Experiences building a hypervideo-based webapp with Ember.js, Popcorn.js and HTML5

EmberFest 2013
Thomas Herrmann
Teleteach GmbH / 42ways UG

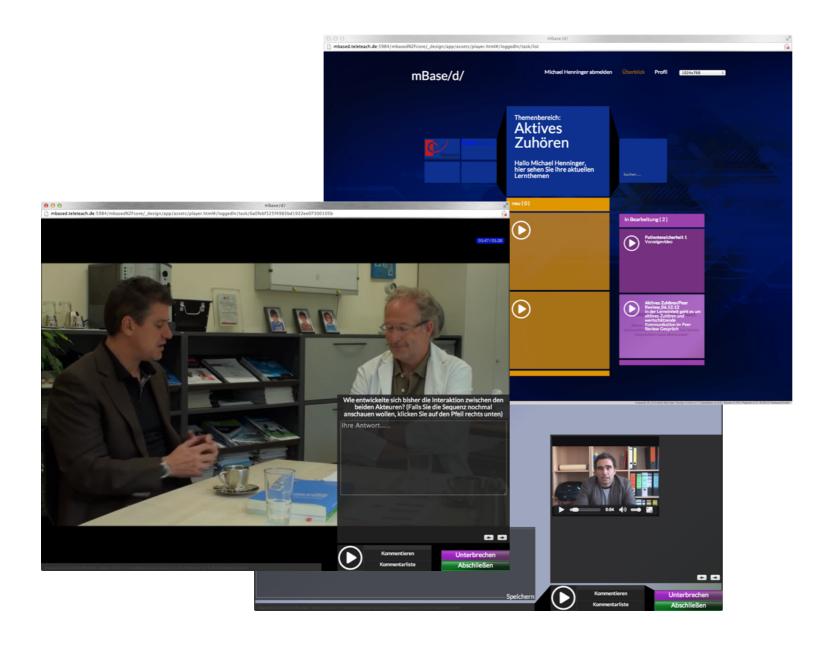
12 years ago - CaiMan

Communication training



- Java
- JFC/Swing
- Java MediaFramework
- RDB-Backend (MySQL)
- Local Installation
- Fileserver / CD-Distribution

Today - mbase/d/



Train speech receptive skills

- JavaScript
- Ember.js
- Popcorn.js
- HTML5 video
- NoSQL-Backend (couchDB)
- No Installation
- 100% Browser based

