about:standardization

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W3C CSS Working Group Invited Expert

What is a standard?

*"A **standard** is an agreed, repeatable way of doing something. It is a published document that contains a technical specification or other precise criteria designed to be used consistently as a rule, guideline, or definition."*

– *British Standards Institution*

A **standard** is an **agreement** on technically **precise criteria** so that we can **consistently repeat something**.

Like what? Hot water knobs. Paper sizes. Measuring soil properties. **Displaying a Web page.**

Open Standards

Publicly Available

Freely Implementable

Transparent Process

Public Participation

Benefits of Standardization

Process Benefits

Collaboration + Wide Review → Technical Merit

Consensus + Documentation → Interoperability

Ecosystem Benefits

Openness & Vendor-Neutrality

Competition & Diversity

Quality & Longevity

Longevity

Proprietary 5年

Open 100年

Method of Standardization

"Standards are created by bringing together the experience and expertise of all interested parties such as the producers, sellers, buyers, users and regulators of a particular material, product, process or service."

– *British Standards Institution*

Standardization Roles

Community Member

Working Group Member

Chair

Editor

Reviewer

Tester

Implementer

End-user

How to Participate in Standards Development

Step One

Read the spec

Step Two

Complain about it

Level 2

Opine in issues

Level 3

Suggest improvements

Level 4

Edit the spec

Jobs of a Spec Editor

Editing Specs

Triaging Issues

Designing Proposals

Evaluating Proposals

Soliciting Reviews

Driving Consensus

Responding to Feedback

Job Description of a Standards Engineer

Spec Editing Best Practices (TPAC 2018 Break-out)

Types of Review

Deep [Expert] Review

Wide [Community] Review

Horizontal [Specialist] Review

Formally Addressing a Comment

Understand the feedback

Analyze the problem

Design and evaluate possible solutions

Discuss and resolve the issue

Edit the spec

Respond with rationale

Solicit commenter verification

Making Decisions

Delegation to Editor

Consensus of Working Group

Working Group Vote

CSSWG Delegation Model

<table>
<tr><th></th><th>early WD</th><th>late WD</th><th>CR</th><th>REC</th></tr>
<tr><td>Editorial</td><td rowspan="3">Editors</td><td rowspan="2">Editors</td><td>Editors</td><td rowspan="4">WG</td></tr>
<tr><td>Bugfix</td><td rowspan="2">WG</td></tr>
<tr><td>Limited Impact</td><td rowspan="2">WG</td></tr>
<tr><td>Wide Impact</td><td>WG</td></tr>
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Communication Methods

email / bug tracker

chat

telecon

F2F

Advantages and disadvantages to each: find a good balance for your group

How to Run a Good Meeting

Have a clear agenda

with a discussion goal for each item

Have an empowered chair

to evaluate consensus, manage time + on-topicness + queuing, and *shut people up when needed*

Have a scribe

to **clearly record the conclusions** and, ideally, what led to them

Support each others' participation

by voicing your opinions and helping others speak up

Types of Standardization Efforts

Designing New Features

Bugfixing Existing Features

Documented Reverse-Engineering

Interoperability

Specifications

Implementations

Test Suites

Web Content

Questions?

Common Standardization Failure Modes

No shared vision / goals / values / principles

Bad chairing

Nobody does actual work

Lack of adequate review

Shared Vision: Example from CSSWG

5 Principles of Web Architecture

Web Architecture

Cross-Device & Cross-Platform

Screen / Print / Braille / Terminal / Speech / Mobile / ...

Landscape / Portrait / High-res / Low-res / Widescreen / Phone screen / ...

NeXT / MacOS / Windows / Linux / Irix / Solaris / Symbian / Android / iOS / BeOS / ...

Gecko / Presto / Trident / WebKit / Servo / ...

Mouse / Keyboard / Touchscreen / Wiimote / Voice nav / ...

Web Architecture

World-Wide Web

All Writing Systems

All Languages

Handle Hybrids

Web Architecture

Forwards- and Backwards-Compatibility

Forwards-compatible Parsing

Levels, not Versions

→ Enable Progressive Enhancement & Graceful Degradation

→ Don't Break the Web&tm;

Web Architecture

No Dataloss

Visible By Default

Readable By Default

Web Architecture

Separation of Content & Style

HTML for content & structure

CSS for presentation

Why? Separation of Content & Style

Efficiency

of Implementation, Maintenance, Memory/Bandwidth

Accessibility

for Speech, Search, Reader Mode and Other Re-use

Variability

Exploring Choices, Changing over Time

Principles of Web Architecture

Cross-Device & Cross-Platform

World-Wide

Forwards- and Backwards-Compatible

No Dataloss

Separated Content & Style

Fundamental Goal of the Web

=

Accessibility of Information

Constraints of CSS

Unknown display size and orientation

Unknown font availability

Unknown content (user-generated, database-generated)

