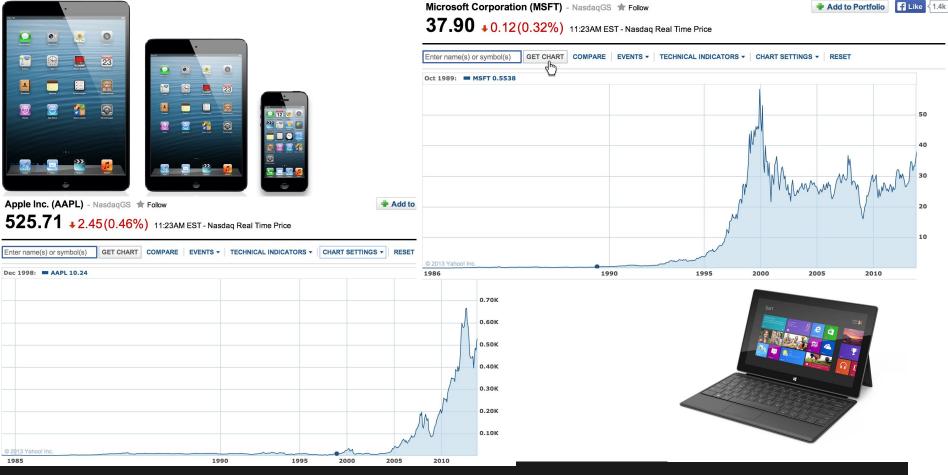
- generally pertains to apps
- forces focus to MVP
- very quick iterations/feedback loops
- graduate via progressive enhancement to become full product



Mobile firster: Rovio



Mobile firster: Instagram (1bn)



Mobile impact: Apple vs. Microsoft





It's hard to get right

The Mobile Web Platform

- standards based expression of <u>content</u>
- the most correct answer (for now)
- HTML5 so awesome
- We've been here before



How To: Adapt Content



Fluid defaults

(through browsers' default stylesheet)

HTML

Simple Page

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

- · It's beautiful
- It scales
- · Get up to speed in minutes

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- · It scales
- · Get up to speed in minutes

Reality

Desktop-specific JavaScript

Desktop-specific CSS

Heavy HTML





Responsive web design

JavaScript

CSS Media Queries

Desktop-specific CSS

Heavy HTML

```
/* desktop-specific styles */
#content { padding: 10px; }

@media screen and (max-width: 320px) {
    #content { padding: 5px; }
    #sidebar { display: none; }
}
```

Live Demo

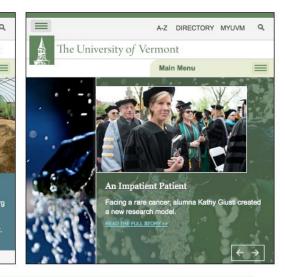
```
<link rel='stylesheet'
href='css/styles.css' />
<link rel='stylesheet'
  media='screen and (max-width: 320px)'
href='css/mobile.css' />
```

```
#content { padding: 10px; }
```

```
#content { padding: 5px; }
#sidebar { display: none; }
```









Live Demo

Mobile first

JavaScript

CSS Media Queries

Mobile-specific CSS

(Light?) HTML

```
/* mobile-specific styles */
#content { padding: 5px; }
#sidebar { display: none; }

@media screen and (min-width: 320px) {
    #content { padding: 10px; }
    #sidebar { display: block; }
}
```

Live Demo

```
<link rel='stylesheet'
href='css/styles.css' />
<link rel='stylesheet'
  media='screen and (min-width: 320px)'
href='css/desktop.css' />
```

```
#content { padding: 5px; }
#sidebar { display: none; }
```

```
#content { padding: 10px; }
#sidebar { display: block; }
```

