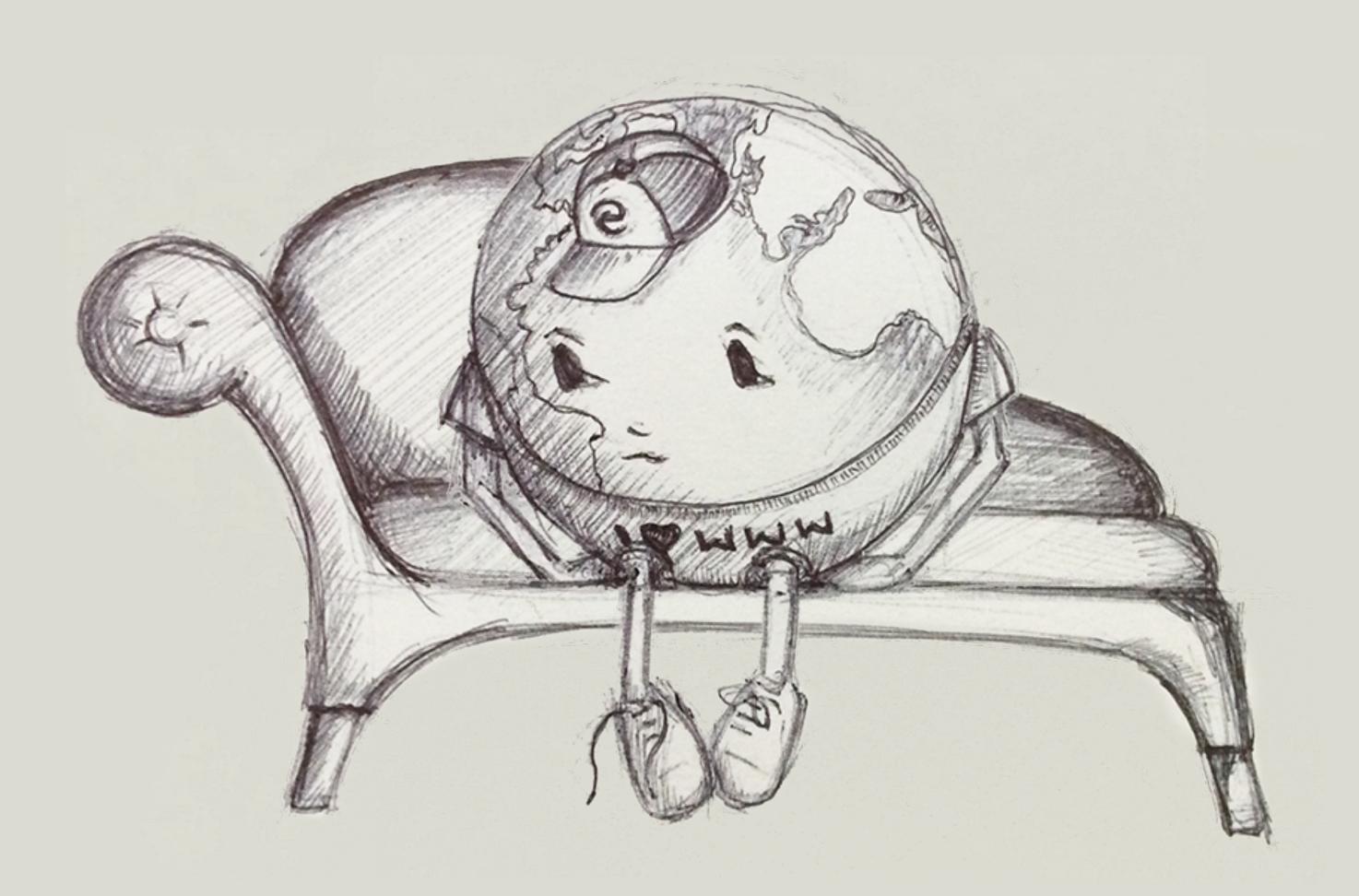
## Progressive Web Apps - for the web, of the web





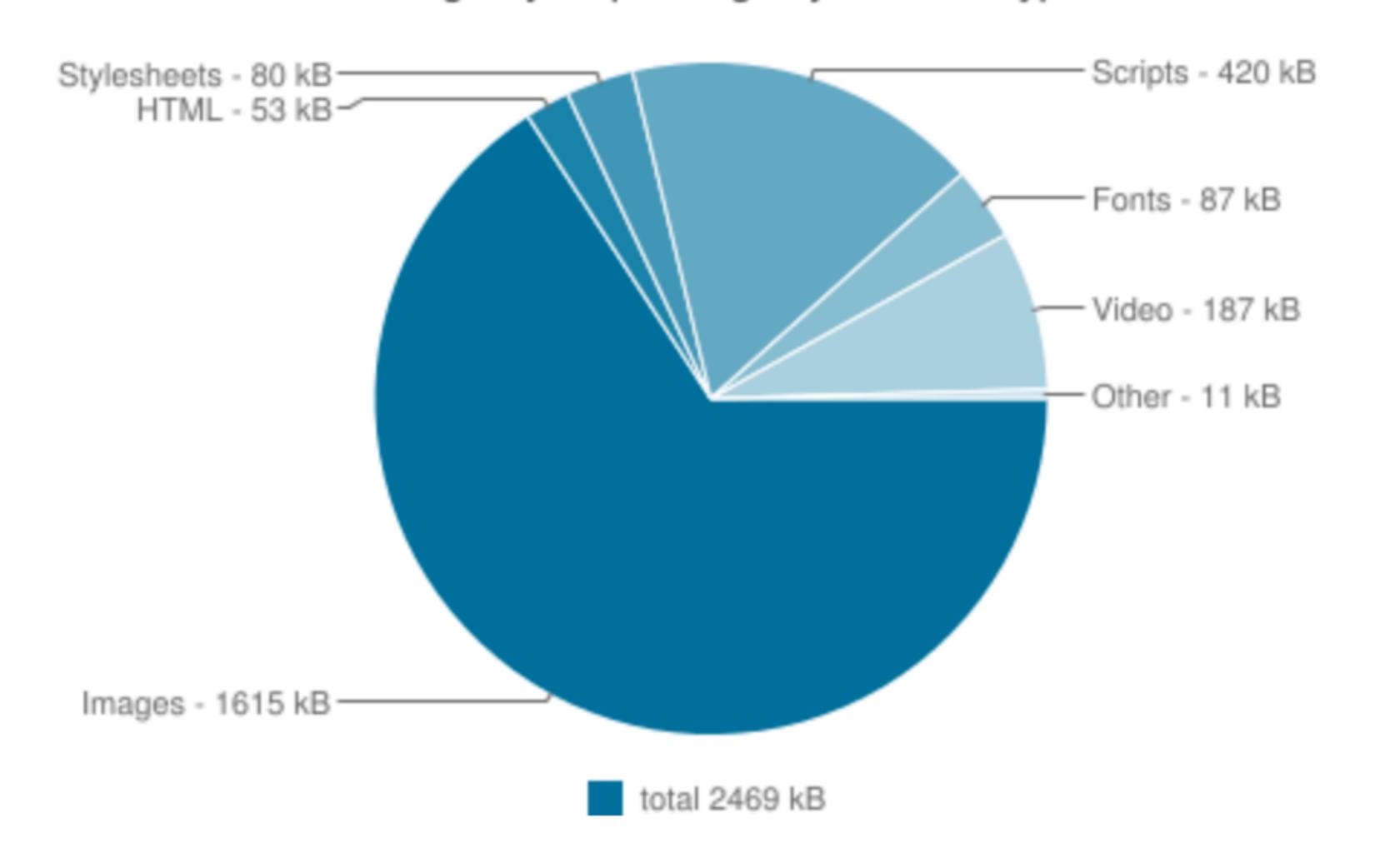
#### The web is not doing too well...



- → Censorship
- → Bullying
- → Trolling
- → Malware
- → Surveillance
- → Security Issues
- → Obesity

### Obesity...

#### Average Bytes per Page by Content Type



## Considering our users...



...this is worrying.



## The web wasn't ready for the mobile form factor.



- Mobile was a throwback to the web of old
- Small screens, bad connectivity, unreliable browser support
- Constantly changing conditions
- Hardwired browser and hardware with unpredictable upgrades



## It started well, if you remember...



You've got everything you need if you know how to write apps using the most modern web standards to write amazing apps for the iPhone today.

- Steve Jobs, 2007

#### But now...







## App Store At 6: How Steve Jobs' Biggest Blunder Became One Of Apple's Greatest Strengths

- Forbes, 2014

http://www.forbes.com/sites/markrogowsky/2014/07/11/app-store-at-6-how-steve-jobsbiggest-blunder-became-one-of-apples-greatest-strengths/#615411fe4874

#### CONTINUE TO ARTICLE >

# Forbes QUOTE OF THE DAY

"The reason I don't have a plan is because if I have a plan I am limited to today's options."

