The future of the mobile web

Peter-Paul Koch

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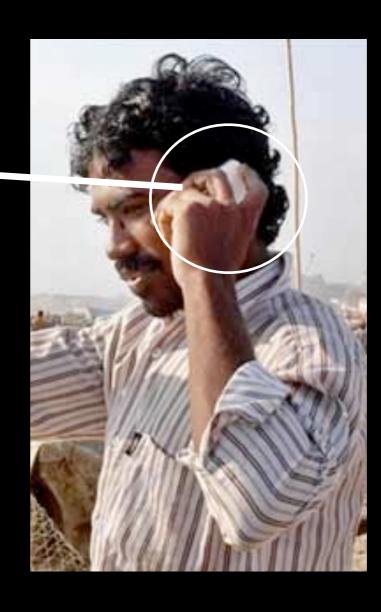
GoTo, 25 May 2012



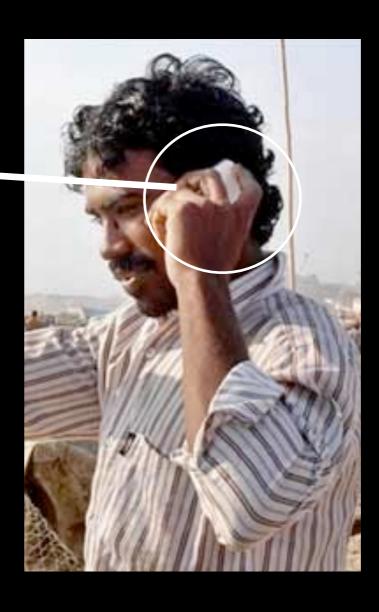


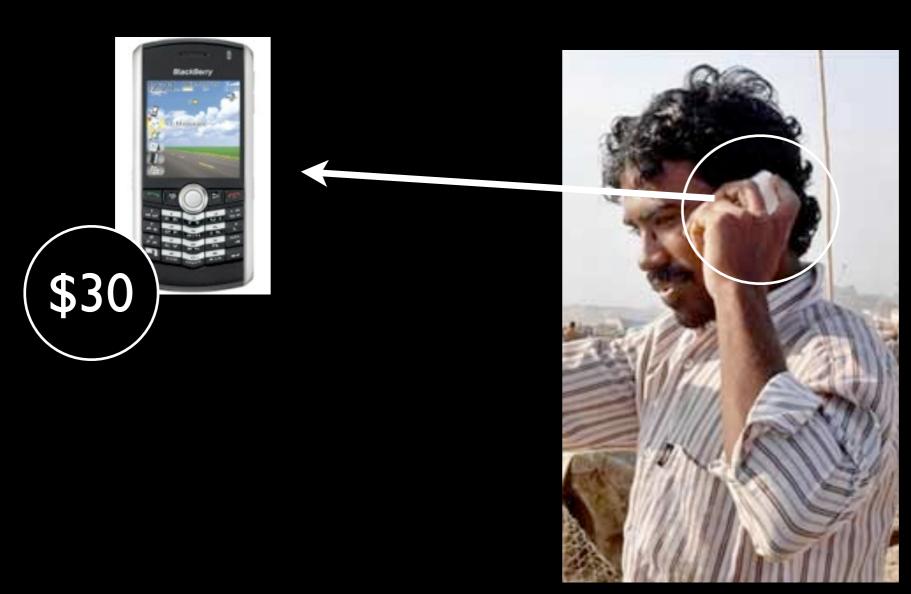








