TALKING POINTS

# Intro Slide

1. HTML5 is here, and the web will never be the same
2. You may agree, but perhaps you are struggling to understand where HTML5 fits
   1. You are not alone
   2. There are ways to evaluate and approach HTML5 that won’t suck up all of your free time
3. GOALS FOR TODAY:
   1. Understand what HTML5 means
   2. How you can go and start using it today, and what you can use
   3. How to keep up with what’s new and happening in the future

# WHAT IS HTML5?

1. To some, it might just mean prettier sites with rounded corners. Speaking of which, I can’t do an HTML5 presentation without rounded corners myself.
2. I will talk today about what HTML5 means…

# Angry Kid

1. More important is what HTML5 means to you, the tireless and enterprising web developer who is likely becoming overwhelmed at the pace of change in technology and the increasing volume of things you have to keep up with.
2. LAST thing I want to do is overwhelm you with the scope of HTML5 (it is HUGE)
3. Not here to drone on about everything
4. Goal is to equip you with tools you can use the minute you leave here, and a framework for evaluating HTML5

# What does HTML5 mean to you?

1. I can tell you what it means
2. But I can’t tell you what it means to you
3. Want you to leave with
   1. A definition of HTMl5 that you can rely on
   2. Some knowledge of what HTML5 technologies are ready now
   3. How to use new technologies
   4. How to be aware of what’s coming in the future

# Definition Slide

1. 100+ specs
2. Can’t even list them all, much less talk about them

# Tech Areas

1. But the W3C has created groupings to help us reason about HTML5
2. This is the vision, and not all of this is ready today

# Just a Spec

1. “Readiness of HTML5” is not something you can easily answer
2. Each spec moves through the 5-step process, all at different speeds
3. Some are done, some are not
4. And availability in all browsers doesn’t always relate to which stage a tech appears in
5. TAKEAWAY: HTML5 is a term that represents a lot of whats new and next, but it is not itself ONE THING
   1. Not even things that are all SITE READY today
   2. No such thing as “adopting HTML5” or “upgrading to HTML5”
6. INSTEAD, there are things that you as a developer will choose to care about and adopt. Your best bet is to be aware of the spec process, and more importantly aware of which technologies are widely supported or coming soon.

# Five Words

1. Feeling overwhelmed? HTML5 is huge, and its easy to feel the pressure to know it all
2. But I want to make it simpler for you
3. FIRST, Five words that I believe are the most important words related to HTML5
4. SECOND, items that are site ready to use today
5. THIRD, how you can keep up with what’s coming

# #5 - Polyfills

1. “…a shim that mimics a future API, providing fallback functionality to older browsers.”
2. Like spackle for your websites
3. You may be thinking to yourself “HTML5 is still too new, and I have too many users on older browsers. I don’t want to break their experiences.”
4. POLYFILLS are KEY to adopting HTML5 features today

# EX. Modernizr

1. Js Library that helps you with Polyfilling
2. Geolocation example to provide fallback
3. Modernizr, when paired with other libraries and options, can also help you “plug the gaps” and offer HTML5 functionality to older browsers.
4. NOT ALL HTML5 features will break your site for older browsers.

TIMING

# HTML5: MIX-TAPE - :60

# Semantics - :55

# Canvas/SVG – :45

# Video - :35

# Geolocation - :30

# Local Storage - :25

# IE 10 PP - :20

# HTML5 Labs - :15

# Close - :10