- Sheryl Sandberg



#### **INTERESTING TOPICS**

**01.** CYBER MONDAY DEALS

**02. CYBER MONDAY LAPTOP SALES** 

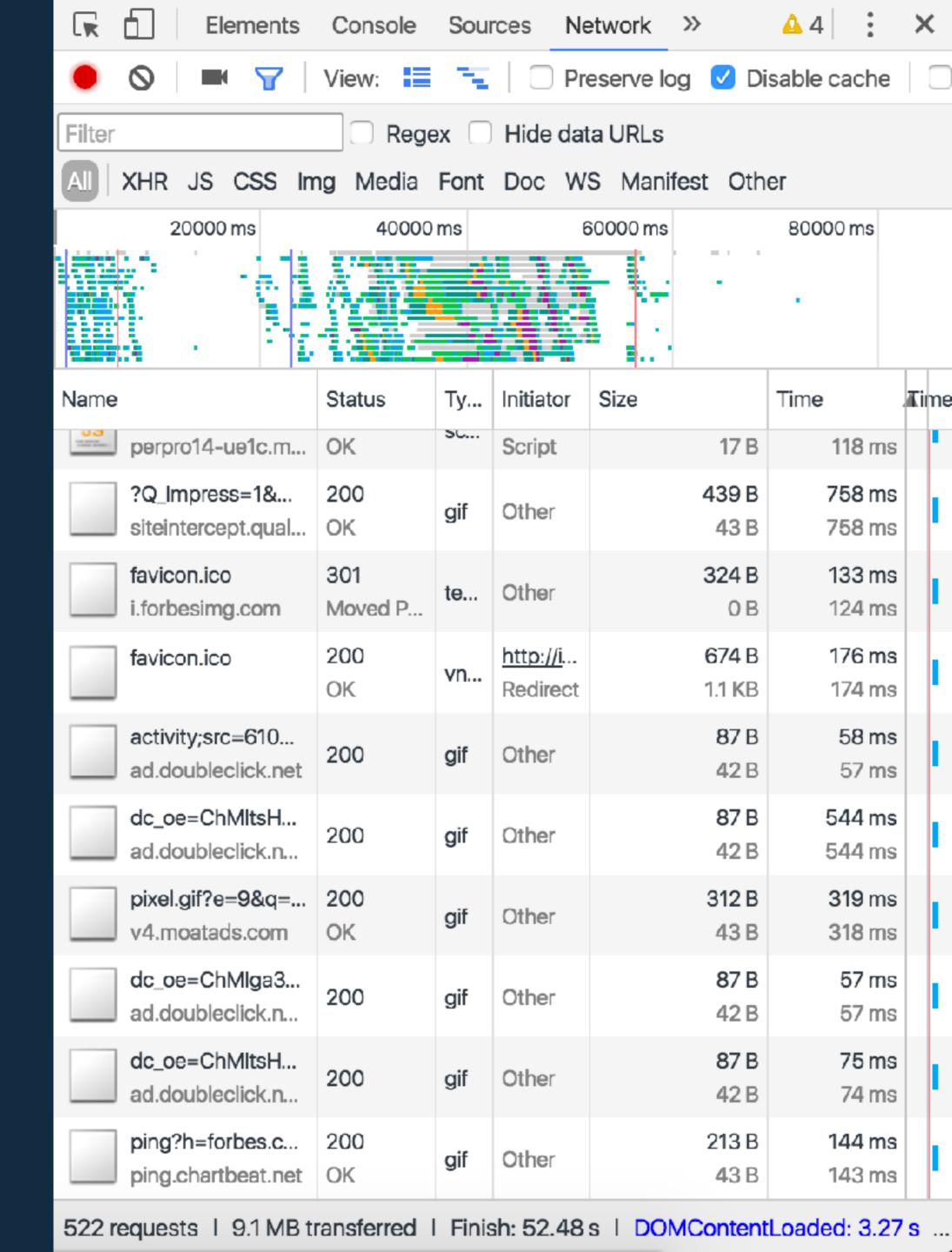
**03. CYBER MONDAY SPECIALS** 

**04. SOFTWARE APP DEVELOPMENT** 

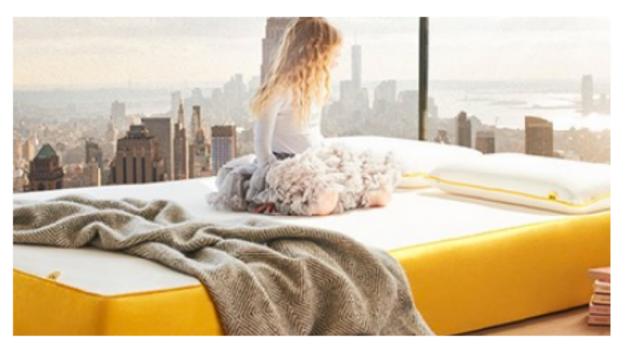
05. IPHONE 6 APPS

06. MOBILE APP DEVELOPMENT

- 902 words article
- 9.1 MB data
- 522 requests
- 52.48 seconds load time



#### From the Web



**Morning People in the UK Are Obsessed with This Mattress** 

**EVE MATTRESS** 

**POLLHYPE** 

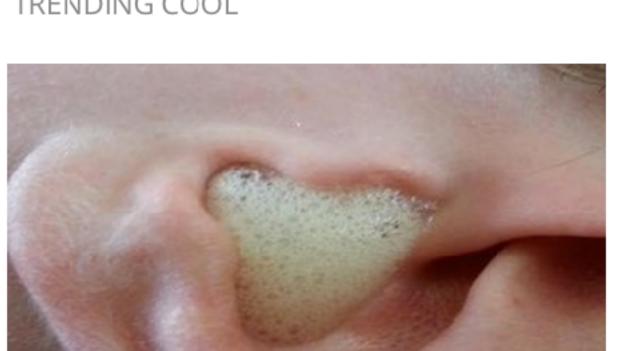


Trump's IQ Will Shock You!



British Mum Makes £11,953 A **Month Doing Nothing - You Wont Believe Her Secret** 

TRENDING COOL



**Breakthrough: Nurse Discovers A Method To Cure Ringing Ears** 

TINNITUS TERMINATOR



**People Are Cancelling Their Netflix Account Because Of** This Site

**HOW FINANCE DAILY** 



**16 time lotto Winner: Lottery** Isn't As Random As You Think

LOTTO DESTROYER



Ads by Revcontent

The Most Addictive Game of the Year! Play with 15 Million **Players Now!** 

FORGE OF EMPIRES

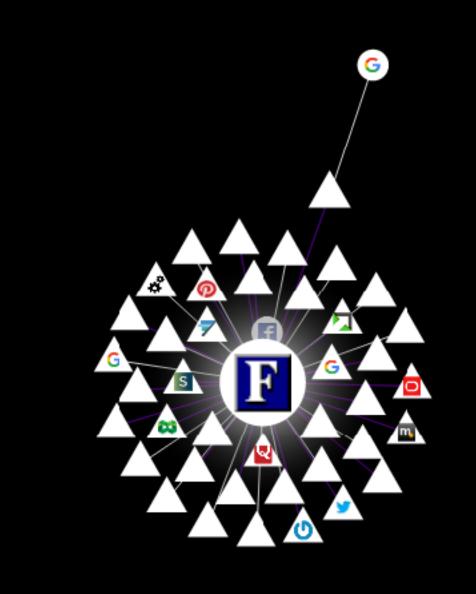


The Most Addictive Game of the Year! Build Your City!

**ELVENAR** 







FILTER

Hide

Watched Sites

/ (

Cookies

Blocked Sites

Recent Site

Last 10 Sites

Daily

Weekly

forbes.com



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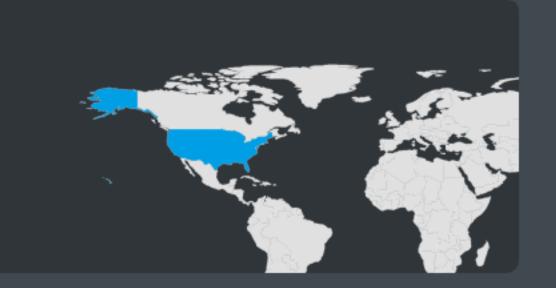
**FIRST ACCESS** Mon, Nov 28, 2016 10:44PM **LAST ACCESS** Mon, Nov 28, 2016 10:46PM