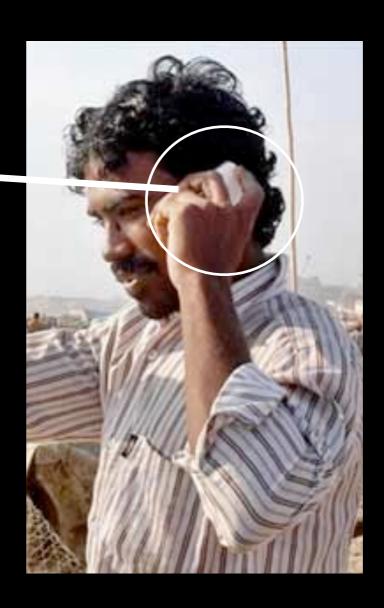


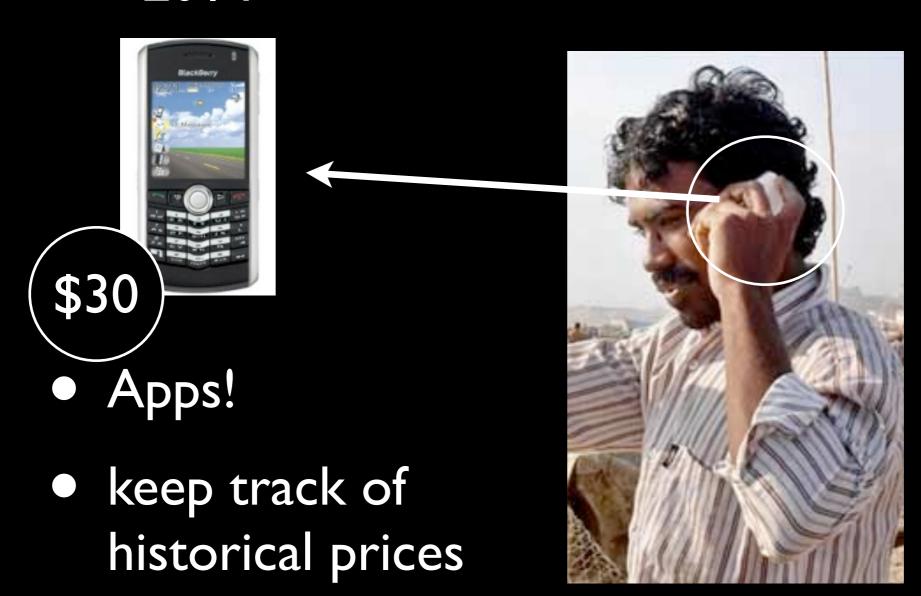




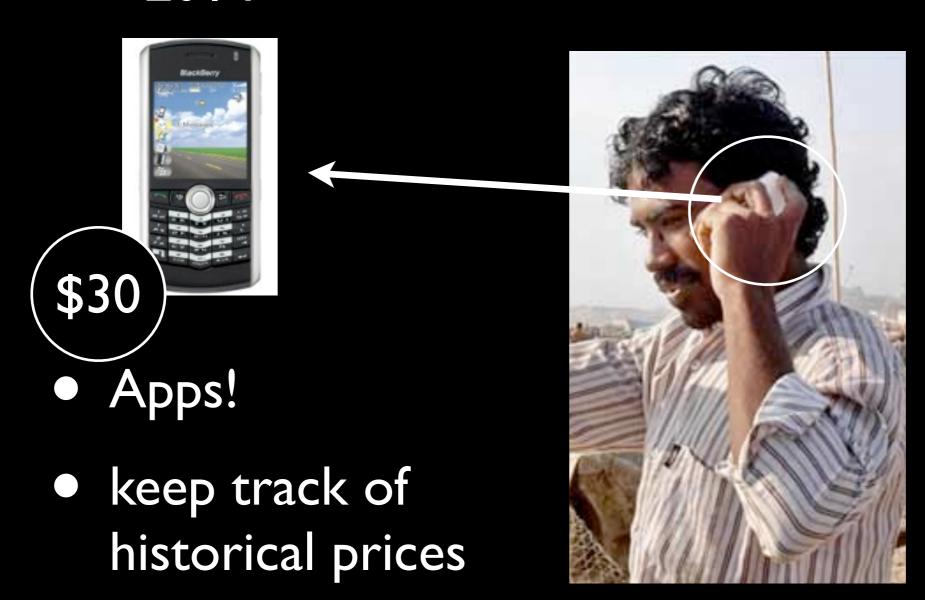


- Apps!
- keep track of historical prices





or of multiple ships



- or of multiple ships
- or warnings





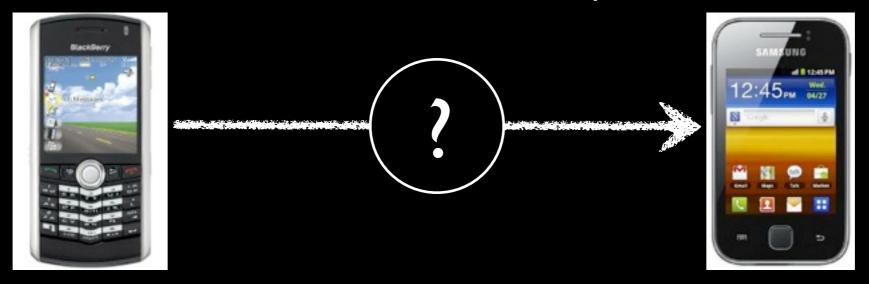
Fisherman's cousin (also a fisherman)



Fisherman's cousin (also a fisherman)

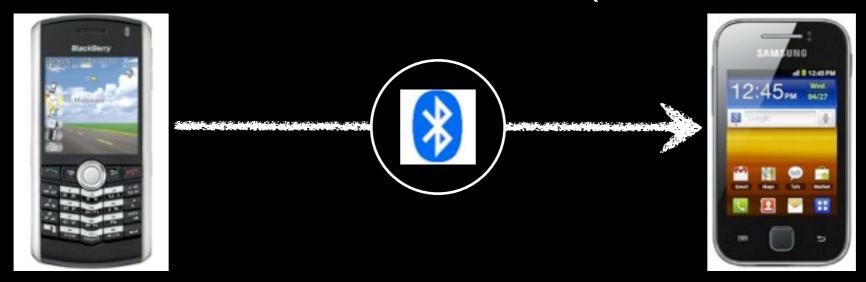


Fisherman's cousin (also a fisherman)



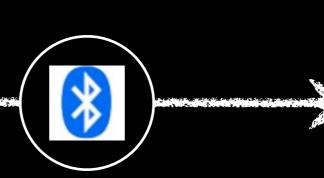
How to transfer the app?

Fisherman's cousin (also a fisherman)

