

Offline (First) Camp

with Nathan Stilwell

What is offline
First?

Offline First is a movement to build products that better deal with low bandwidth and low power environments.

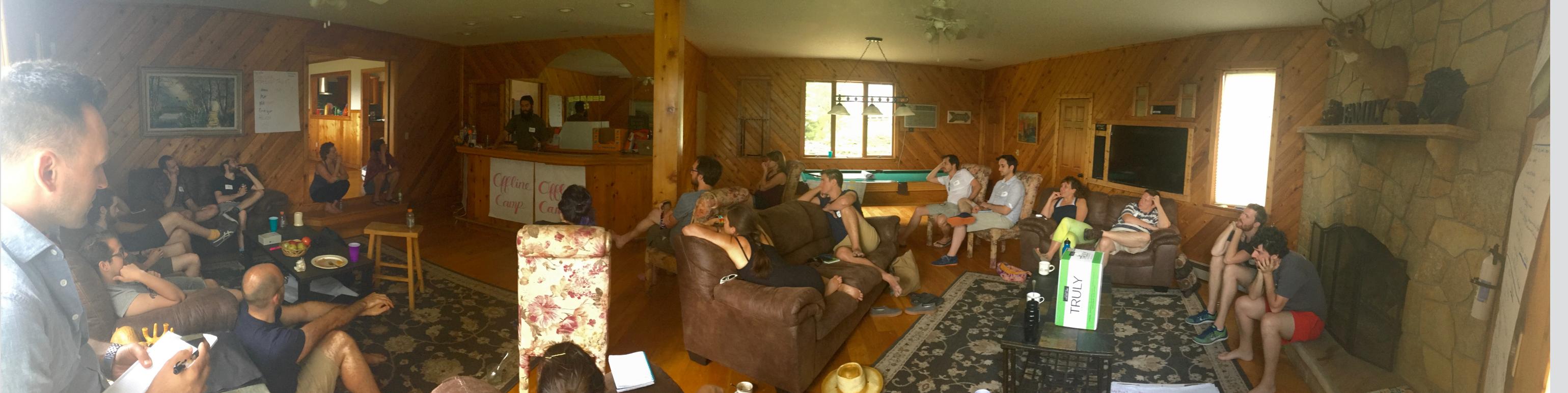
The Organizers



The Location



The Attendees



The Format



Community Builders.

Design Patterns II:
the Cataloguing

Hiking ::::

How to make Offlinefirst.org
a central community hub

The Business of Offline: Making the case :::

Offline Maps Part 2: how do we build *

Entry Room

Decentralized Networks/Web (Takao)

(7)

How to make offlinefirst.org a central community hub (6)

Design Patterns II: The Cataloging (5)

Real progressive offline first (no depending on OS etc) (5)

Next steps for face-to-face community building (events) (5)

Offline-First SaaS w/ Subscription billing (4)

Fireplace by bar

APIs (8)

Tools for making offline better (1)

Game room

Offline Maps Part 2: How do we build search for offline (7)

Security (4)
encryption

Offline Themes (3)
Great examples (offline software/IoT/hardware) (3)
The business of offline: Making the case (3)

Disaster Response (2)



IDEAS

- Camp
- Conference

- events page on offlinefirst.org
- discuss/advertise in newsletter
- do user testing of site at meetups
- tell us if you have a recorded event talk we can share

NodeBots NYC

model:

Storytime workshop

Best meetups
sit in ones where you
not in circles

sit in rows

Start a Meetup
in your city
(if one doesn't exist)

• Make a resource kit for people who want to help via meetups

• Hackathon: Building tools for zombie apocalypse

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• Identify stakeholders in other industries + make joint event

• Influence selection committees for other conferences' CFPs

• Hospitalrun + PouchDB + Ember + Hoodie + UX - retreat

• HACKATHON: OFFLINE-FIRST YOUR IPO

OR speak at a related meetup
(healthcare, IoT, UX, dev,
mapping)