Block Site

#### Server Location

**United States** 



#### Connected to **41 sites** since first access.

chartbeat.net

forbesimg.com

liftdna.com

truste.com

sharethrough.com

media.net

gigya.com

googletagservices.com

amazon-adsystem.com

#### The publisher's dilemma...



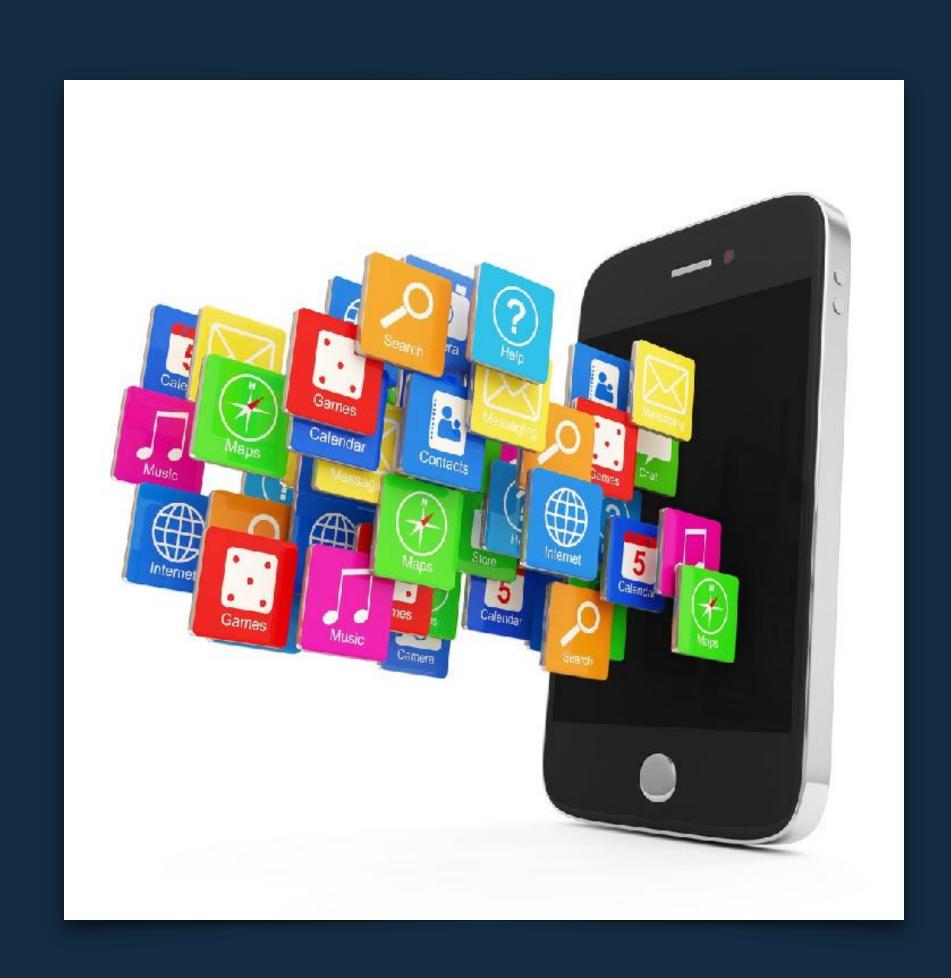
- On the web, users are in control.
- Users are conditioned to not pay for things but find ways around
- Somehow, you have to pay the bills...
- Let's try to turn users into products to sell to others...

Out of choice or necessity, people fight this...









## Apps for publishers...

- Control over the look and feel
- Revenue resource (apps cost money)
- Control over the distribution (remove them from the market or only offer in certain regions)
- In-built obsolescence (new versions cost more)
- Control the environment (iOS first, Android maybe...)







## Reality check for publishers...

- Pricing race to the bottom (99 cents)
- Lock-in into the marketplace with its own rules and restrictions
- Revenue share with marketplace/OS provider
- Updates are hard and may be delayed by the marketplace rules
- Turns out, people don't want to be locked in...



# 94% of app revenue comes from 1% of publishers



# 80% of users who download an app fail to become active users.



In app purchases are where the money is at - and these are regulated by the platform or cost a percentage.



### 60% of apps in the Google Play app store have never been downloaded.



## The average user downloads less than 3 apps per month. Half of US smartphone users download zero apps per month.



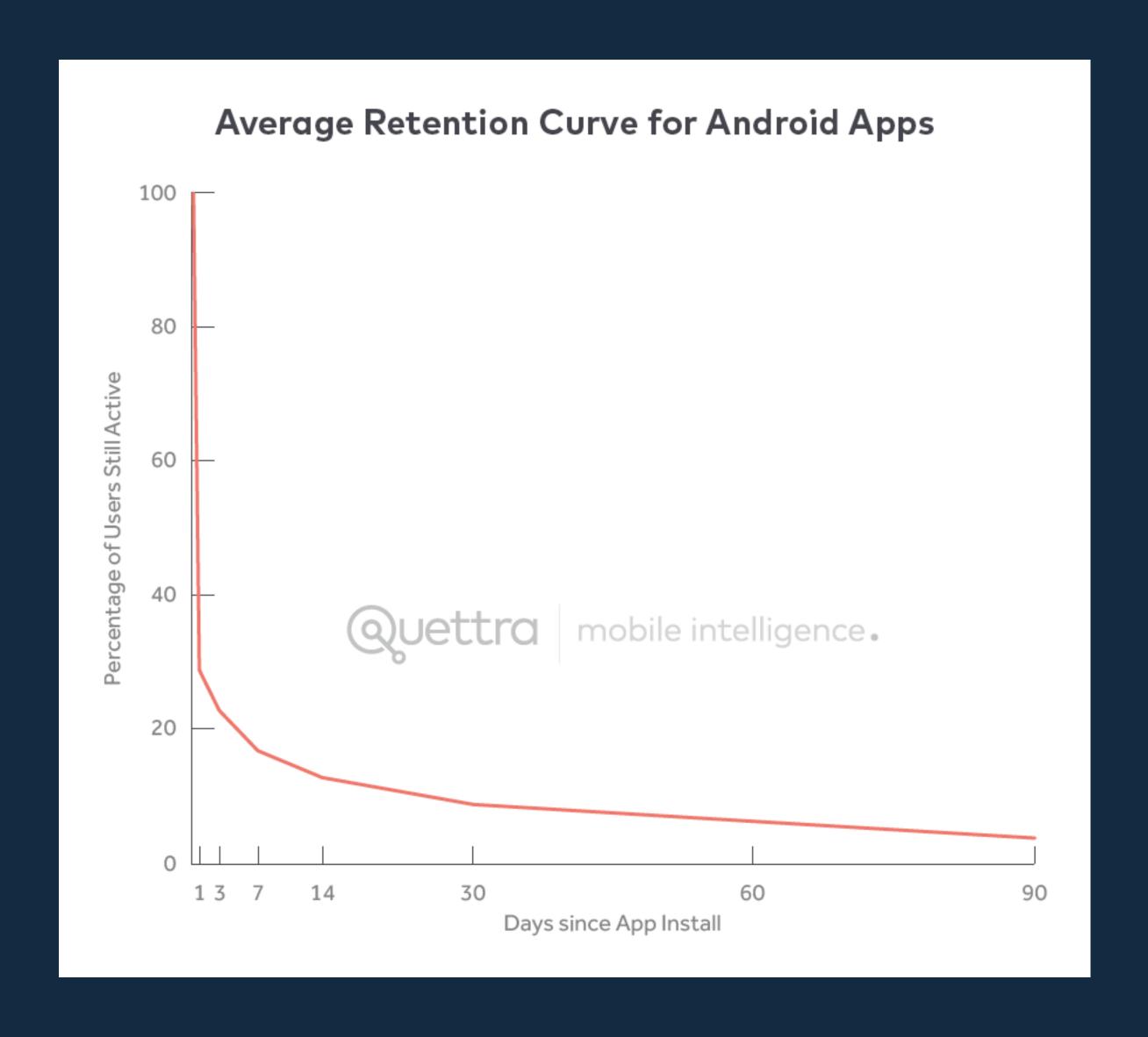
Users try out a lot of apps but decide which ones they want to 'stop using' within the first 3-7 days.



# The average app mostly loses its entire userbase within a few months...



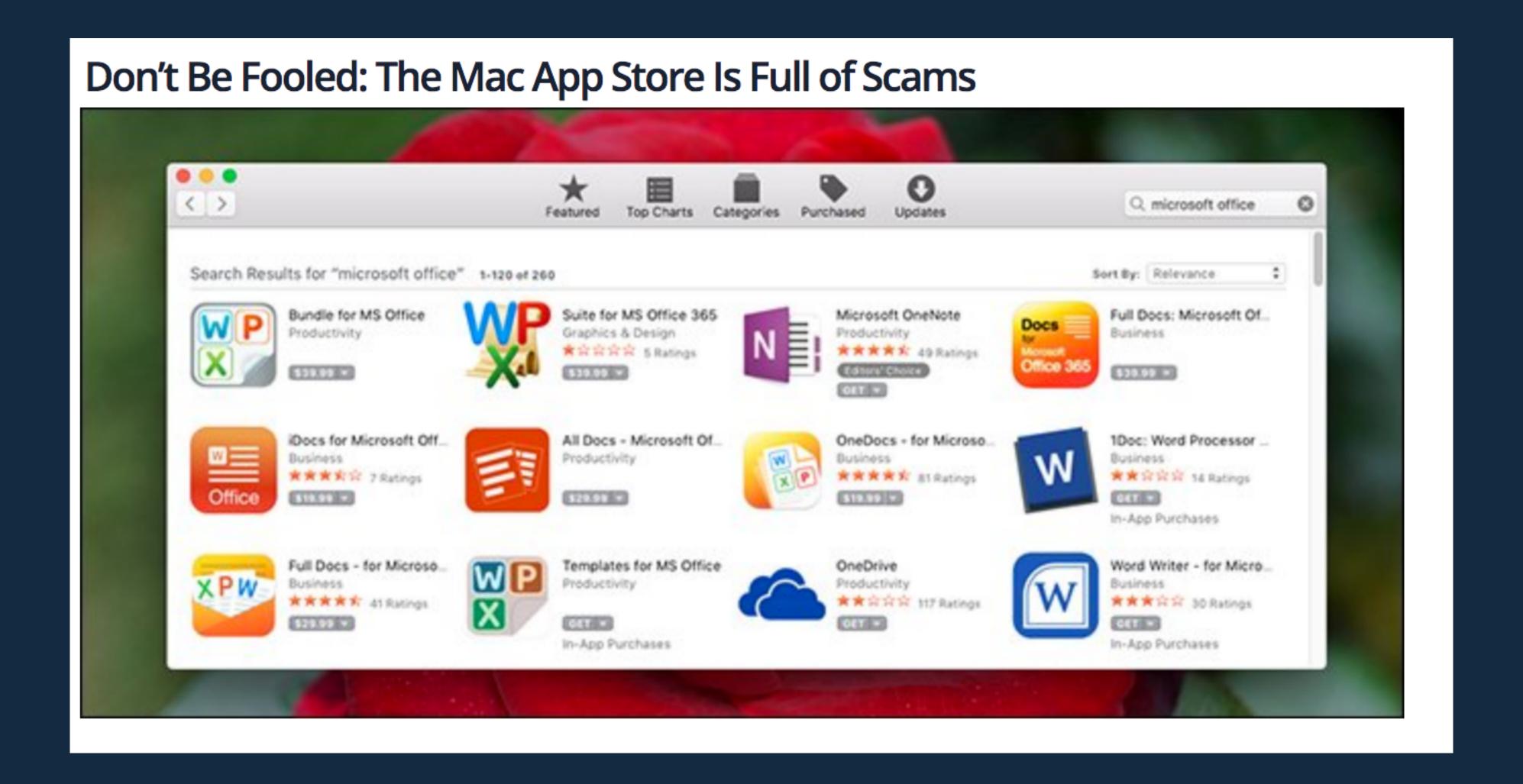
# ...of the >1.5 million apps in the Google Play store, only a few thousand sustain meaningful traffic.