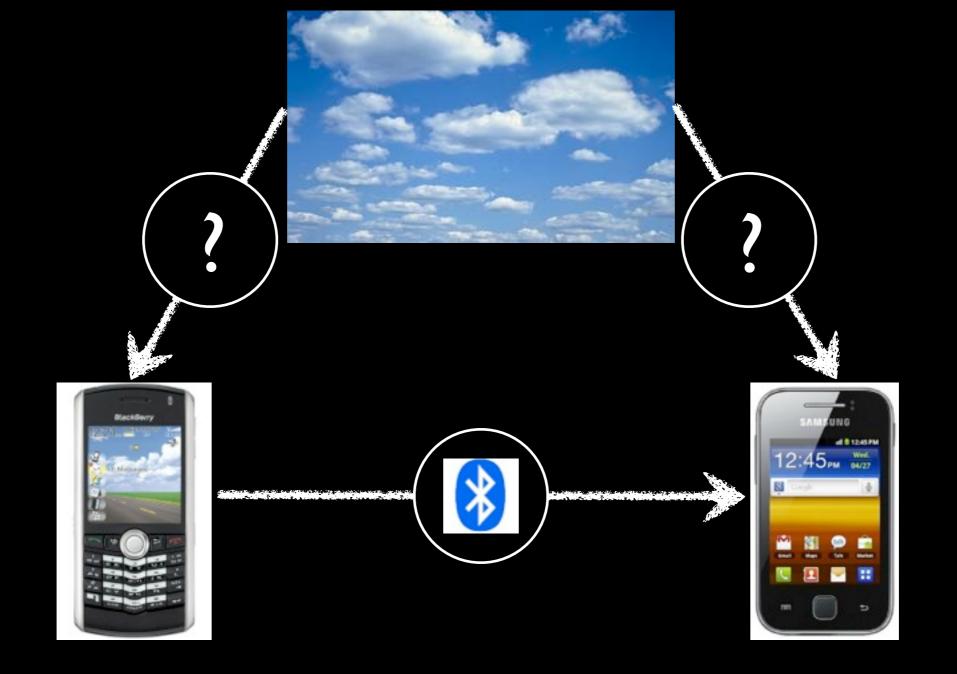


How to transfer the app?
Bluetooth
(Or NFC, or any other
peer-to-peer tech)









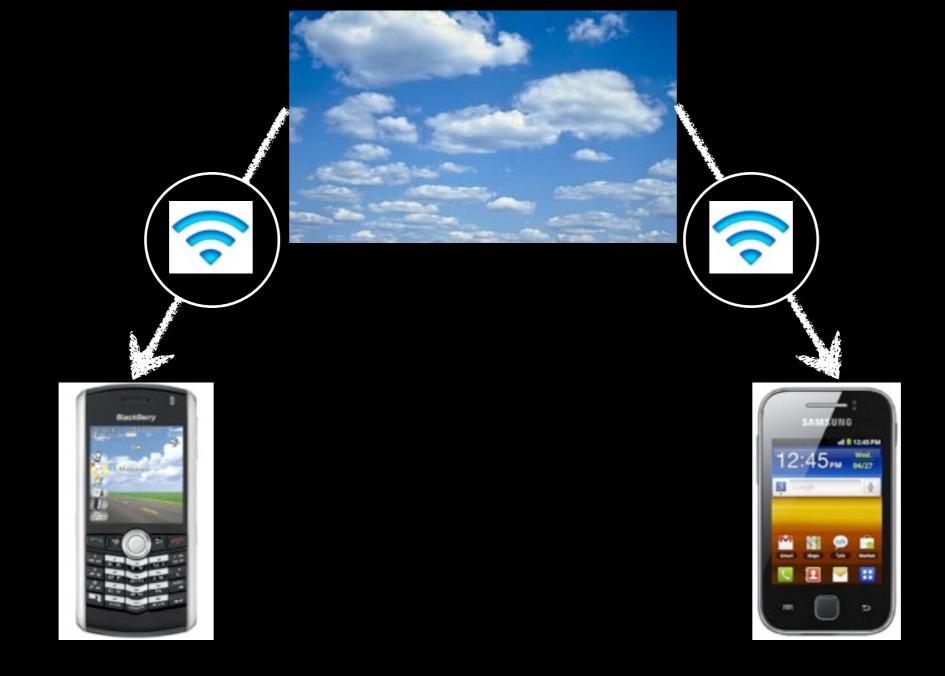
So that takes care of the app. But how will the app get data?





·





Wifi?