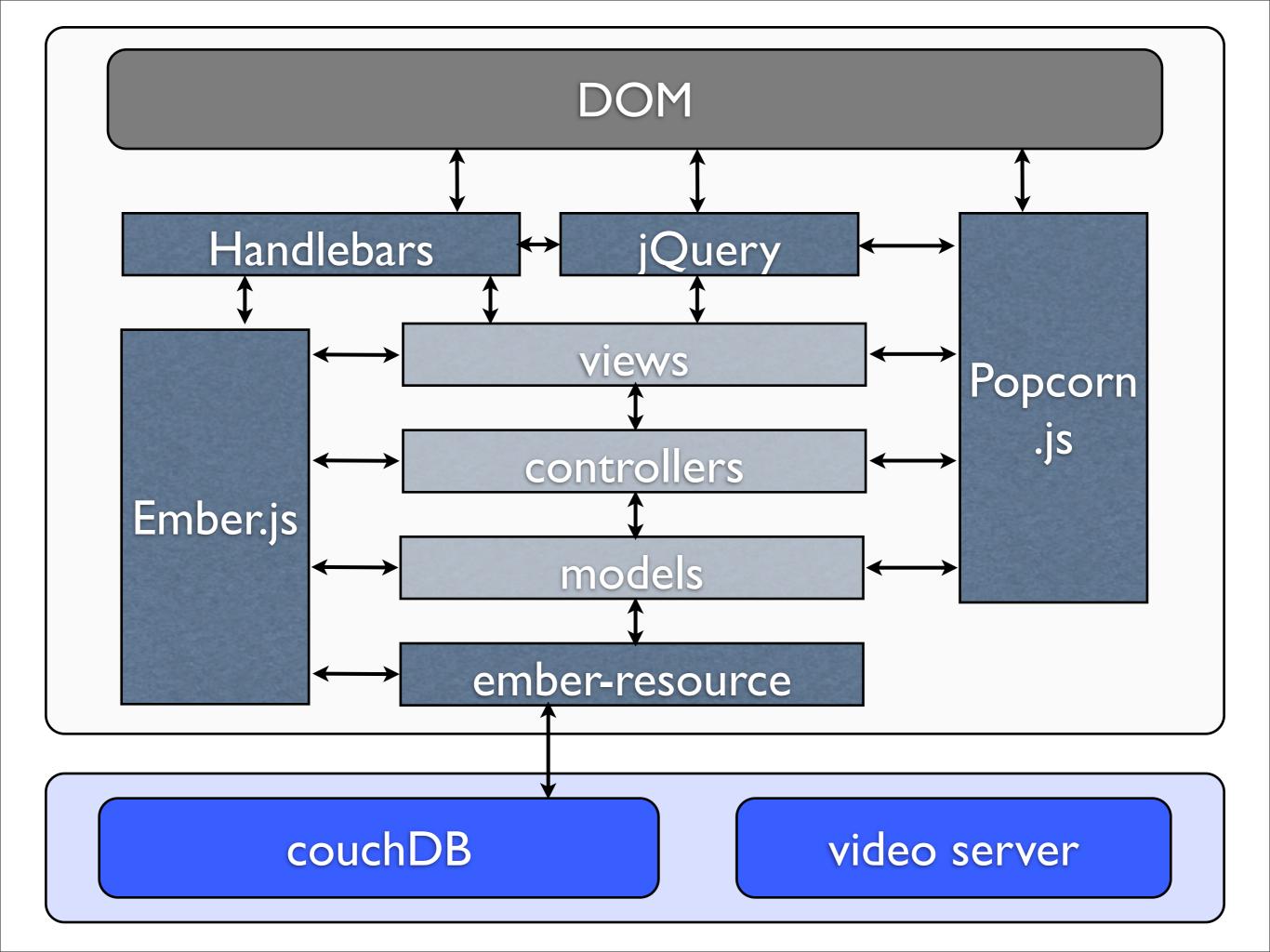
Popcorn.js?

"Popcorn.js is an HTML5 media framework written in JavaScript for filmmakers, web developers, and anyone who wants to create time-based interactive media on the web"

(popcornjs.org)

Ember.js - Popcorn.js

- Both do DOM-Manipulation
- Both track "App-State"
- State/Property handling vs.
 Time-based video events



Short Demo

```
pop.code({
                                         Popcorn event
  start:
          start,
          end,
  end:
 onStart: function(options) {
            self.pause();
            self.get('parentView').set('slideShowAnnotation', annotation);
          function(options) {
  onEnd:
            var currentAnnotation = self.get('parentView').get('slideShowAnnotation');
            if (annotation === currentAnnotation) {
              self.get('parentView').set('slideShowAnnotation', null);
});
                                                 Handlebars template
           {{#if view.slideShowAnnotation}}
               <div class="lightDarkenedBackground"></div>
               <div id="slideShow" class="userInteraction">
                   <h4>{{view.slideShowAnnotation.textAsHtml}}</h4>
                   <div>{{view.slideShowAnnotation.slideShow.currentSlideText}}</div>
               </div>
           {{/if}}
```

ember-resource - couchdb

- "Relational" vs. document-oriented
- Nested resources
- Tricky details
 - id vs. id
 - update of _rev

Ember.js challenges

- High pace of development
- Router-API vI -> v2...
- Most important:
 Understand concept of bindings and specify them correctly, avoid procedural thinking

Development

- Technologies allowed very early prototypes
 - Ember-skeleton as base structure
 - Schemaless DB
- Short turnaround cycles
 - Rails asset-pipeline / rackup

Lessons learned

- No one size fits it all
 - bootstrap vs. custom design
 - couchdb vs. video server
- Don't go too deep into HTML5/CSS3/ jQuery
- Identify strengths and weaknesses of components and divide responsibilities according to them
- Don't work against the framework

Thank you!

Thomas Herrmann thomas.herrmann@teleteach.de thomas@42ways.de