Kimmo Puputti
kimmo.puputti@futurice.com
http://kpuputti.fi/

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1   Introduction

- The Web is integrated to our daily lives

- The Web is accessed (for consuming and producing information) from everywhere with a ton of different devices

Principles of the Web:

- The Web is ubiquitous

- The Web is universal

- The Web should be open

- The Web should be accessible for anyone, anywhere, anytime

- Resources on the Web should be linkable by anyone from anywhere

Native apps are popular, but being cross-platform is essential. Smart phones and tablets are everywhere.

2   Research Question

- What HTML5?

- Why HTML5?

- How HTML5?

    - How to handle flaky network connections?
    - How to make apps blazing fast?
    - How to make the apps responsive?
    - How to attack different screen sizes?
    - How to achieve cross-platform support?

- Promises and hype are big, but what are the realities and real-world performance?

3 Methods

We created the Qt Developer Days 2011 conference mobile website for schedule management and session information and rating. The website has offline support, stores persistent user-specific data in the client side HTML5 localStorage and scales to different screen sizes.

4 Results

We created a cross-platform website for mobile phones and tablets running on several different platforms. Design compromises were made to achieve cross-platform support.

5 Discussion