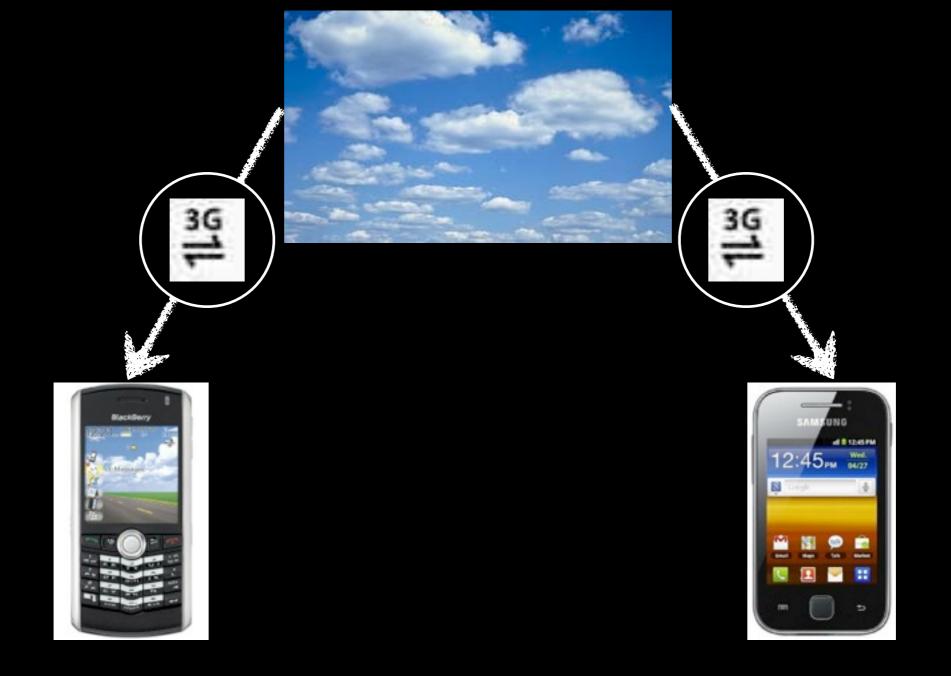
Wifi?
Not available.



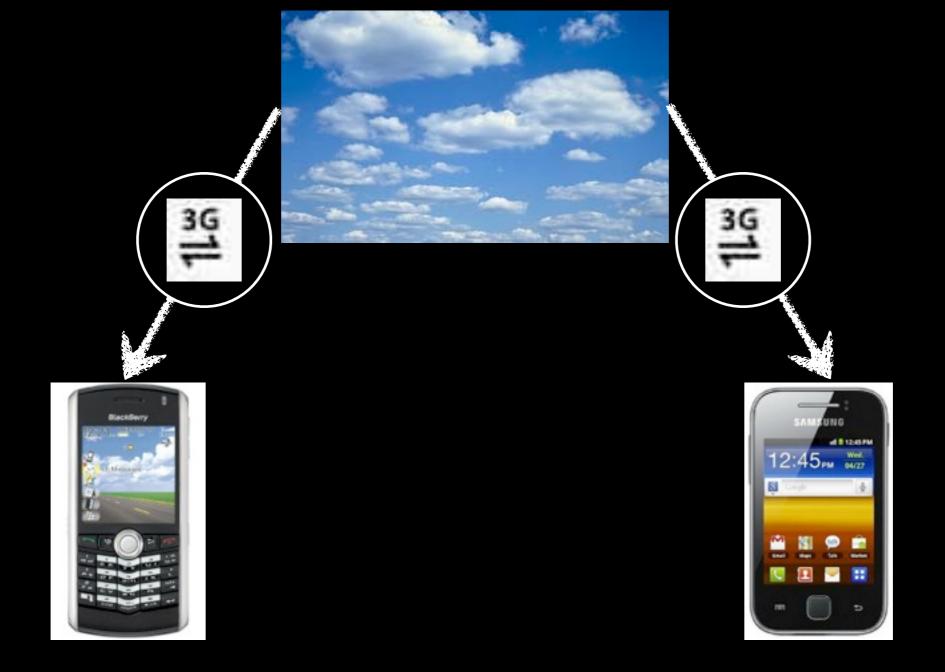


7





Data plan?



Data plan?
Too expensive (though prices are falling).