# Users spend 80% of their time using just 5 apps.

#### Scams, spam and senseless cruft...



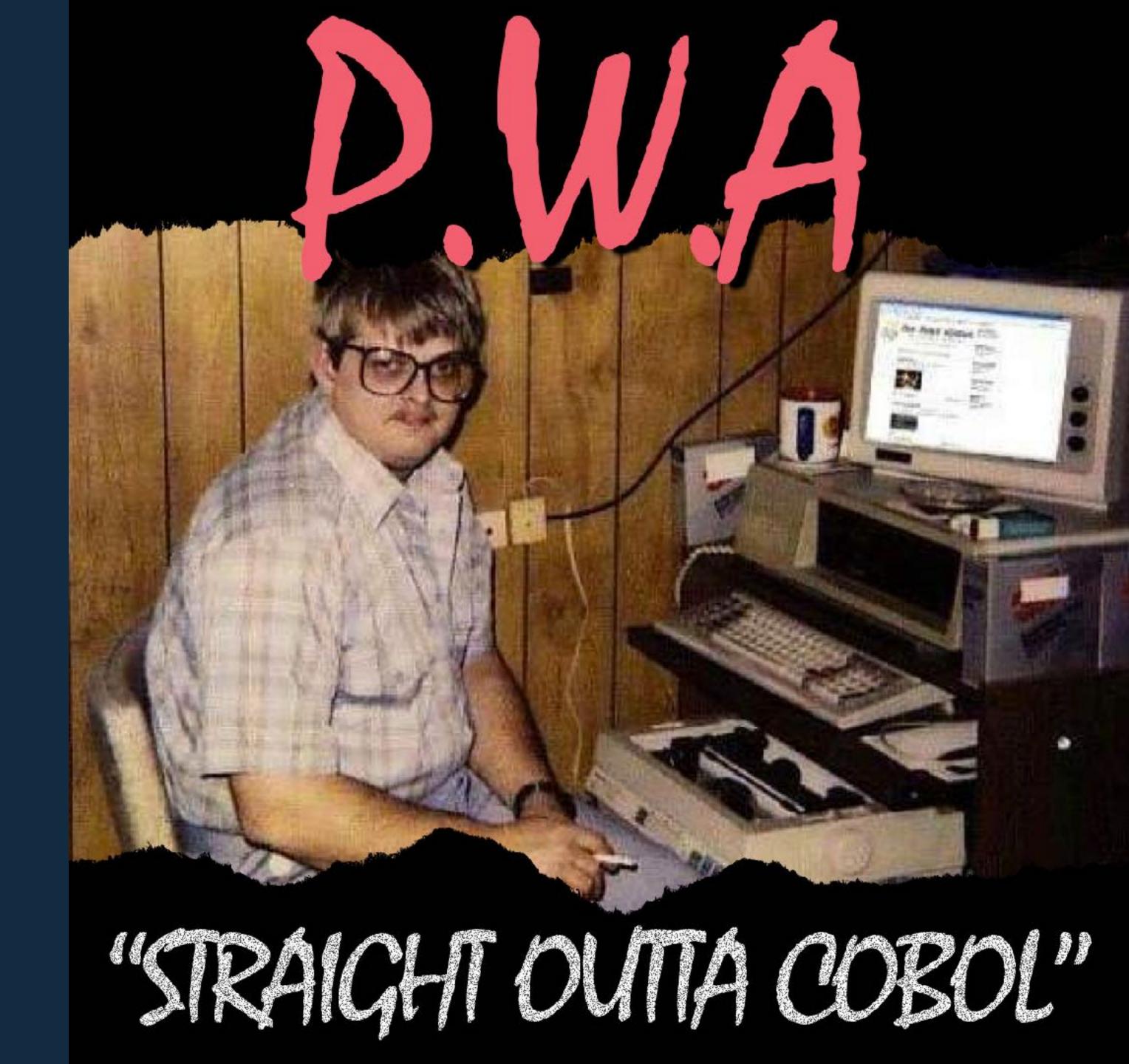
http://www.howtogeek.com/281849/dont-be-fooled-the-mac-app-store-is-full-of-scams/



How can we fix this? We want happy users and ethical, good publishers who get paid...

## BWW AS

Programmers
With
Attitude!





# Native app install friction blocks 74% of your potential customers before they ever see your app.



#### Back to the web



Yes, but with a twist...



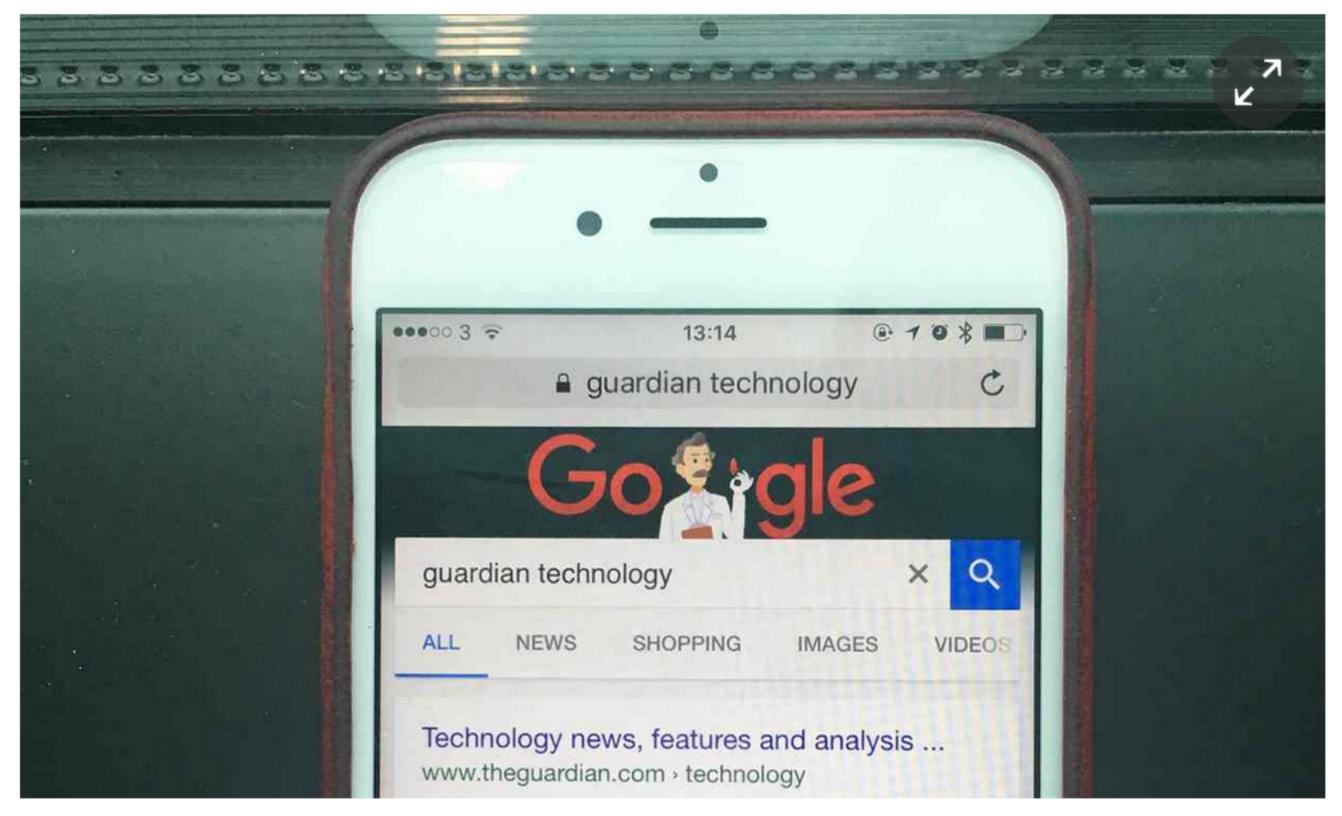
### We weren't ready to go all out on web with mobile.



- Instead of creating web sites that work well on mobile, we packaged them up and submitted them to market places.
- In a 1:1 comparison with native apps, they looked rubbish.
- That's because they weren't web products, but native apps built in web technologies.

