跨终端的Web

关于

舒文@天猫



@ Evance



evance.is@gmail.com

开始之前

有奖竞猜



m.tmall.com

VS



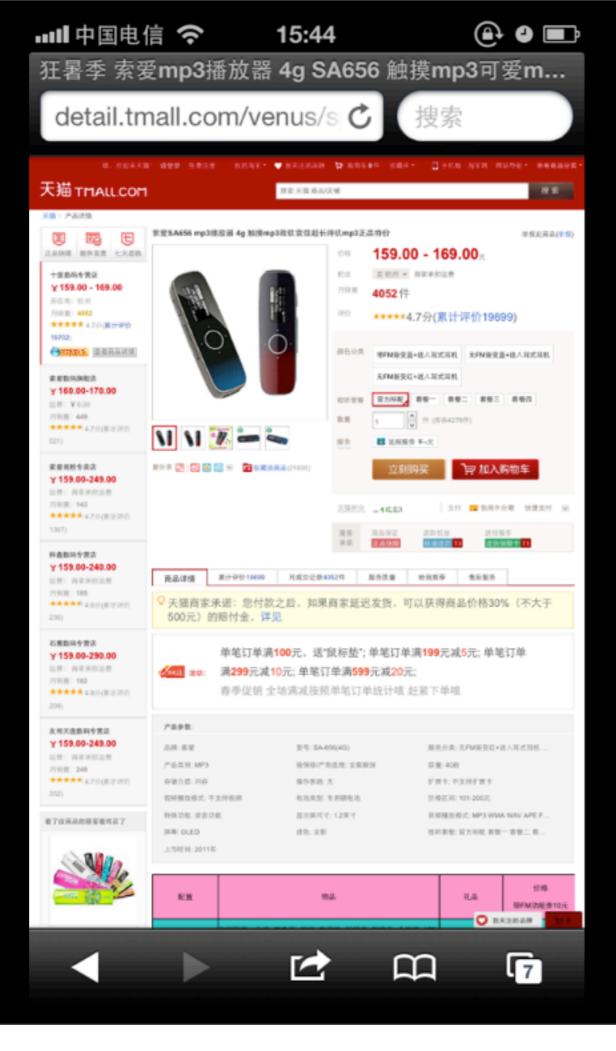








旧的交互体验



适配浏览





它解决问题了吗?



它解决问题了吗?看起来是!



它解决问题了吗?看起来是! But...

新的问题?

问题I: 那iPad?

问题 I: 那iPad?



问题I: 那iPad?



甚至更多?

问题I: 那iPad?



甚至更多?



UX London 2013







The Next Web







TIME







The Great Discontent







响应式设计

针对Mobile Site 当然是一种好思路。

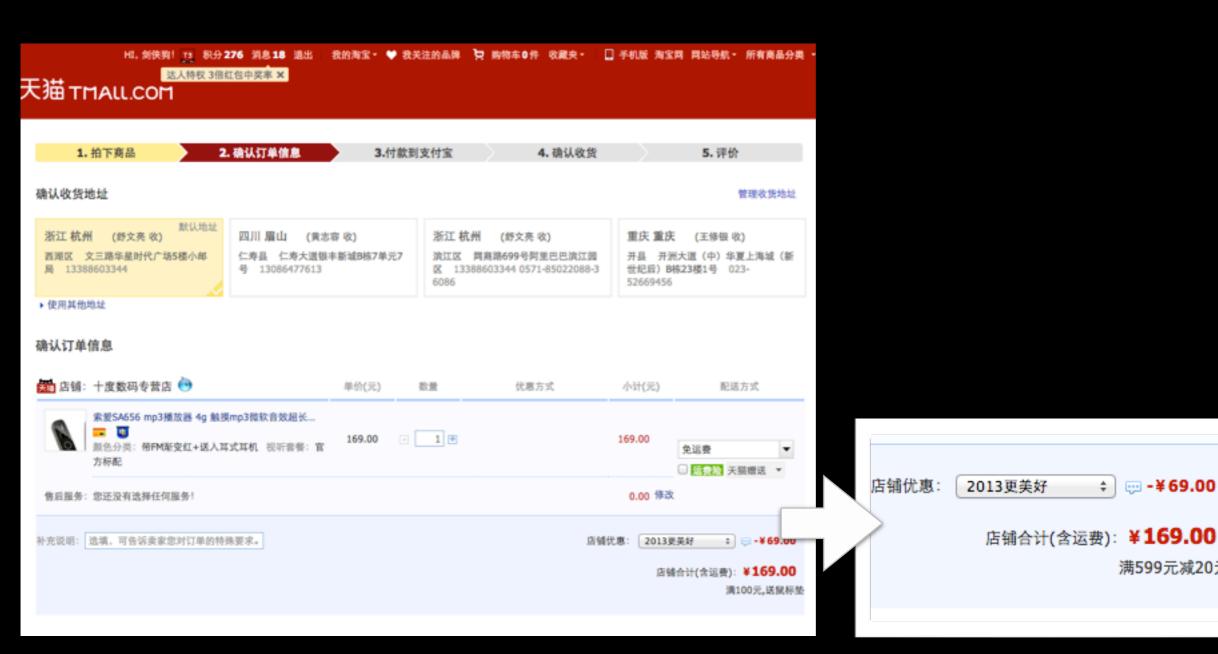
问题2: 外部入口?



