

# **Responsive Multi Screen Web**

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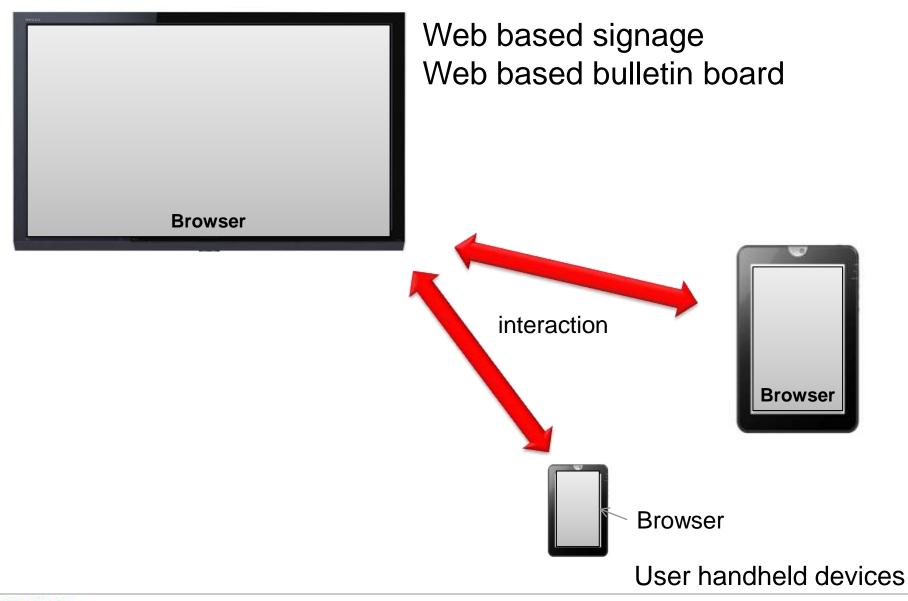
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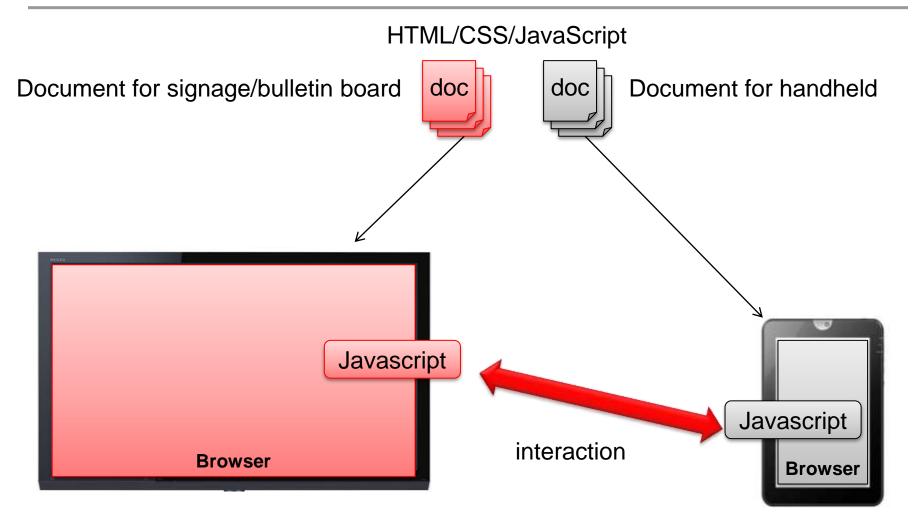
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#### Multi Screen signage scenario





