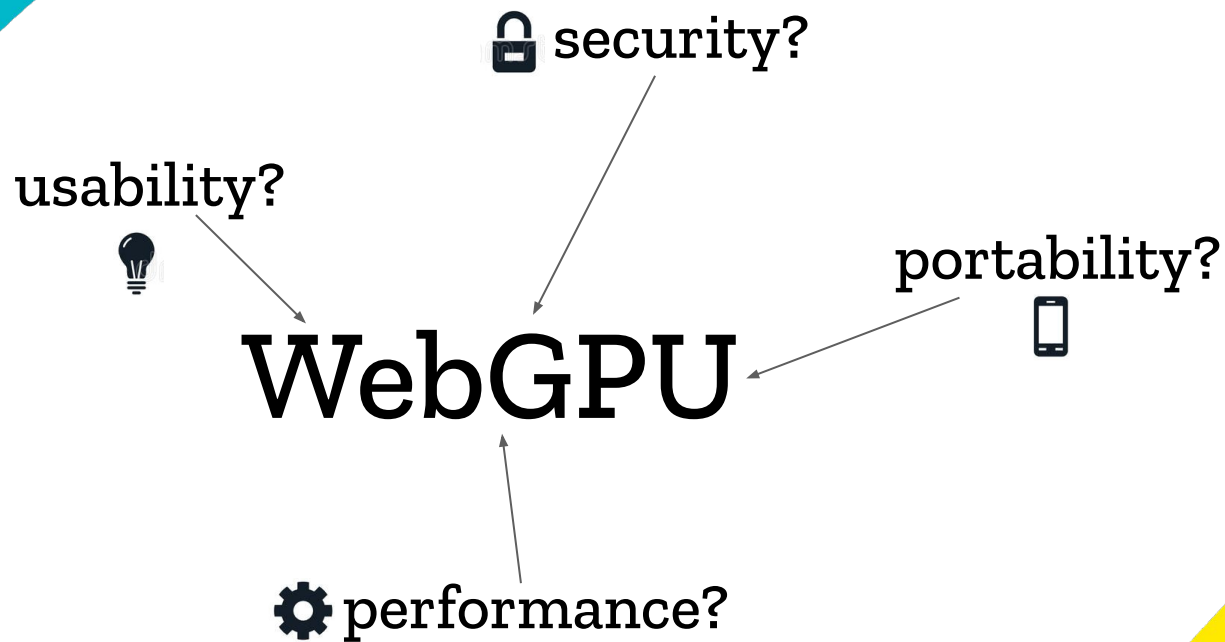


Surveying WebGL Developers


Dzmitry Malyshau,
Kamyar Ardenaki
June 14th, CoE session

moz://a

all hands 2018
san francisco



Let's hear out the future users!

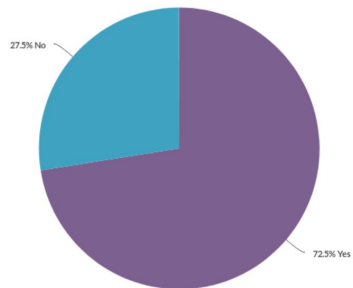


Challenges

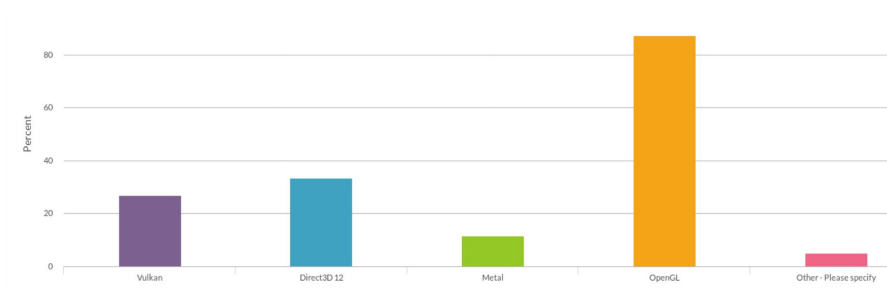
- Filter out non-web-graphics-devs
- Classify the target audience into groups
- Figure out the priorities
 - Unlike Rust, we can't provide all good things at once!
- Test a disprovable hypothesis:
 - Web developers want performance
 - At the cost of other things!



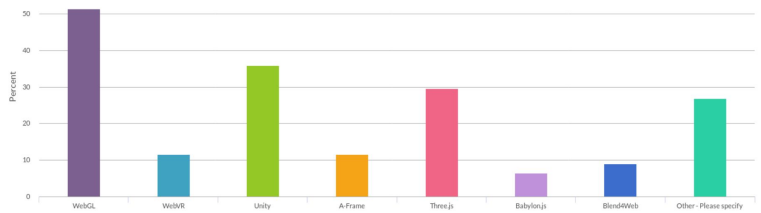
Survey statistics



300 participating web devs



Rich background experience



Large variety of libraries used



Conclusions

1. People don't know what they want
 - Say performance is important
 - ... but more bothered by portability
2. Extra comments are fun
 - ... and are all over the place
3. Surveys are hard!

"Please add screen capture and device test plugin by default" - participant 30

"FireFox crashes on me just by basic browsing! I doubt it's capable of rendering 3D graphs." - participant 346

"Nop" - participant 172

A real essay on the role of Internet in life (amusing read!) - participant 412

