Using Mobile Web Frameworks

Consistent with most types of application development, there are multiple tools you can use when building mobile web experiences. And, as you know, there are advantages and disadvantages to each of the tools. Frameworks, or libraries if you prefer, such as jQuery Mobile and Sencha Touch cater specifically to building web applications for devices. The Project Liike team took a different approach, but it’s important to understand the advantages and disadvantages of the various options.

## Objectives

Explain the advantages and disadvantages of using frameworks specific to mobile web experiences

## Notes

* Preliminary outline:
  + Advantages of frameworks
    - Faster time to market (easier)
    - Less ambiguity/decision making
  + Disadvantages of frameworks
    - Less flexible UI/UX (to mirror existing web app, it’s a lot of work – if possible)
    - Learning curve (they aren’t necessarily steep, but it’s not flat)
* Currently considering the inclusion of:
  + jQuery Mobile
  + Sencha Touch
  + What else should we consider?
* Will not be recommending the use of any particular framework
* Will not be comparing the merits of these frameworks
* Will likely compare the architectural differences of these frameworks
* Need to confirm reviewers from these frameworks to ensure accuracy
* Might roll this topic into another one such as “Exploring Mileage Stats Mobile” if it turns out to be too thin