问题2: 外部入口?



3. 业务/功能的分发



满599元减20元

如果

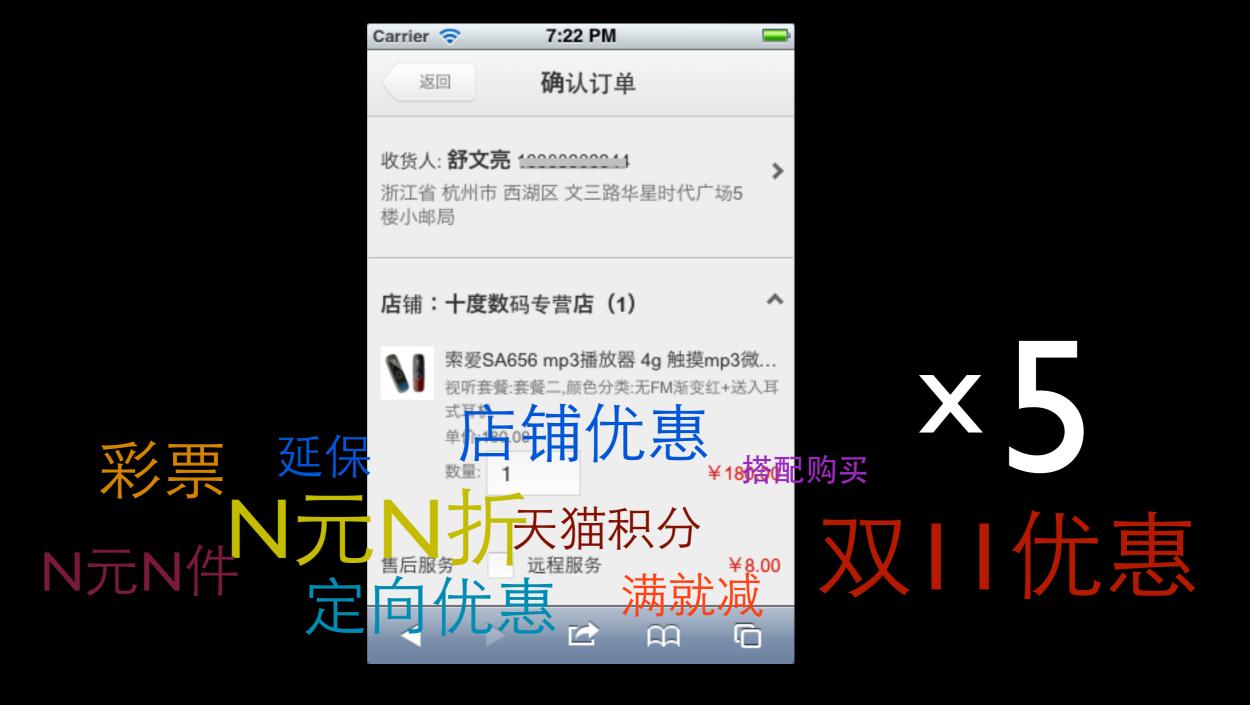


如果

Carrier 🤝	7:22 PM	
返回	确认订单	
收货人: 舒文亮 1000000011 浙江省 杭州市 西湖区 文三路华星时代广场5 楼小邮局		
店铺:十	−度数码专营店(1)	^
初去	愛SA656 mp3播放器 4g 触摸mp3微 听套餐:套餐二,颜色分类:无FM渐变红+送力 耳机	
	全价:180.00 注量: 1 ¥180	.00
售后服务	远程服务 ¥8	.00
)