#### Based on current web specs

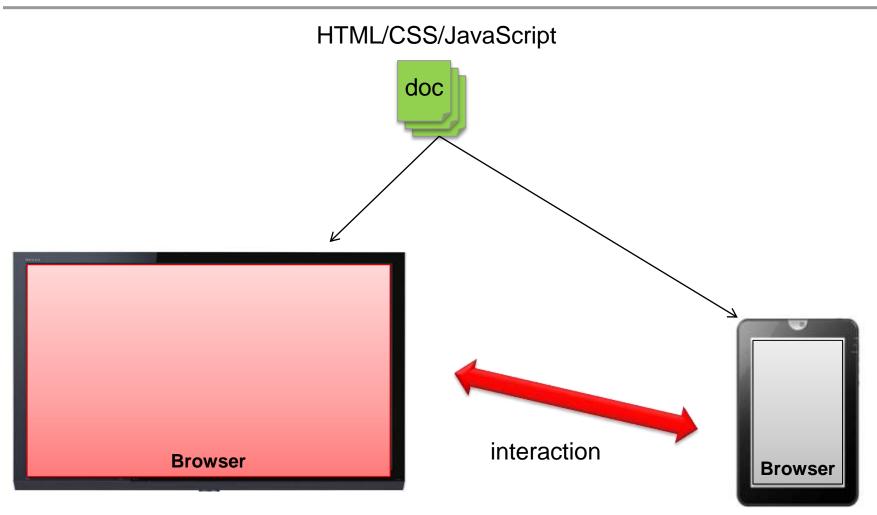


Web based signage Web based bulletin board

User handheld device



#### Responsive multi screen web application

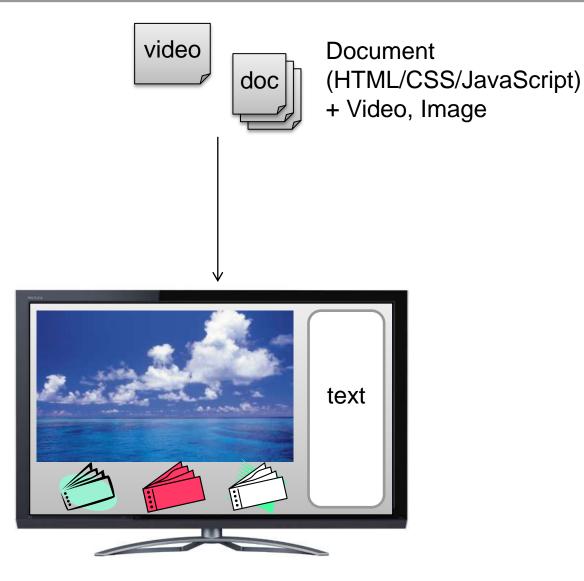


Web based signage Web based bulletin board

User handheld

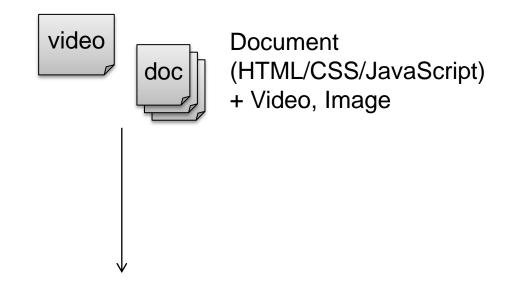


### Single Screen Web (Large Screen)





## Single Screen Web (Small Screen)





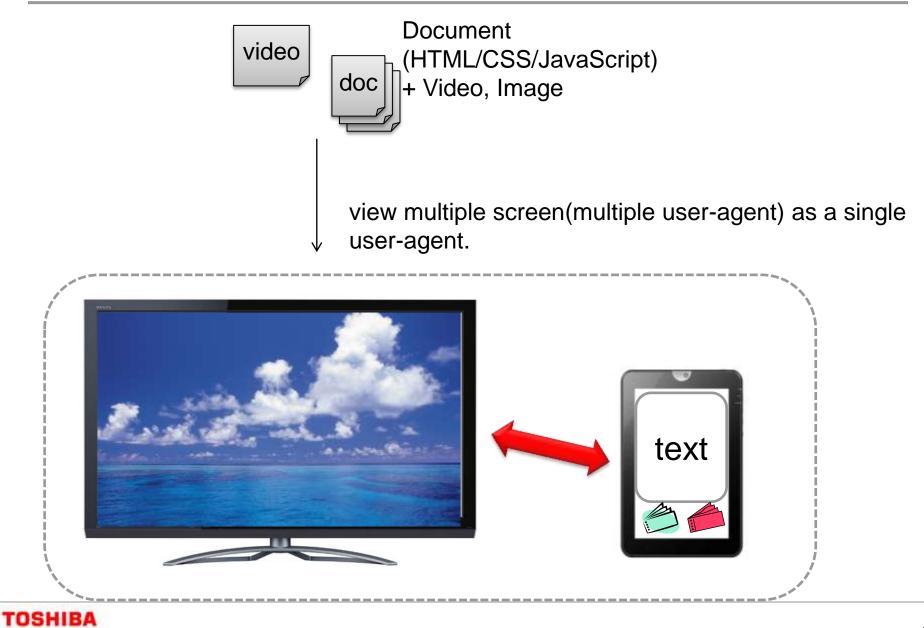
The layout of content will be adapt to the screen characteristic.

Ex. CSS selectors, media query etc.