### Mobile web browsing overtakes desktop for the first time

Smartphones and tablets become king as the share of desktop web browsing traffic shrinks to 48.7%, according to data



Mobile web has now overtaken desktop browsing worldwide. Photograph: Sean Anderson for the Guardian

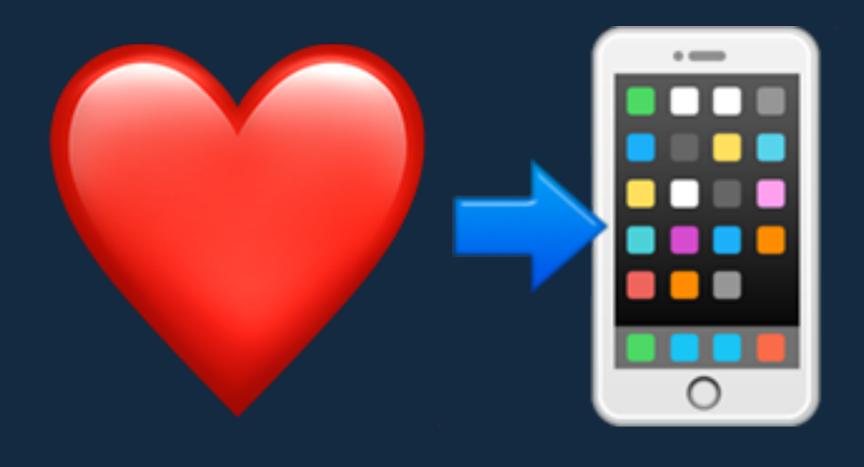
https://www.theguardian.com/technology/2016/nov/02/mobile-web-browsing-desktop-smartphones-tablets

# These days, we're looking much better...

API	PhoneGap	Web capable
Battery Status	de	
Camera	de	de
Contacts	de	×
Device Info	de	
Device Motion (accelerometer)	de	4
Device Orientation (compass)	de	
Dialogs (notification)	de	<b>d</b>
File	de	
File Transfer	de	
Geolocation	de	de
Globalisation	de	
Media Capture	de	de
Network Information	de	
Splash Screen	de	
Status Bar	de	
Vibration	de	de Company



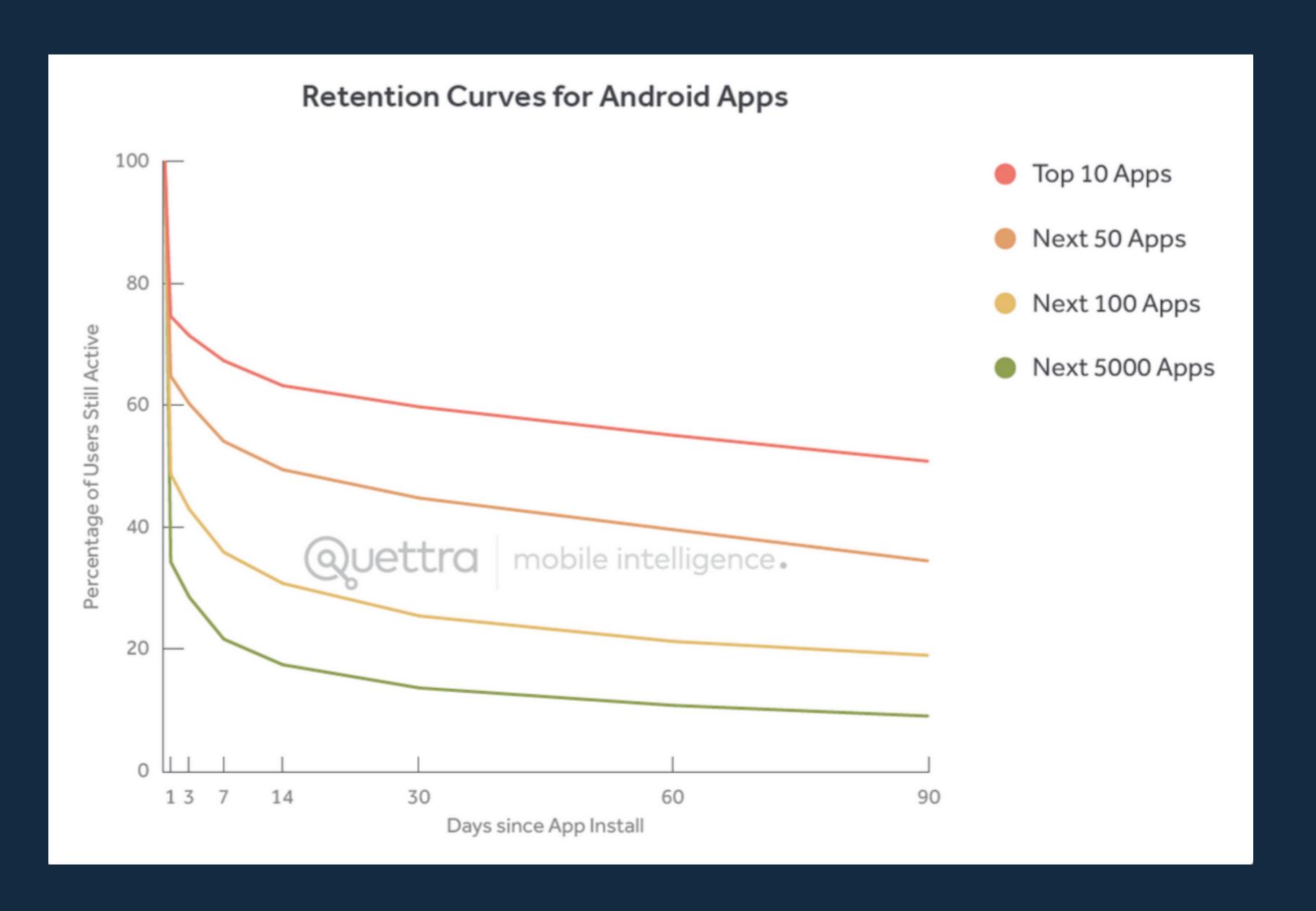
### Let's tackle the mobile form factor...



- Small initial payload
- Form factor supporting content
- Form factor supporting interfaces
- Offline/Flaky connection support
- Taking advantage of the power of the end user device
  - Avoiding interaction latency



The best way to bend the retention curve is to target the first few days of usage, and in particular the first visit. That way, users set up themselves up for success.





### Progressive Web Apps



- Nescribes document as an app
- Defines look and feel (fullscreen colours, screen orientation)
- Access to platform-specific functionality
  - Standardised version of older, similar approaches

```
"name": "CSS Colour Names",
        "short_name": "Colour Names",
        "icons": [{
              "src": "icons/90x90.png",
              "type": "image/png",
              "sizes": "90x90"
 8
              "src": "icons/64x64.png",
 9
              "type": "image/png",
10
              "sizes": "64x64"
           }, {
              "src": "icons/512x512.png",
              "type": "image/png",
              "sizes": "512x512"
15
           }],
16
        "start_url": "/10kb-CSS-colour-game/",
        "display": "standalone",
       "orientation": "portrait",
19
        "background_color": "#000000",
20
        "theme_color": "#000000"
21
```









enter a domain to have a <u>W3C Web App</u>

<u>Manifest</u> automagically generated from its existing HTML

https://WebManife.st



powered by tiny node modules

https://webmanife.st/



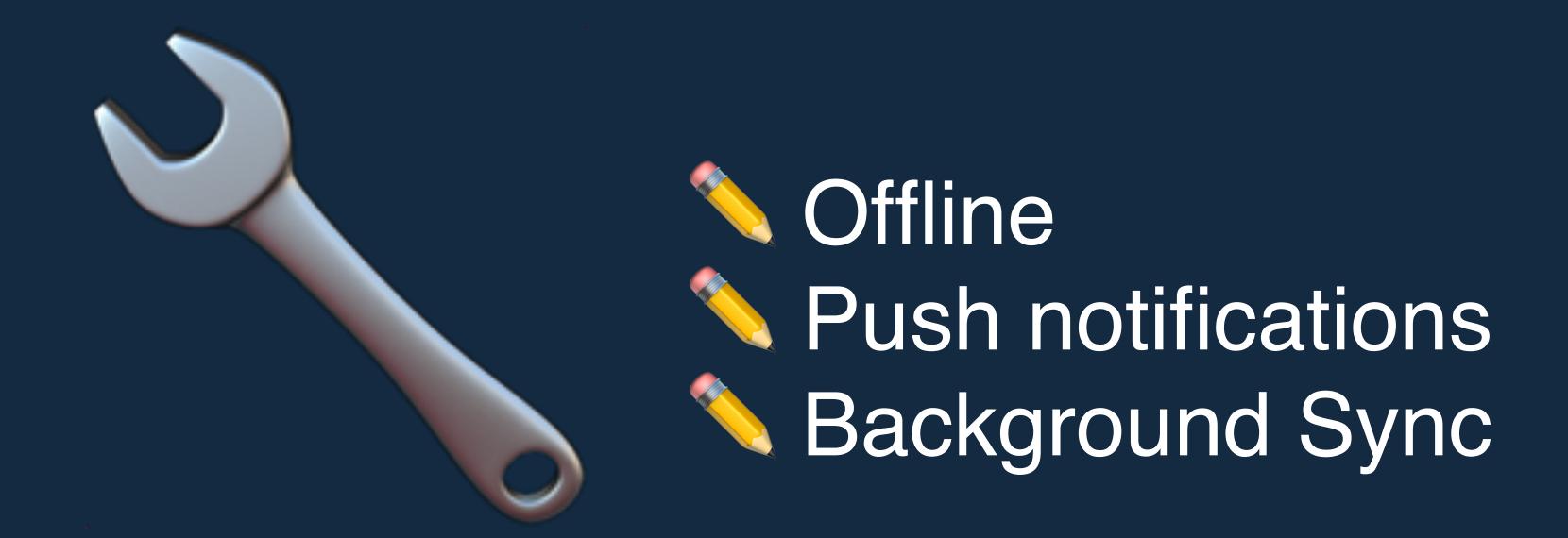
## The big breakthrough: Service Worker

### The big breakthrough: Service Worker



- Intercept fetch events, respond with cache
- Intercept push events
- Intercept sync/periodic events

### The big breakthrough: Service Worker



### A progressive web app...



- Must be HTTPS
- Have a valid manifest with all required properties
- Must have a Service Worker
- start\_url defined in the manifest must always load, including in an offline state
- Must supply an own navigation (independent of browser UI)
- Responsive to different sizes and form factors.