如果



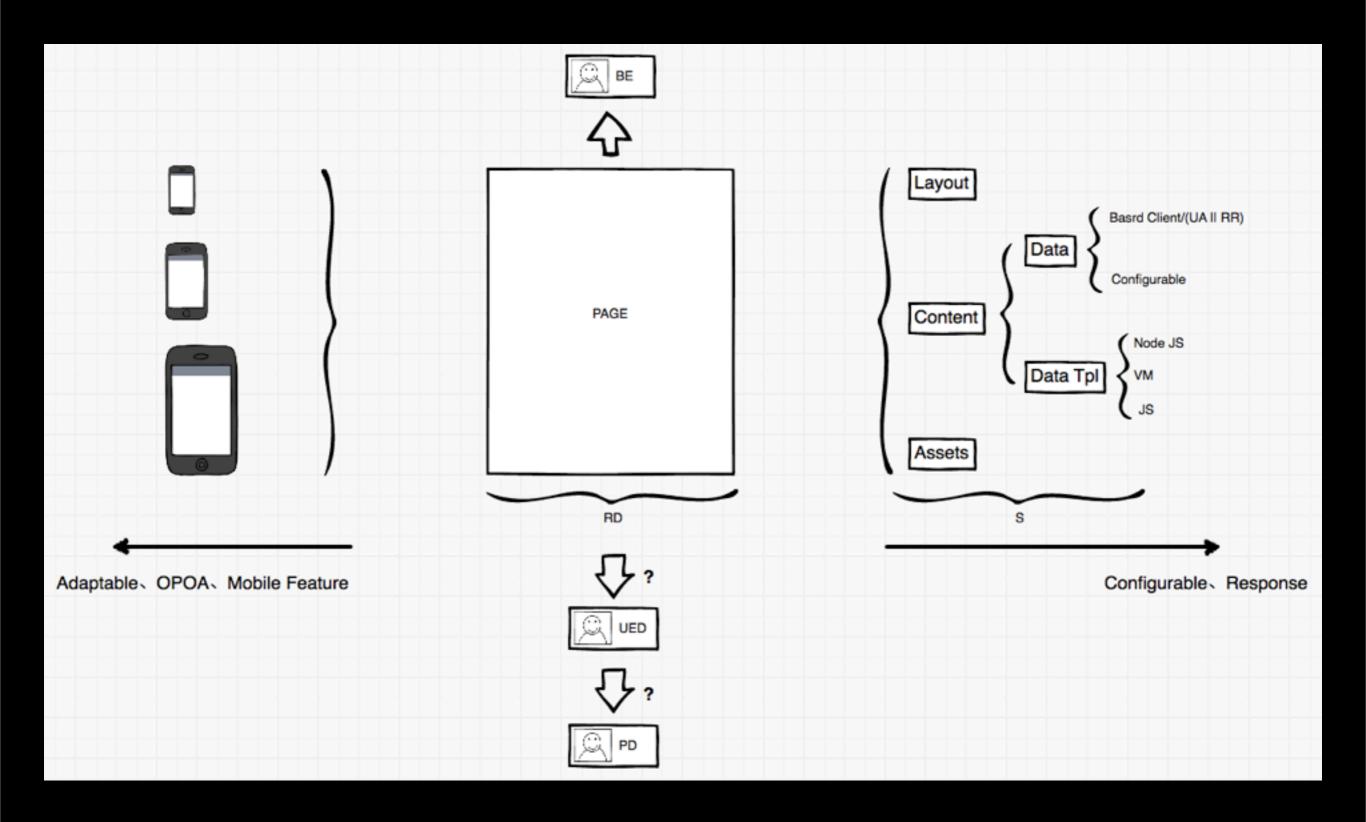


I.一致的URL

- I.一致的URL
- 2. 针对设备的新交互体验:触屏、陀螺仪;

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- 3. 多终端适配、弹性化设计

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- 2. 针对设备的新交互体验:触屏、陀螺仪;
- 3. 多终端适配、弹性化设计
- 4. 服务端的响应式



流程太复杂!