Mohila firet

Responsive

WIODIIC III St	web design
JavaScript	JavaScript

CSS Media Queries

CSS Media Queries

Desktop-specific CSS

Mobile-specific CSS

(Light?) HTML

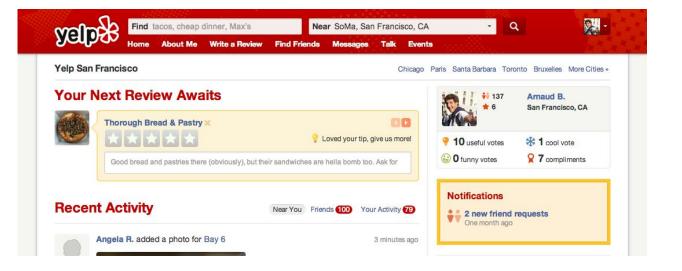
Heavy HTML

Dedicated mobile site

JavaScript

Mobile-specific CSS

Light HTML

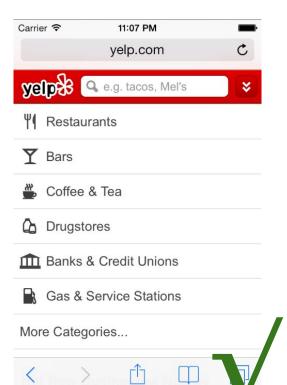




10:47 PM

Carrier ?





User agents (UAs)

When a software agent operates in a network protocol, it often identifies itself [...] by submitting a **characteristic identification string to its operating peer**. In HTTP [...] this identification is **transmitted in a header field User-Agent**.

```
Mozilla/5.0 (Macintosh; Intel Mac OS X 10_8_5) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/30.0.1599.101 Safari/537.36
```

```
mozilla/5.0 (iphone; cpu iphone os 7_0_2 like mac os x) applewebkit/537.51.1 (khtml, like gecko) version/7.0 mobile/11a501 safari/9537.53
```



GET / HTTP 1.1

Host: http://www.yelp.com

User-Agent: "Mozilla/5.0 (Windows NT 6.2; Win64;..."

















GET / HTTP 1.1

Host: http://www.yelp.com

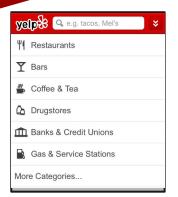
User-Agent: "Mozilla/5.0 (iPhone; CPU iPhone OS..."











Live Demo

- Different screen sizes
- Different screen densities
- Slow mobile networks (performance headache)