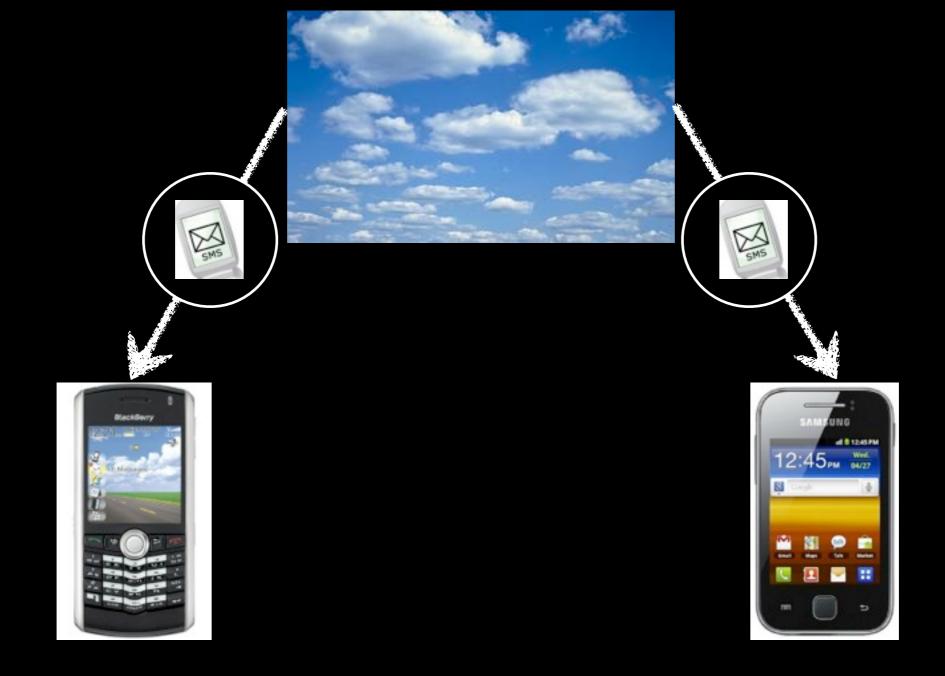




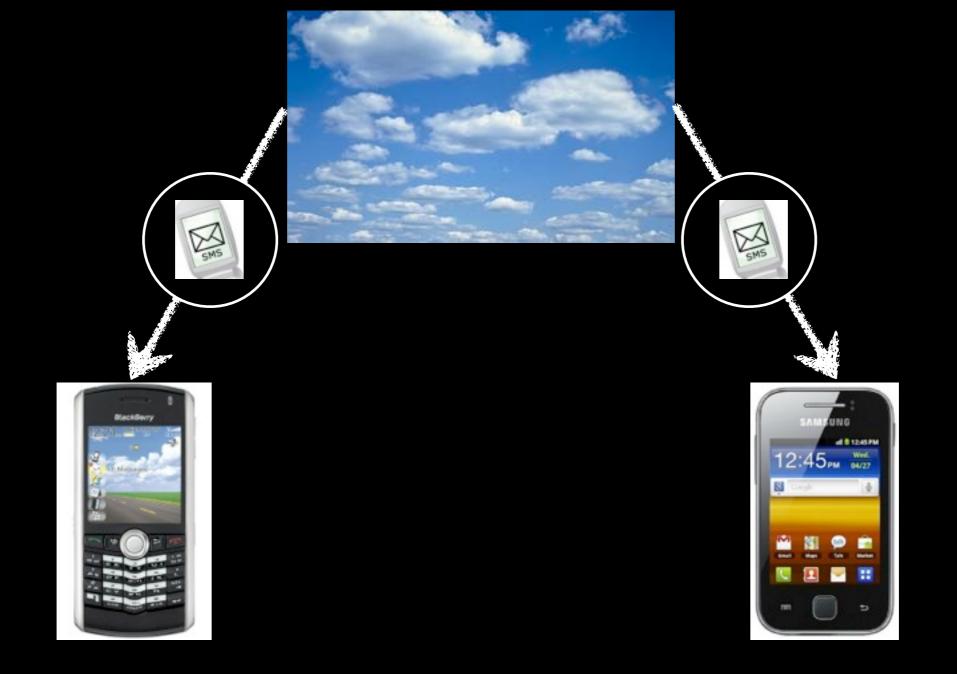








SMS?



