Standards

If authors use non-standard additions to HTML they may encounter a few problems leaving them and their audience in frustration. Not all web browsers support the additions authors may use so it is best to avoid them unless they are certain it will work for whoever they are trying to attract to their pages. Since certain texts may not appear or sound the way they were coded using non-standard additions, it may cause confusion for those who use the accessibility features.

Authors should use CSS styles to create or add more designs to their pages instead of using additions that may not even work for half their audience. Using CSS will help authors achieve desired affects for their pages that will leave their readers intrigued. Whoever chooses to use non-standard additions has the right to since they are not breaking the law. Out of etiquettes though, the proper thing to do would be to stick to standards. It may seem unfair for those who follow standards that others don’t, but following standards helps authors avoid unnecessary and extra problems when creating their pages.

I believe HTML5 will soon introduce some sort of multimedia platform similar to Flash or even work with Flash so that developers have more opportunities to create things. HTML5 may take over Flash in the long run since many site developers are shifting towards HTML. However, Flash supports games better than HTML so that being said, I believe Flash has a long way unless HTML manages to create better support for gaming in the near future.