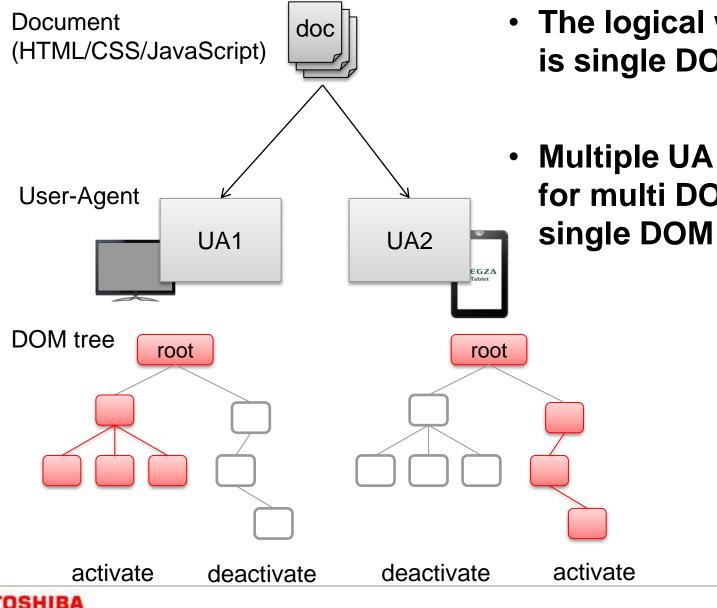
#### Multi Screen

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## Concept

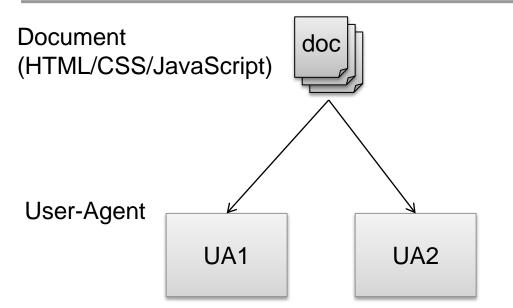
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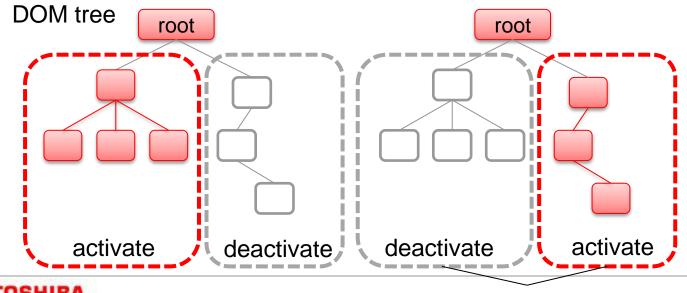
- The logical web content is single DOM tree.
  - Multiple UA collaborate for multi DOM tree as single DOM tree.

## Requirement

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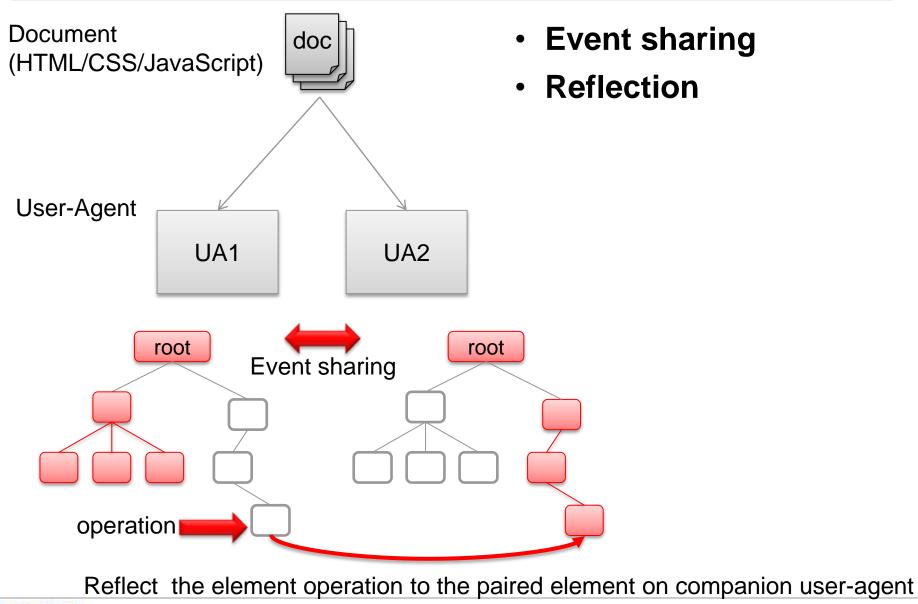


- UA evaluates each attribute of element to activate/deactivate based on it's roles.
  - Extension for CSS selector and/or media query



#### Evaluate and selection © 20<sup>-</sup>

## Requirement (cont.)





## Gap analysis for W3C standards today

#### Concept level

- Multi User-Agent
- Multi DOM tree
- What's need to extend specs?
  - UA evaluates each attribute of element to activate/deactivate based on it's roles.
    - Extension for CSS selector and/or media query
    - HTML element attribute to present it's role ?
  - Event sharing between User-Agents
  - Reflect the element operation to the paired element on companion user-agent
  - User-Agent Pairing, join/leave
    - discovery