SMS?
Sounds about right.

SMS is ubiquitous (100% of phones)

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- SMS allows data push (polling server too expensive)

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- Premium SMS gives easy monetisation

- SMS is ubiquitous (100% of phones)
- SMS allows data push (polling server too expensive)
- Premium SMS gives easy monetisation
- SMSs are human-readable

```
"date": "150225",
"towns": {
  "town1": {
   "prices": {
      "catfish": 0.88,
      "dogfish": 1.34,
      "shellfish": 0.79
  "town2": {
   "prices":{
      "catfish": 0.97,
      "dogfish": 1.13,
      "shellfish": 0.48
```

But: cost

JSON over SMS

- But: cost
- Maybe operators will see the errors of their ways (fat chance)

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JSON over SMS

- But: cost
- Maybe operators will see the errors of their ways (fat chance)
- Maybe another IM solution will take hold (BlackBerry Ping stands a decent chance here)
- Anything will work, as long as it's push and you can charge for it

Did you notice what we did here?

Did you notice what we did here?

If people get apps for free, but pay for the data

Did you notice what we did here?

If people get apps for free, but pay for the data the whole monetisation of apps is going to change considerably

Pay for data, not for app

No app store needed

Distribution

- Distribution
- Discoverability

- Distribution
- Discoverability
- Ease of payments

- Distribution
- Discoverability
- Ease of payments

But...

- Distribution
- Discoverability
- Ease of payments

But...

Cost of ownership

- Distribution
- Discoverability
- Ease of payments

But...

- Cost of ownership
- The fact that it works for Apple doesn't prove anything for anyone else

Distributing an app in the store is easy

- Distributing an app in the store is easy
- Distributing an app on the web is much easier

- Distributing an app in the store is easy
- Distributing an app on the web is much easier
- Besides, on the web there are no boring rules for submitting updating your app. You just do it.

Your app is discoverable in the app store

- Your app is discoverable in the app store
- ... until the app store contains hundreds of thousands of apps

- Your app is discoverable in the app store
- ... until the app store contains hundreds of thousands of apps
- How are people going to find you in this sea of stuff?

- Your app is discoverable in the app store
- ... until the app store contains hundreds of thousands of apps
- How are people going to find you in this sea of stuff?
- Through the Top Downloads page, but that'll cost a lot of money

Charging for your app is pretty easy in an app store

- Charging for your app is pretty easy in an app store
- but the owner is going to take his share

- Charging for your app is pretty easy in an app store
- but the owner is going to take his share
- and it only works for clients who have credit cards

- Charging for your app is pretty easy in an app store
- but the owner is going to take his share
- and it only works for clients who have credit cards
- Solution: operator billing (the going is slow, but we're getting somewhere)

Payment system

- Payment system
- Sysadmins

- Payment system
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- Content checkers

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- Writers (documentation and best practices)

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- Writers (documentation and best practices)
- Hosting

App stores: cost

- Payment system
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This costs a lot of money.

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This costs a lot of money.

I wonder how many app stores make a profit.

Works for Apple

- Works for Apple
- Apple has leverage with developers and consumers

- Works for Apple
- Apple has leverage with developers and consumers
- Google has leverage with developers

- Works for Apple
- Apple has leverage with developers and consumers
- Google has leverage with developers
- BlackBerry, Nokia, Samsung, and others have leverage with consumers

- Works for Apple
- Apple has leverage with developers and consumers
- Google has leverage with developers
- BlackBerry, Nokia, Samsung, and others have leverage with consumers
- But no other vendor has both

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- Specialised app stores have a reason for existing

- Apple's App Store will continue to exist
- A few other platform-specific ones may, too
- Specialised app stores have a reason for existing
- But other than that ...

Thank you

I'll put these slides online

Questions?

Peter-Paul Koch http://quirksmode.org http://twitter.com/ppk GoTo, 25 May 2012