流程太复杂!

业务量很大!

联动太多角色!

流程太复杂!

业务量很大!

联动太多角色!

流程太复杂!

业务量很大!

推进太难 >_<

他们说

联动太多角色!

流程太复杂!

业务量很大!

推进太难 >_<

如何量化结果?

他们说

联动太多角色!

流程太复杂!

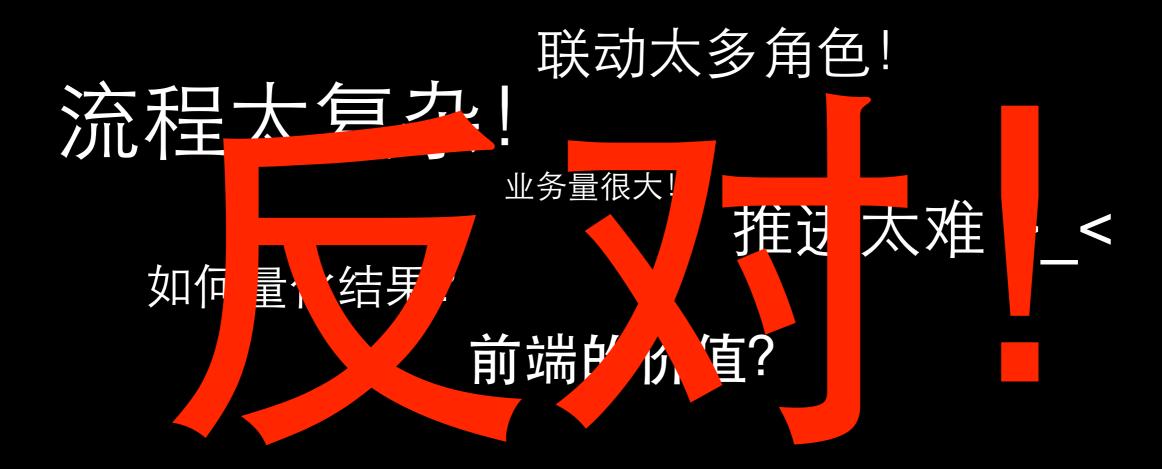
业务量很大!

推进太难 >_<

如何量化结果?

前端的价值?

他们说



观点

观点

1. 不是最新的技术来解决最关键问题。

观点

1. 不是最新的技术来解决最关键问题。

2. 移动互联网时代, 革<u>旧思路</u>的命。

by Luke Wroblewski November 3, 2009

1. Mobile is exploding

Though the Web has been accessible on mobile devices for phones are driving huge use of networked applications and that AT&T, the exclusive carrier for Apple's iPhone, has seen mobile traffic data in the past three years. And that's just the





Luke Wroblewski

- Heavy mobile data users are projected to triple to one billion by 2013. (source)
- Mobile internet adoption has outpaced desktop internet adoption by eight times. (source)
- Smartphone sales will surpass worldwide PC sales by the end of 2011 . (source)
- Over half of Android and iPhone users spend more than 30 minutes per day using mobile applications. (source)

Building mobile first ensures companies have an experience available to this extremely fast growing user base widely considered to be the next big computing platform.

2. Mobile forces you to focus

Mobile devices require software development teams to focus on only the most important data and actions in an application. There simply isn't room in a 320 by 480 pixel screen for extraneous, unnecessary elements. You have to prioritize.

So when a team designs mobile first, the end result is an experience focused on the key tasks users want to accomplish without the extraneous detours and general interface debris that litter today's desktop-accessed Web sites. That's good user experience and good for business.

3. Mobile extends your capabilities

The World Wide Web has been built on a foundation of rather simple capabilities (page markup, styling, and scripting) determined by what Web browsers can support. Web application developers -desperate to add innovative capabilities to this environment- have pushed the limits of JavaScript, browser plug-ins, and even Web browsers themselves to enable rich activities and interactions online.