#### First success stories...

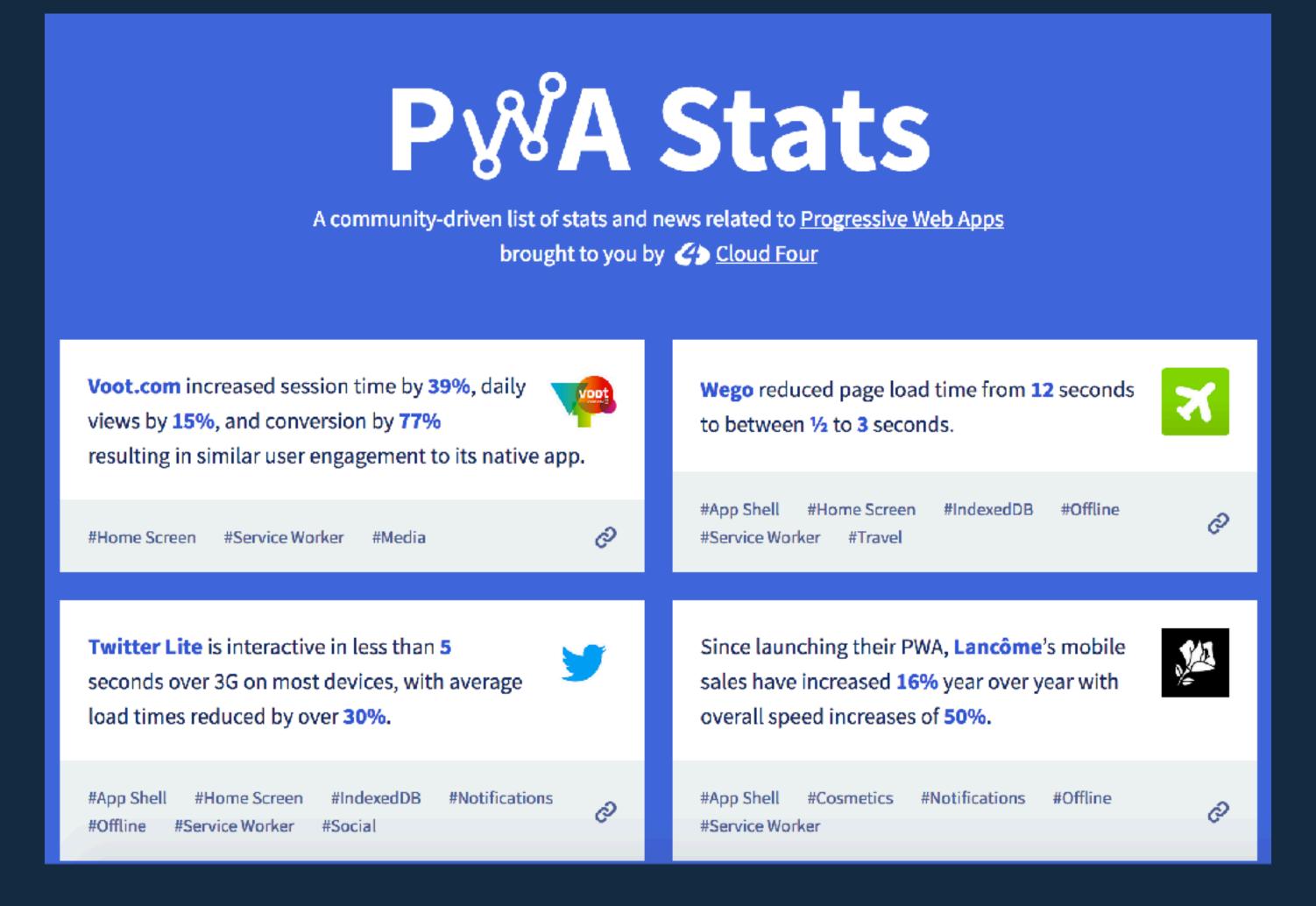
### Alibaba is the global leader in B2B trade. Recently, they upgraded to a PWA:

- 76% more web conversions
- √ 30% more monthly active users on Android, 14% more on iOS
- 4X higher interaction rate from Add to Homescreen

# Housing.com is one of the leading real estate platforms in India. After implementing their PWA:

- 38% more conversions
- V 40% lower bounce rate
- 10% longer average session
- 30% faster page load

### PWA Stats - Case Studies

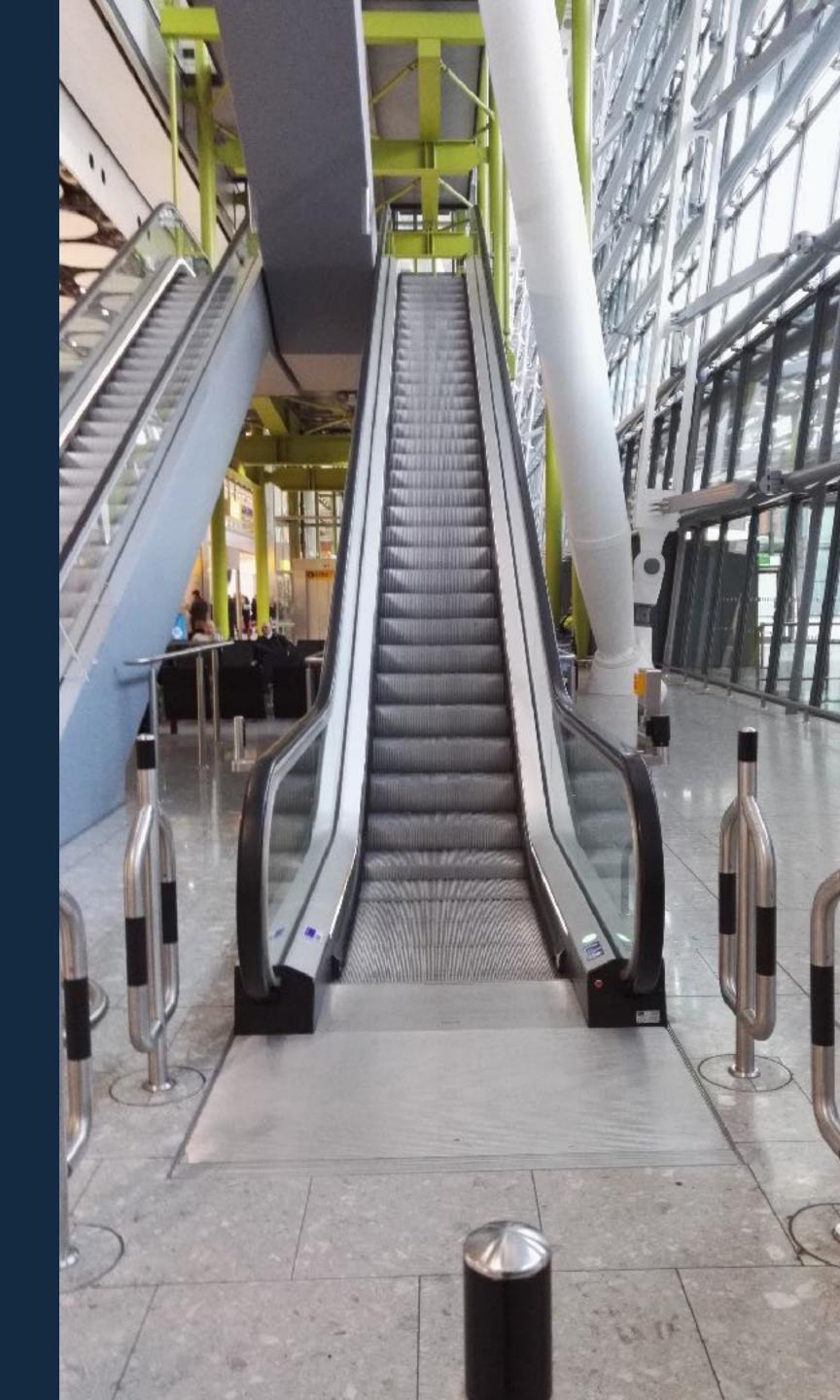


https://www.pwastats.com/



# Great, but what about support?

What we're talking about here is *progressive* enhancement



### Using this, we can support the past...

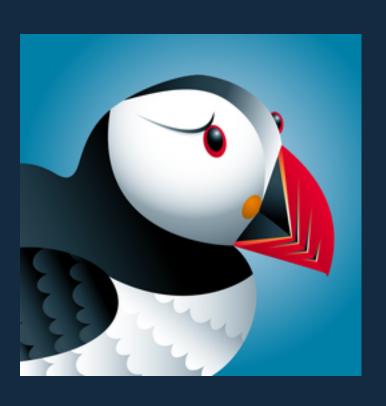






# And we can support current edge cases...

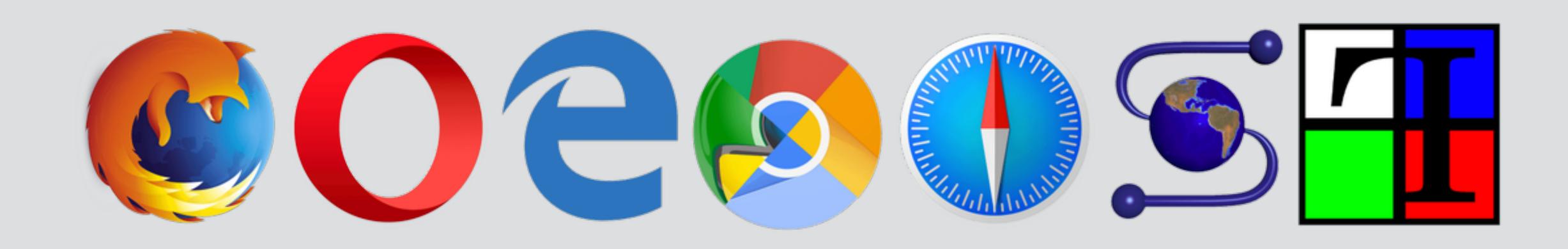








# And after some checking, all the current browsers and what they support...





#### Let's talk about iOS...



There is no official timeline when or if ServiceWorker will be in iOS...



