FUTURETEXT



23-31 July 2008 PQ 604a, Mong Man Wai Building, HK PolyU

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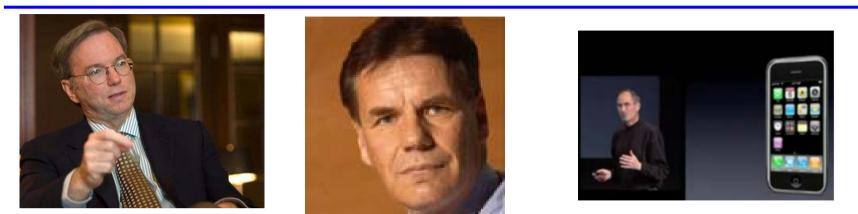
Mobile Web 2.0 workshop



QUIZ Recap Emphasis on iPhone, Android and Open Social networks APIs and videos Compare and contrast Android and the iPhone are the shape of things to come

Mobile Mobile Mobile ..

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Why is Mobile Web 2.0 important?

iPhone, Android, Nokia are looking at the Web and the Mobile Web together ..



Mobile Web 2.0 and Open social networks Mobile Web 2.0 and Android Mobile Web 2.0 and the iPhone

iPhone ..

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- 1) Combines Web and the Mobile Web
- 2) iPod touch and iPhone
- 3) iTunes changes billing relationship
- 4) Emphasis on mobile Web, webkit, mobile widgets
- 5) No Java, No flash
- 6) Unique device features accelerometer, multitouch etc
- 7) Good application distribution programs
- 8) Closed environment but good access to device from the browser
- 9) Leading to Enterprise and also consumer
- 10) Visual voicemail and other services that combine elements

- http://www.youtube.com/watch?v=J715B63ddfY&feature=related iphone sdk effects
- http://www.youtube.com/watch?v=jn83wizEMAw&feature=related iphone touch fighter
- http://www.youtube.com/watch?v=4i-YCMj9L-g&feature=related iphone SDK short version
- http://www.youtube.com/watch?v=xo9cKe_Fch8&feature=related i[hone store appstore(jobs)
- http://www.youtube.com/watch?v=xkB6dOTB3IQ&feature=related iphone spore
- http://www.youtube.com/watch?v=zEiDR_PLphk&feature=related salesforce.com

Handset layouts

- The platform is adaptable to both larger, <u>VGA</u>, <u>2D graphics</u> library, <u>3D graphics</u> library based on <u>OpenGL ES</u> 1.0 specifications, traditional smartphone layouts.
- Storage
- SQLite for structured data storage

Connectivity

Android supports a wide variety of connectivity technologies including <u>GSM</u>, <u>CDMA</u>, <u>Bluetooth</u>, <u>EDGE</u>, <u>EV-DO</u>, <u>3G</u>, and <u>Wi-Fi</u>.

Messaging

 Both <u>SMS</u>, <u>MMS</u>, and <u>XMPP</u> are available forms of messaging including threaded <u>text messaging</u>.

Web browser

The web browser available in Android is based on the opensource <u>WebKit</u> application framework.

Java virtual machine

Software written in Java can be compiled into Dalvik bytecodes and executed in the <u>Dalvik virtual machine</u>, which is a specialized VM implementation designed for mobile device use, although not technically a standard Java Virtual Machine.

Media support

Android will support advanced audio/video/still media formats such as MPEG-4, H.264, MP3, and AAC, AMR, JPEG, PNG, GIF.

Additional hardware support

Android is fully capable of utilizing video/still cameras, touchscreens, GPS, compasses, accelerometers, and accelerated 3D graphics.

Development environment

Includes a device emulator, tools for <u>debugging</u>, memory and <u>performance profiling</u>, a <u>plugin</u> for the <u>Eclipse IDE</u>.

Announced on 5 November 2007. Comprising a broad 1) alliance of 34 companies led by Google. Called the Open Handset Alliance (OHA)/Android 2) Focussed on Internet centric services using mobile phones (i.e. how to access Internet services from the Mobile device – hence ties in well with the Mobile Web 2.0 ideas 3) Based on open source software components 4)Software stack includes the operating system, middleware, documentation, online support and software development kits (SDKs). Addresses enabling/Accessing the Internet to mobile 5) devices from first principles 6) A computer and not a phone

6) More integrated – within the device and across applications(access to device APIs i.e. non silo and access to application data when

7)Open source software with low barriers to entry for developers.