But new mobile application platforms are introducing exciting capabilities that leave many PC-based Web browsers behind. Consider some of the capabilities offered to developers on Apple's iPhone or Google's Android platforms: precise location information from GPS; user orientation from a digital compass; multi-touch input from one or more simultaneous gestures; device positioning from an accelerometer; and many more.

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1. 它已经且正在爆发

2. 它迫使我们更专注本质

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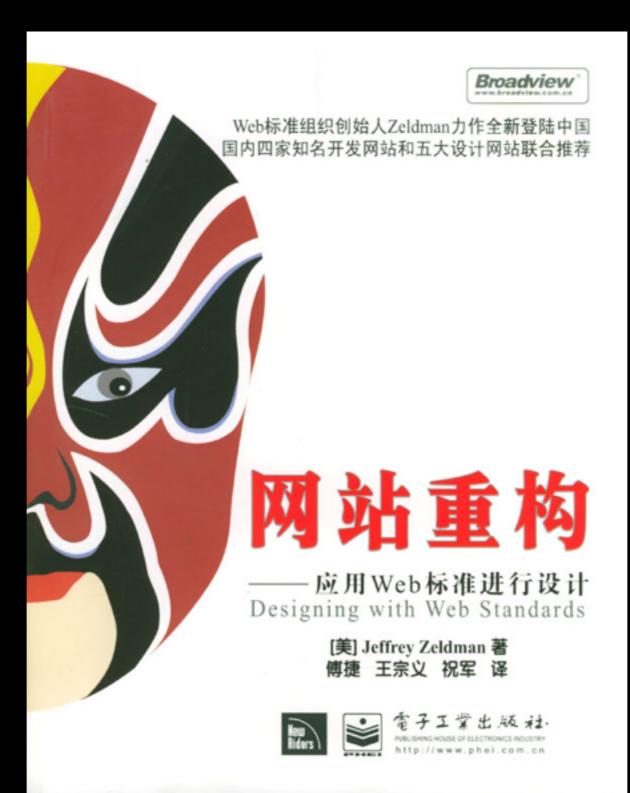
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- 1. 它已经且正在爆发
- 2. 它迫使我们更专注本质
- 3. 它让我们能做到更多





我们预见了它;

我们预见了它;

我们开始兼容Firefox,哪怕IE是当时的世界霸主



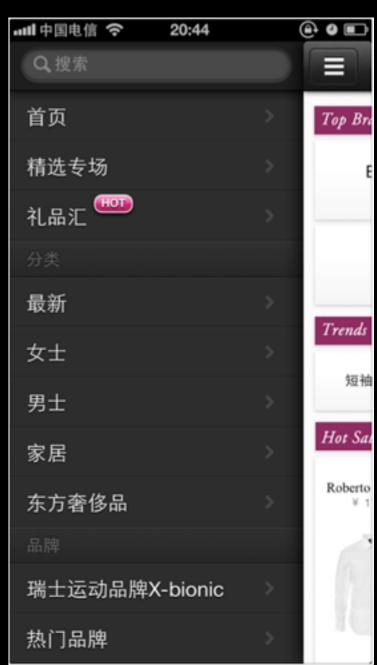


















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当然,这是不够的

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天猫 TMALL.COM





万代模型 1/100 MG 突击自由敢达/Gundam/高达

价格: ¥1080

尺码: M ~

配送: 至杭州 ~

数量: 3 十 一 件 (库存1008件)

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1.处于初级阶段,性能/流畅程度是绕不过的坎

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- 2.对硬件的能力很弱,依赖标准、浏览器厂商。

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- 3.开发框架不成熟,包括PhoneGap、AppCan。

But, why?

设想:以下App都是你的-

设想:以下App都是你的-



3倍摩尔定律

1.移动互联网的摩尔定律

2. 一个链接: http://clear.evanyou.me

3. 第二个链接: http://pattern.dk/sun/

1. 迭代与性能

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2. 统一和个性: Web的统一与原生的个性;

- 1. 迭代与性能
- 2. 统一和个性: Web的统一与原生的个性;
- 3. 认识产品、数据说话

Not only: Cross-device Web

Not only: Cross-device Web But: Cross-end Web

阿里巴巴移动化

阿里巴 移动化

阿里巴巴移动化

Anywhere

移动化的阿里巴巴