### iOS has 45% of the US smartphone market, and iOS users spend \$1.08 per user per app per user vs \$.43 on Android.



# Android has 86% global market share.



<meta name="apple-mobileweb-app-capable"
content="yes">

https://github.com/ MobileChromeApps/cordovaplugin-service-worker



### What about desktop or other form factors?



### The existing PWA implementations still leave web apps as secondclass to native apps in many ways. We want to fix that.

- "The Progress of Web Apps", Jacob Rossi (2016)

### Edge plans...



- Runs as a Windows service
- Can wake up the browser even when the browser is closed
- May spawn multiple Service Workers at once for performance (under debate)

#### Windows plans...



- Bing crawls web sites
- Sites with a manifest go into the Windows Store
- These webapps are real apps: Windows Desktop, Windows Phone, XBox, Hololens, SurfaceHub...

## "Websites that have taken all the right vitamins"

- Alex Russel?

#### Google Webmaster Central Blog

Official news on crawling and indexing sites for the Google index

#### Building Indexable Progressive Web Apps

Wednesday, November 09, 2016

Progressive Web Apps (PWAs) are taking advantage of new technologies to bring the best of mobile sites and native applications to users — and they're one of the most exciting new ideas on the web. But to truly have an impact, it's important that they're indexable and linkable. Every recommendation presented in this article is an existing best practice for indexability — regardless of whether you're building a Progressive Web App or a simple static website. Nonetheless, we have collated these best practices to provide a checklist to guide you:



- Any web product can become a Progressive Web App, not all have to be.
- You'll reap the rewards of simple maintenance and upgrade paths in the form factor mobile users expect.
- Apps can hibernate and wake up on demand no need to have the browser open.



- The great thing here is that progressive web apps bring back the power of the link
- You don't need to play by the rules of a closed marketplace
- You can send people a link and by the time they looked at the app it is ready to use it is real try before you buy.



# In app purchases are where the money is at, and you can do that in your own app without splitting costs with Apple or Google.



For all intents and purposes, PWAs are a good opportunity to slim down the web.



### ...without reinventing the great distribution model that is the web.



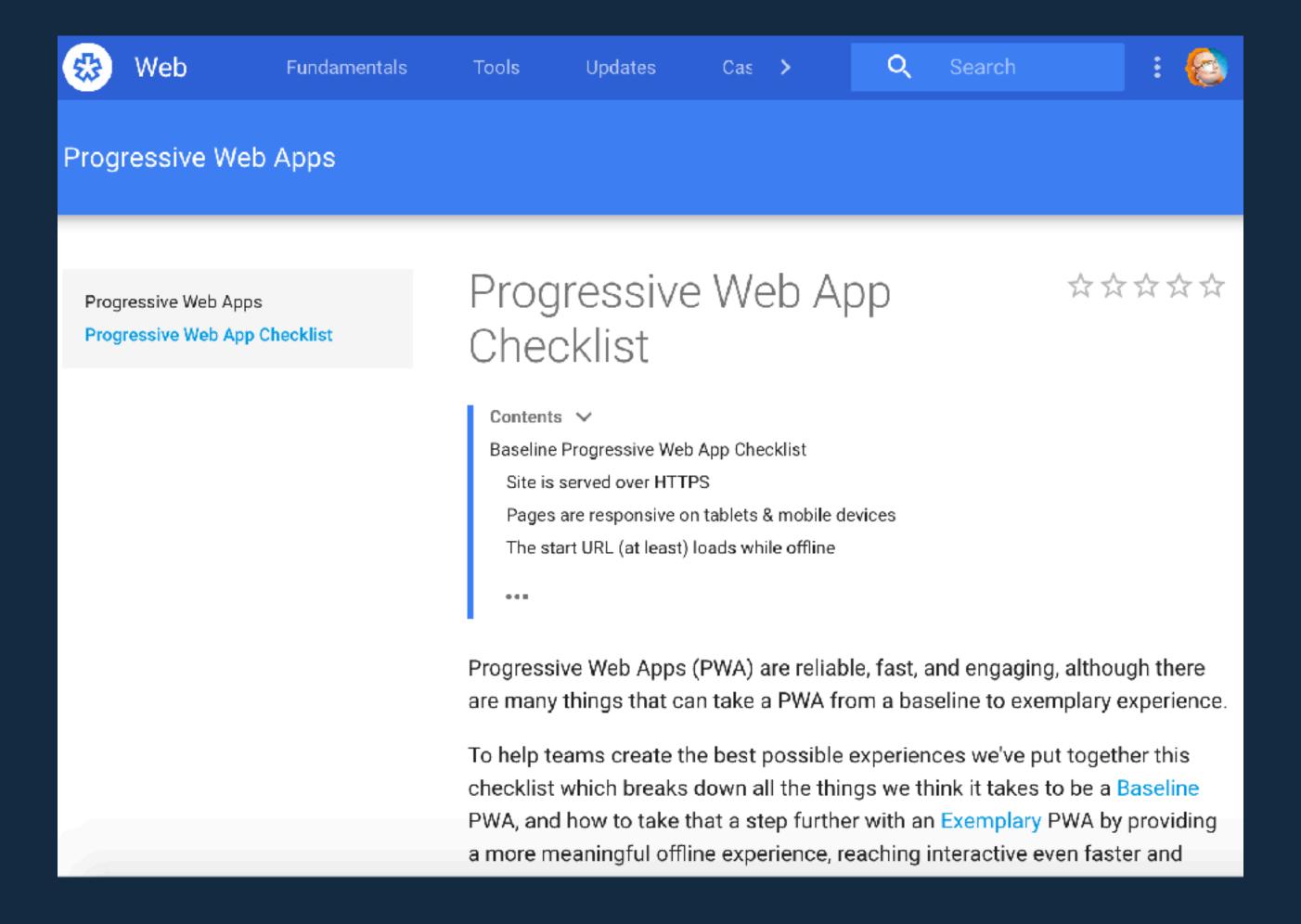
#### Resources...

#### Lots of great resources...



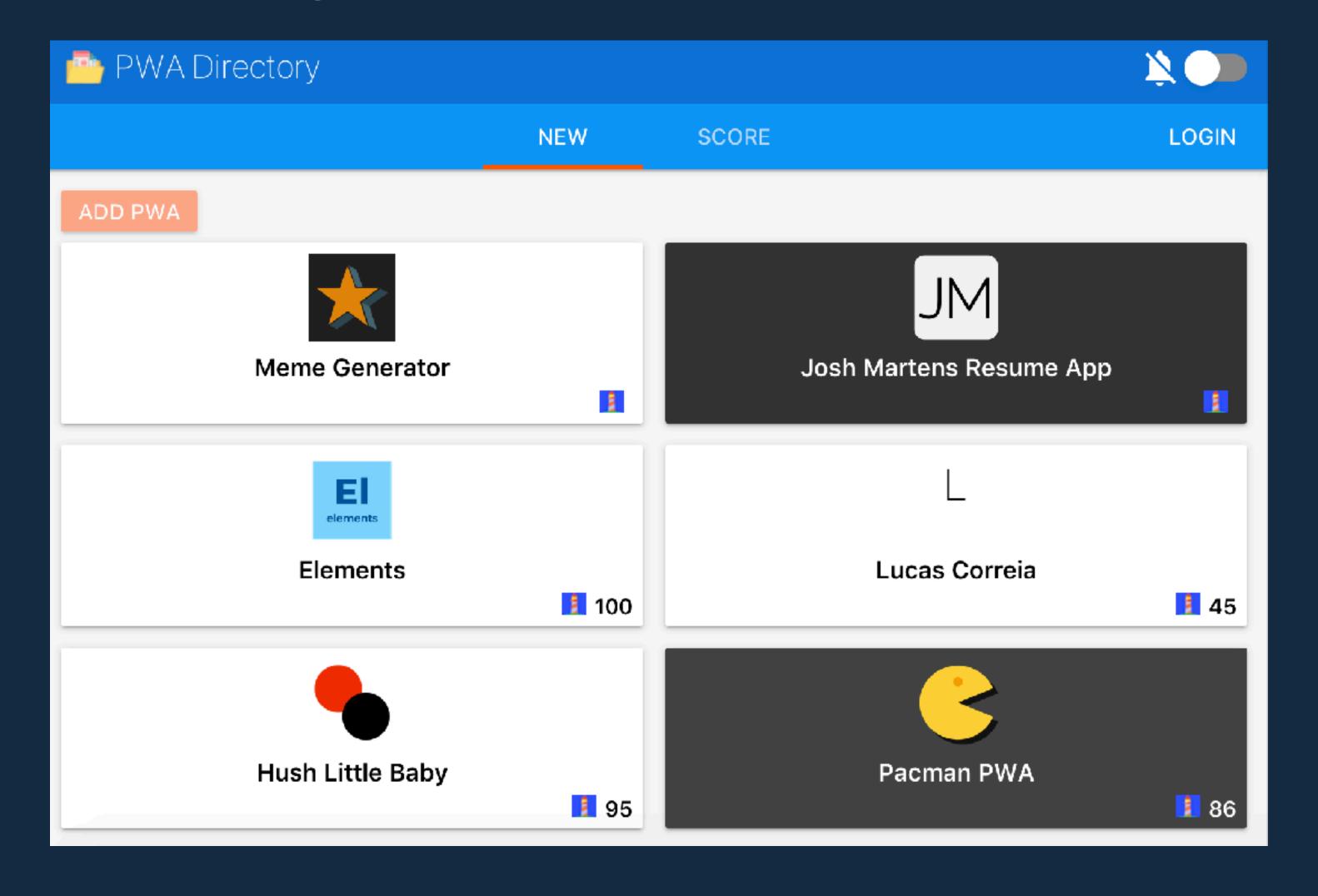
- https://serviceworke.rs/
- https://www.udacity.com/course/offline-web-applications--ud899
- https://events.withgoogle.com/progressive-web-app-dev-summit/agenda/