FAMILY

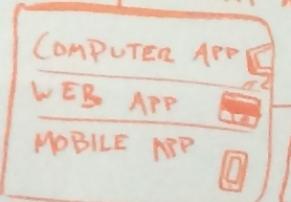
NOTIFICATIONS

- SOURCE → FINAL DEST
- A LIFELINE, URGENT INFO & COMM ✓ OTHERS
- EXTENDING SERVICE VALUE OF PRODUCT
 - what happened to my content?
 - async. delays in time (days)
 - power? when are triggers?
 - battery source
 - communicating state
 - network reliance, when to sync?
 - config/options, personalization
- INTEGRATE w/ PERSONAL HABIT, WORKFLOWS
- MANAGING EXPENSE OF DATA
- AVOID USER FRUSTRATION
- PREDICTING USER STATE / OFFLINE
- KEEP DATA IN BETTER SYNC
- SET IT/FORGET IT ALERTS
- FEEDS, NEWS, LOGS, PROMPTS
- FLOODED-ENV STATE

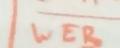
the filling gap

TRIGGERS +
ALERTS

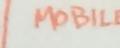
UX



COMPUTER APP

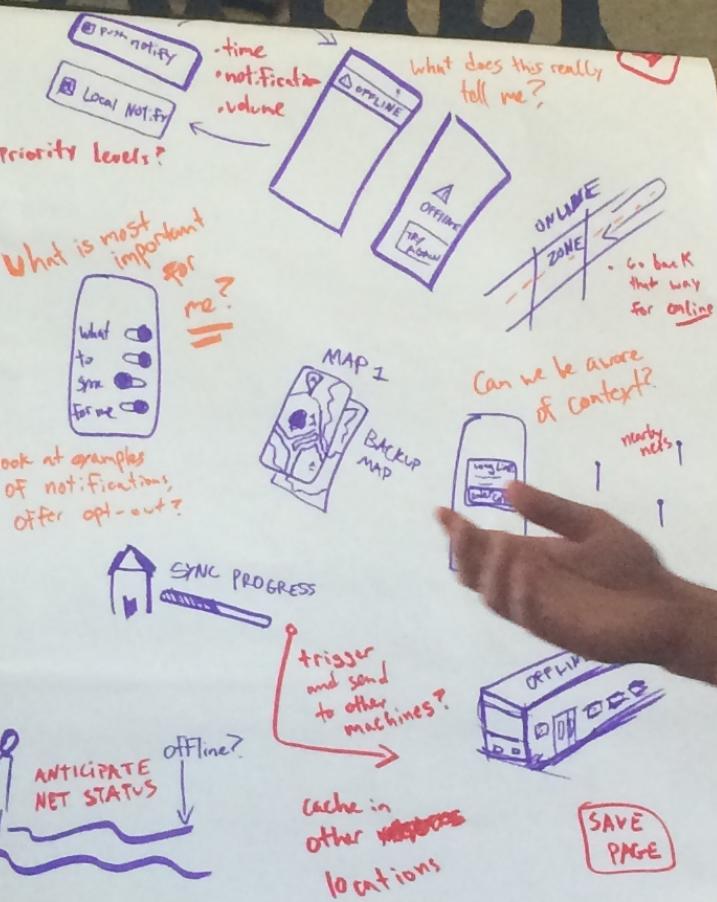


WEB APP



MOBILE APP

FINAL DEST



OFFLINE

B. No. Action. So,

- 3rd
- Fix
- Help
- ...

IDEAS

Cork for Zumba website
Didill offline

SCREEN FREE

Passion talks



Themes that arose

themes

- UX and Engineering patterns
- Maps
- Service Worker
- Community

Sessions

- Building an Offline First Community
- API design
- Tools for building Offline First
- Decentralized Network design
- Offline Maps
- Design Patterns
- Alerts and Notifications

Sessions (cont)

- Offline Security
- Physical Web and beacons

Sponsorship

There were "micro"
sponsorships



And corporate
sponsorships

Meetup sponsored a Pool
Party!

