

Past, Present & Potential Future of Web Design

By **Tanjim Hossain** - @audacioustux
American International University - Bangladesh

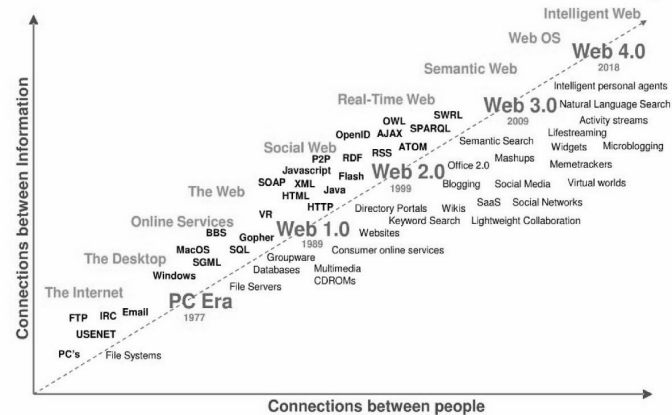
What's Web Design Really?

- User Interface/Experience Design?
- Accessibility? Usability?
- SEO?
- Platform (mobile, desktop, browser, IoT, etc.)?
 - Let's only focus on web browser for now

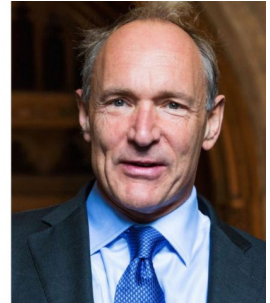


Evolution of Web and Web Design

The Intelligence is in the Connections



Sir Timothy John Berners-Lee, also known as **TimBL**, is an English computer scientist best known as the inventor of the World Wide Web. He is a Professorial Fellow of Computer Science at the University of Oxford and a professor at the Massachusetts Institute of

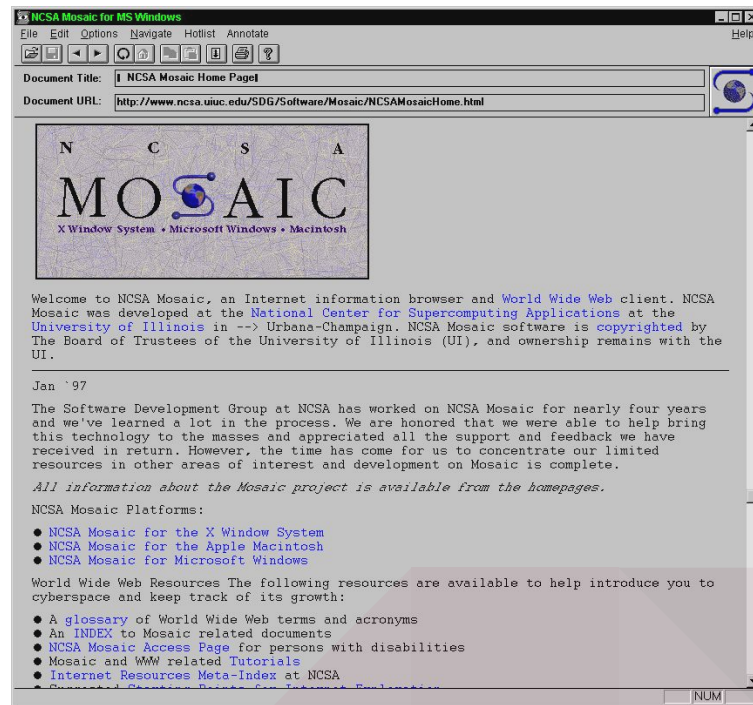


The Past (<2010)

- During 1991 to 1993 the World Wide Web was born
- Mosaic - 1993
- Static Page (Document) & Hyperlink based to MPA
- First Browser War (1995 - 2001)
 - Javascript, CSS
- Second Browser War (2004 - 2017)
 - Firefox, WHATWG, Web Standards, AJAX

Problems:

- Lack of Interactivity, Scalability
- Browser Compatibility Issues



The Present

- Single Page Application
- Web Component - Better Modularity
- ESM module - Better JS ecosystem
- WebAssembly - Compilation target
- Web-Worker - Concurrency
- UI/X Design Tools - Figma, Adobe XD
- Http/2
- Experimental - Transitional Apps, Server Rendered Interactive Web Apps (ex. Liveview, LiveWire, HotWire)



Problems:

- Server-Client Dichotomy
- Too many half baked solutions
- Lack of proper computing model



The Future

- Browser as default target for very complex apps
 - Photoshop, Figma, Autocad
- More client-side computing
 - Thanks to growing capability of user-end devices
- Powerful computing & computational model
 - Object, System, Message, Event, Actor, Agent Oriented Models
- Users with more control
 - User/Client Scriptable Environment
- More Isolation! Less Coupling!



Conclusion

The best way to
predict the future
is to invent it.

Startup Quote!



ALAN KAY
COMPUTER SCIENTIST

The Future is unpredictable. But with some experience and intuition, we can foresee some of the upcoming trends and techs in the making. But the best way to predict is to invent it. Web Design has come a long way, but computing disciplines are in their early stage, and we have lots to explore and ponder...

“ We don’t have to accept computing as it is. Computing education today focuses mostly on preparing students to be professional software developers, using the tools of professional software development. That’s important and useful, but often eclipses other, broader goals for learning computing. The earliest goals for computing education are different from those in most of today’s computing education. We should question our goals, our tools, and our assumptions. Computing for everyone is likely going to look different than the computing we have today which has been defined for a narrow set of goals and for far fewer people than “all.” - **Mark Guzdial**



Links & References

1. [Have Single-Page Apps Ruined the Web? | Transitional Apps with Rich Harris, NYTimes - YouTube.](#)
2. [Phoenix Framework.](#)
3. [Amber Smalltalk \(amber-lang.net\).](#)
4. [webarch_icse2000.pdf \(uci.edu\).](#)
5. [Web design - Wikipedia](#)
6. [https://github.com/lumen/lumen](#)