Unknown language / writing system (localization, translation)

No post-processing

Design Principles of CSS

Flexible

Powerful

Robust

Understandable

Performant

Automatic Sizes

jan tschichold:

die neue typographie

lictbildervortrag

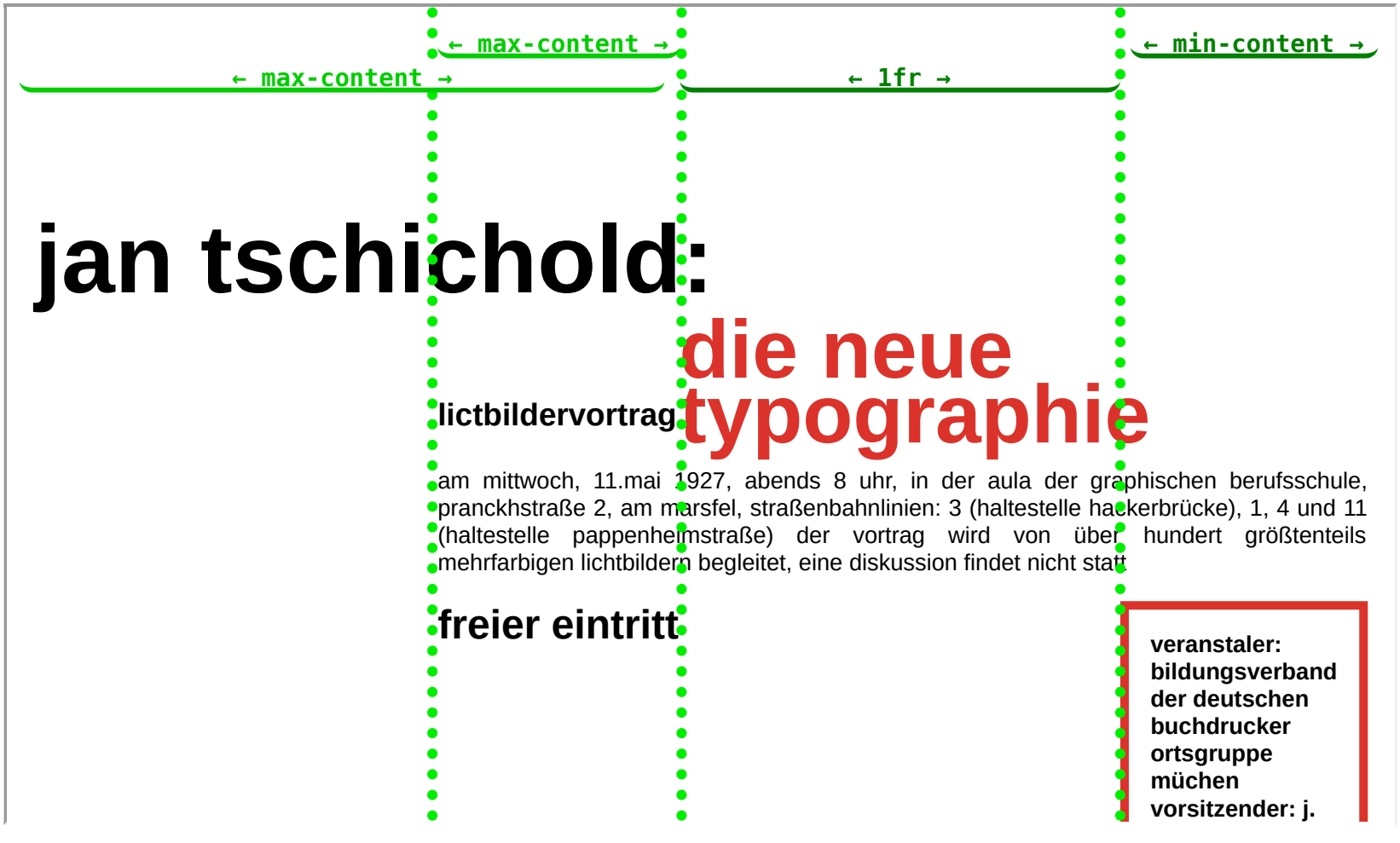
am mittwoch, 11.mai 1927, abends 8 uhr, in der aula der graphischen berufsschule, pranckhstraße 2, am marsfel, straßenbahnlinien: 3 (haltestelle hackerbrücke), 1, 4 und 11 (haltestelle pappenheimstraße) der vortrag wird von über hundert größtenteils mehrfarbigen lichtbildern begleitet, eine diskussion findet nicht statt

freier eintritt

veranstaler: bildungsverband der deutschen buchdrucker ortsgruppe müchen vorsitzender: j.

Resizable Typography Experiment using “Intrinsic Design” (Jen Simmons)

Automatic Sizes

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