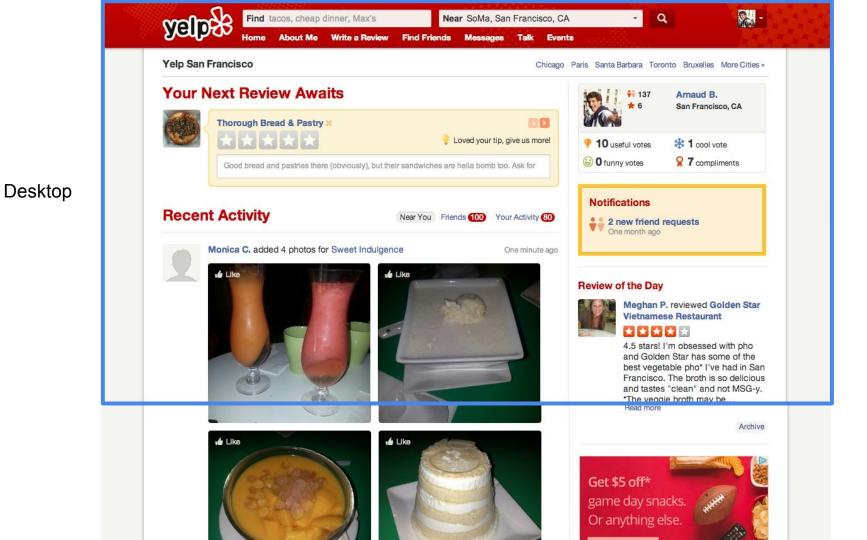
CAUTION

 tags considered tricky

Article on existing solutions
Serious proposal: Client-Hints

How To: Master Viewport







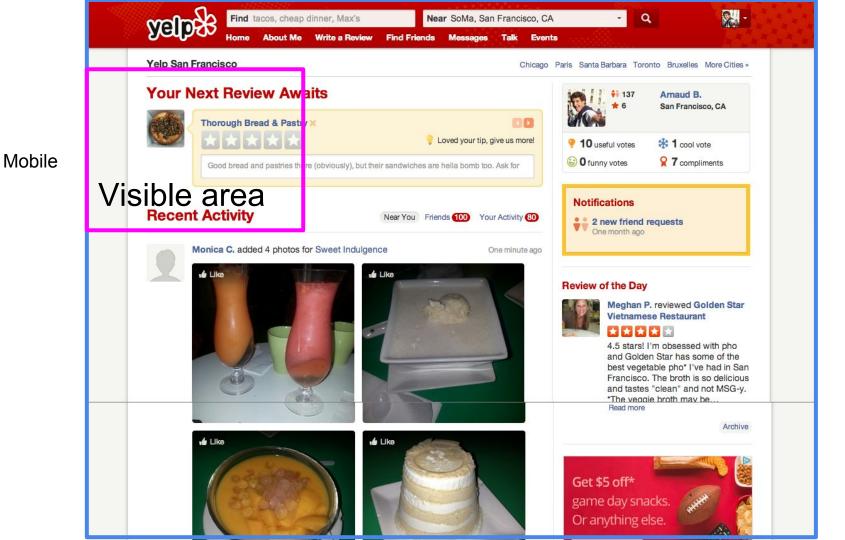
Mobile

Initial viewport



Mobile

When you zoom in



<meta name="viewport"</pre>

contont "uidth douico uidth"

Default width



Width set to device-width



980 pixels

320 pixels

<meta name="viewport" content="initial-scale=1,</pre>



320 pixels





208 pixels

480 pixels

How To: Access Hardware



- Camera
- GPS
- Touch/Gestures
- Battery Status
- Vibrations
- File System
- Even Ambient Pressure!
- ...and more

How?



```
navigator.geolocation.getCurrentPosition(function(pos) {
    // YOU NOW KNOW WHERE THE USER IS. Look at:
    // pos.coords.latitude
    // pos.coords.longitude
});
```

Live Demo

```
navigator.getUserMedia('video', function(stream) {
    // Access to a stream, straight from the camera
});
```

Live Demo

Gonk

Kernel, core OS (Linux based)

Gecko

Rendering engine, Also found in Firefox.

Gaia

Interface of this phone. **Gaia is a WEB APP**















How To: Deal With Touch









→ Hover

→ Keyup

```
myElem.addEventListener('click', function(e) {
    // will execute when myElem is clicked
```

});



- → pinch/zoom→ swipe→ rotate

```
myElem.addEventListener('touchstart', function(e) {
    // will execute when myElem is touched
});
```

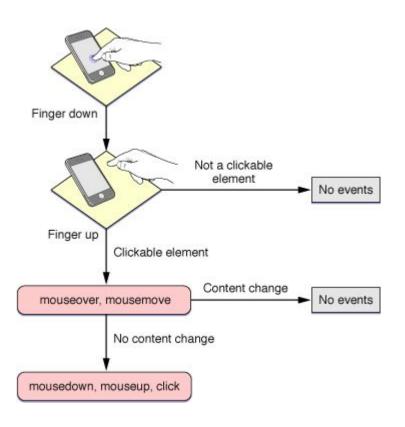
Live Demo

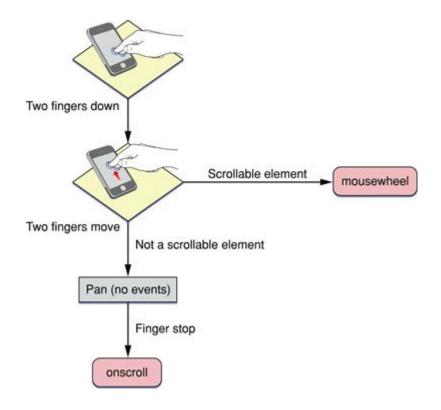
Antipatterns:

- Hover menus
- Keyboard-driven interactions
- Rely on 'click', 'mousedown', 'mouseup'

^^ That's how the web was build before touch interactions were around!

How Mobile Browsers "Fixed" The Web:







Touch? Click? Both!

```
myElem.addEventListener('pointermove', function(e) {
    // will execute when myElem is moved:
    // - with a mouse
    // - with a finger
    // - through a Kinect
});
```

The Future

Want To Know More?

- Google's Mobile Web Guidelines
- Apple Documentation on Viewport
- Summary of responsive images solutions
- Mozilla Developer Network on Mobile Web
- To get iOS Simulator: Xcode
- Debugging on mobile: weinre

Questions?

Nope. We don't bite.