#### PWA Checklist



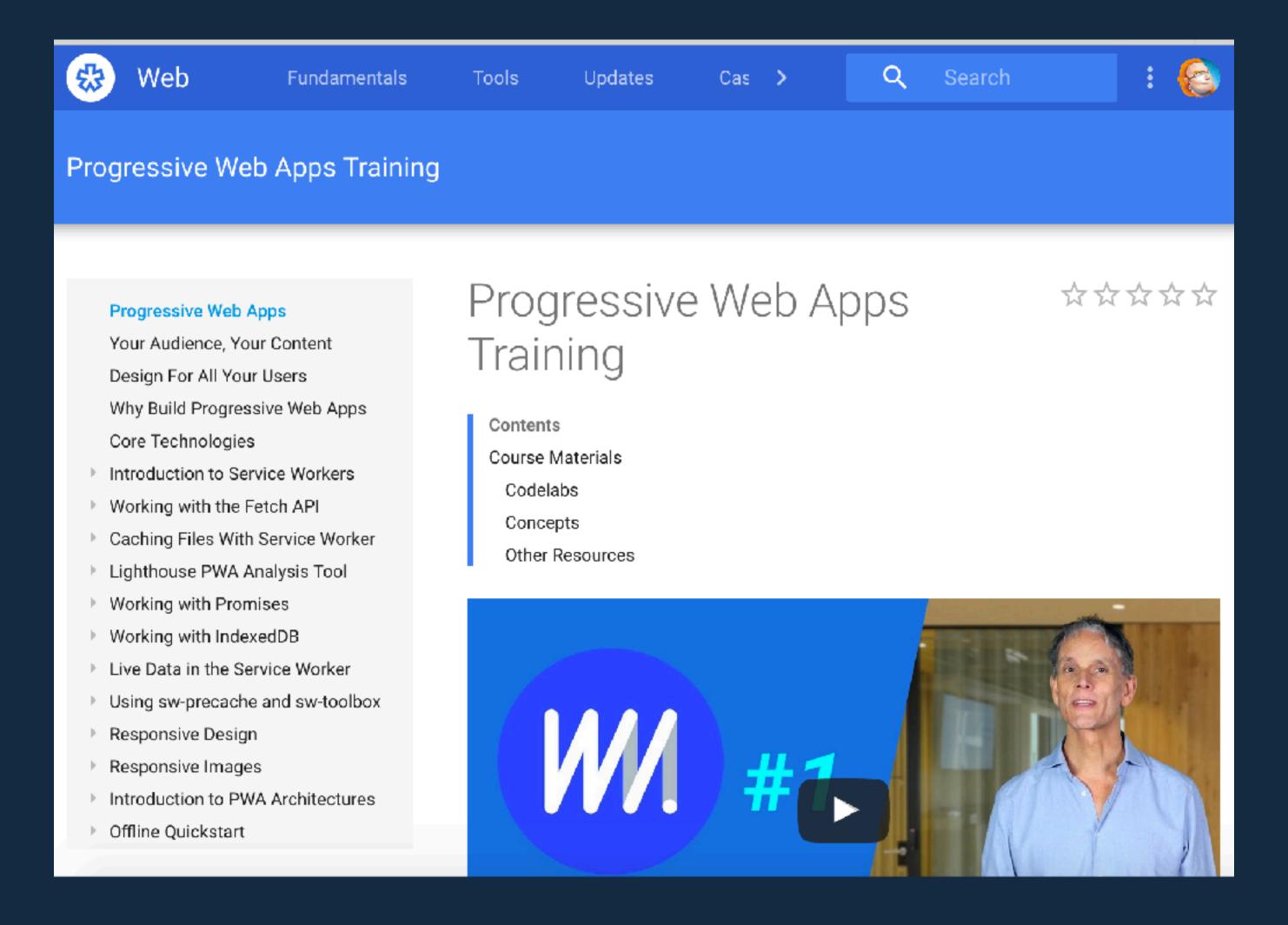
https://developers.google.com/web/progressive-web-apps/checklist

#### PWA directory



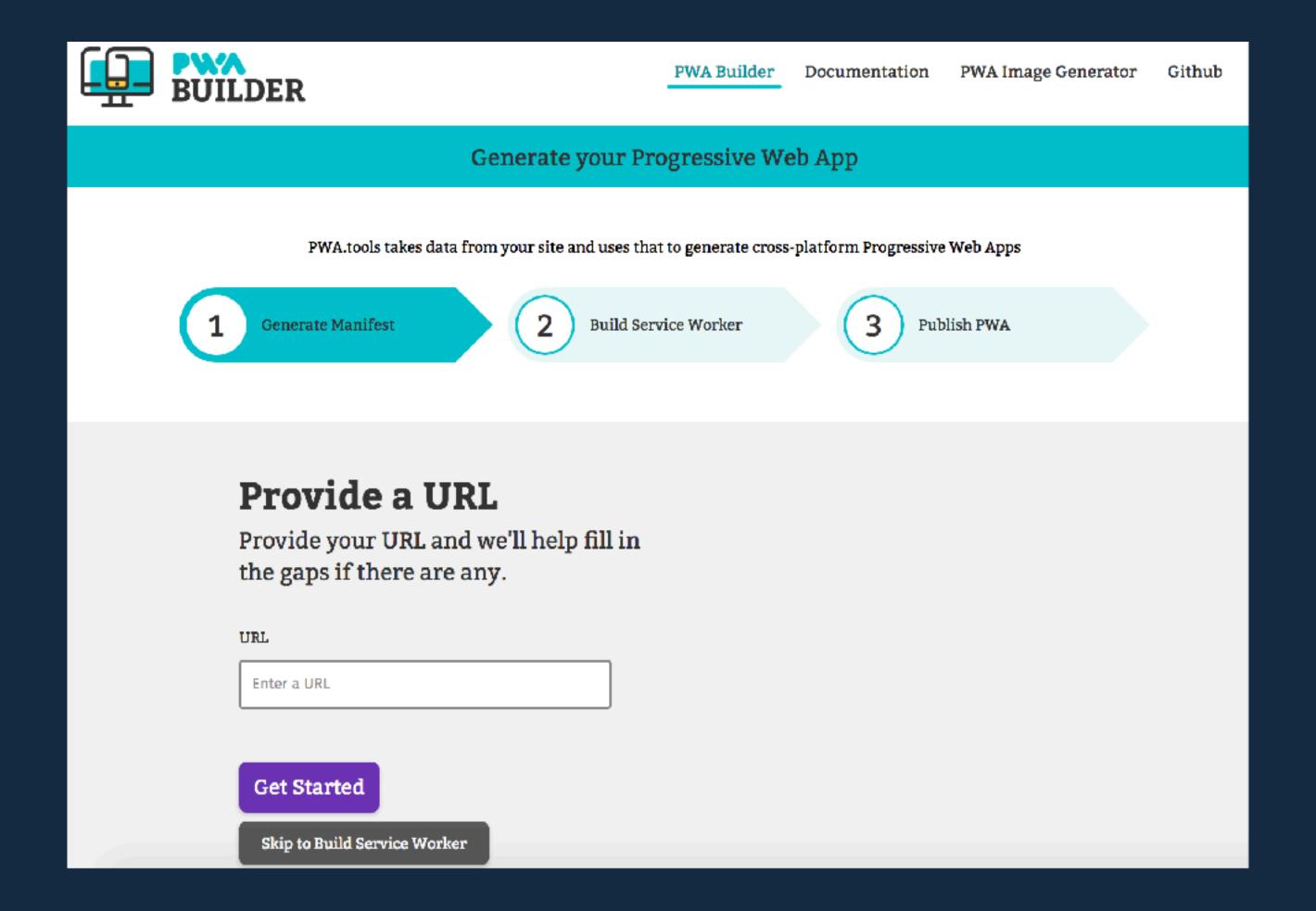
https://pwa-directory.appspot.com/

#### PWA Training Course



https://developers.google.com/web/ilt/pwa/

#### PWA Builder



http://preview.pwabuilder.com/generator

### THANKS!

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CHRISTIANHEILMANN.COM

