

Deliver a rich,  
plugin-less audio  
experience  
on the web!

With `buzz.js` and  
`knockout.js`!

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“Yo, why  
HTML5 audio?”



“We code for  
HTML5 audio  
so that we don't  
have to use  
plug-ins for  
audio in web  
browsers.”





“But plug-ins  
aren’t so bad!  
I like Flash!”



"No, you don't  
like Flash."

"r u n00b?"





Adobe: "Chrome for Android does not Support Flash"



“How about raw  
mp3 files for  
downloading?”



“mp3 files? Lame.  
What about rich  
browser features?  
You have a blank  
canvas! The sky is  
the limit!”





"Are you telling  
me to compete  
with Pandora  
and Spotify?"



“Garage  
production,  
podcasts, voice  
recordings,  
interviews...  
they can all  
benefit from  
HTML5 audio.”



“You can  
even do this  
stuff inside  
your own  
company if  
you want!”





"Ok, so what is  
buzz.js?"



“Buzz.js levels  
the HTML5  
audio playing  
field.”







“Ok, so what is  
knockout.js?”



“Use it to create simple, dynamic JavaScript UI's with the MVVM pattern. It isn't even an HTML5 thing!”







“I’m down with  
that. Let’s build!”





@kindohm

[github.com/kindohm](https://github.com/kindohm)

[buzz.jaysalvat.com](https://buzz.jaysalvat.com)

[knockoutjs.com](https://knockoutjs.com)





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