

# Where To Go From Here

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**pluralsight**   
hardcore developer training

# Screensharing

- **chrome://flags/#enable-usermedia-screen-capture**
- **SSL (https://)**
- **chromeMediaSource: 'screen'**

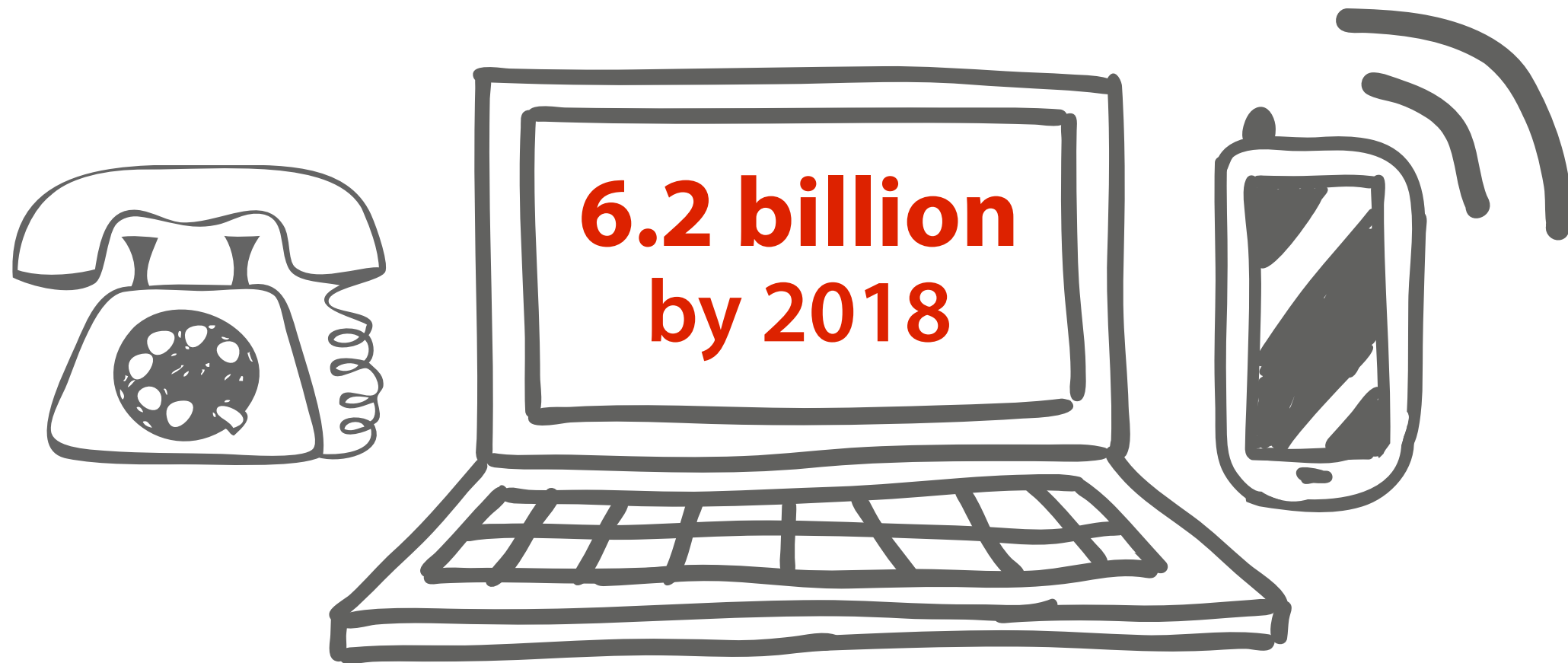
# Resources

- <http://www.html5rocks.com/en/tutorials/webrtc/basics/>
- Simplest possible getUserMedia demo: <http://simpl.info/gum>
- RTCPeerConnection 'on one page', i.e. without signalling: <http://simpl.info/pc>
- Simplest possible RTCDataChannel example: <http://simpl.info/dc>
- With RTCPeerConnection: <http://simpl.info/screencapture>
- GetUserMedia Constraints: <http://simpl.info/getusermedia/constraints>
- WebRTC video chat: [apprtc.appspot.com](http://apprtc.appspot.com) (with source code)
- Codelab using Socket.IO for signaling: <http://bitbucket.org/webrtc/codelab>
- Capturing audio and video in HTML5: <http://html5rocks.com/en/tutorials/getusermedia/intro>
- *APIs and RTCWEB Protocols of the HTML5 Real-Time Web*, Alan Johnston and Daniel Burnett. <http://webrtcbook.com>

# And beyond...

- Alpha transparency: [simpl.info/videoalpha](http://simpl.info/videoalpha)
- MediaRecorder (in Firefox Nightly, Intent to Implement in Chrome)  
<http://simpl.info/mediarecorder/>

# The Potential of WebRTC



*Financial Services*

*Healthcare*

*Insurance*

# Welcome to the New Frontier of Real-time Communication on the Web!



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