8)Integrated into Google's web resources – Google maps, Google search, Google mail etc

9) Fits in well with the advertising emphasis of Google.

10) Based on the Linux 2.6 Kernel (open source), The Native Libraries are written in C and C++, while the Application Framework has been written in JAVA.

11) Combines 2D and 3D graphics. Used OpenGL ES an (open source) 3D graphics library. Works will with hardware acceleration devices(ex a graphics chip).

12) Extensive and rich Media Framework containing codecs MPEG-4, H.264, MP3 and AAC etc.

13) Browser is Webkit based.

14) Overcomes silo APIs problem(contact management and mapping) across XMPP.

15) Event triggered applications: for example when connectivity is established, at a specific business event, on arrival of a message, at a specific time, location triggered

16) Intents – can extend to web services. photo upload example

17) Location: Geographic location can be requested or an application is notified when a user arrives at a location. Correlate to Google maps which is a part of android

18) Notifications (from notification manager) first appear in a status bar.

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19) Android allows multiple instances of virtual machine and saves the state of the previous application

20) Map view allows integration with maps.

21) Browser view allows results to be displayed in the browser

22) Adoption barriers : operators. Unclear business model(some elements of the advertising model unknown), Android devices, Data plans(flat rate), some IPR issues, learning from J2ME - 5 to 10 years, unlike apple - not solved the discovery problem.

23)No devices yet. First ones expected this year

24) Value proposition is enhanced by NEW players entering the device manufacturer market

25) More than Linux!

<u>http://youtube.com/watch?v=mulqc7TP1bs&feature=related</u> How it looks

http://youtube.com/watch?v=QBGfUs9mQYY&feature=PlayList&p=D7C64 411AF40DEA5&index=0 Android part 1

http://youtube.com/watch?v=fL6gSd4ugSI&feature=PlayList&p=D7C64411 AF40DEA5&index=1 Android Part 2

http://youtube.com/watch?v=MPukbH6D-IY&feature=PlayList&p=D7C64411AF40DEA5&index=2 Android part 3

http://www.youtube.com/watch?v=PyxWnIaIDcY&feature=PlayList&p=99C 68F94B4781046&index=1 Android skypop 1) Most of our day to day lives are hidden from people that care ...

2) What about people who want to know about the little things that happen in your life?

3) Real life happens between blog posts and emails

4) Simple service that maps the social graph It is the real world and that how conversations flow

5) Mirrors social graph

http://www.youtube.com/watch?v=ddO9idmax0o

OpenSocial is a set of common <u>application programming interfaces</u> (APIs) for <u>web</u>-based <u>social network</u> applications, developed by <u>Google</u>, and released <u>November 1</u>, 2007.^[1] Applications implementing the OpenSocial APIs will be <u>interoperable</u> with any social network system that supports them, including features on sites such as <u>Hi5.com^[2]</u>, Viadeo, <u>MySpace^[3]</u>, <u>Friendster^[4]</u> orkut and <u>Yahoo!</u>.(wikipedia)

social networking platform

data portability

umbrella social networks(social networks above the Web and the Mobile Web)

http://www.youtube.com/watch?v=RytmNqEHYiE

http://www.youtube.com/watch?v=-KTtrye7sbo Shelfari Open social ..



http://www.youtube.com/watch?v=-KTtrye7sbo Shelfari



http://www.youtube.com/watch?v=-KTtrye7sbo Shelfari

Shelfari is an interactive social media site for book lovers. Using Shelfari, you can create a personal shelf of your books, see what your friends are reading, get and give recommendations for what to read next, create book lists, and even share your opinion on a book with friends or the growing Shelfari community.

Shelfari is a place to find new and interesting books that might not otherwise come up in general conversation with your friends. Shelfari is about expressing who you are through your books, and being able to react to books once you've read them. You are what you read.

Benefits from access and recommendation from facebook, from phone etc, anyone and anywhere mirroring real life

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