HTML5 for Apps: Closing the Gaps

Fact Sheet

Project Information

<table>
<thead>
<tr>
<th>HTML5Apps</th>
<th>Funded under FP7-ICT</th>
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<tr>
<td>Grant agreement ID: 611327</td>
<td>Overall budget € 647 487</td>
</tr>
<tr>
<td>Status</td>
<td>EU contribution € 420 000</td>
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<tr>
<td>Closed project</td>
<td>Coordinated by GEIE ERCIM France</td>
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<table>
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<tr>
<th>Start date</th>
<th>End date</th>
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<tr>
<td>1 October 2013</td>
<td>30 September 2015</td>
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Project description

Software Engineering, Services and Cloud Computing

The demand for "apps" is growing quickly – they are becoming one of the primary ways to deliver internet and cloud-based services to consumers. However, the technologies currently used for developing apps have a number of drawbacks. First, today's apps are "native apps": they require development using programming languages that are specific to a particular platform (Apple iOS, Google Android,). For developers, this means that every platform requires a separate development effort, increasing development cost. For consumers, this means that not all apps are available on all platforms, because developers may choose to only target one platform due to cost issues. A final drawback: none of the dominant app stores used to distribute and sell apps are provided by European companies. HTML5-based "apps" developed using a combination of HTML, CSS and Javascript can solve many of the issues of native apps. This is because HTML5 is platform and device agnostic, making it easy to move apps from one platform to another and also from
As a result, developers are increasingly moving from "native apps" to HTML5 apps, and are completely dropping out of the popular proprietary popular app stores in some cases. However, today, HTML5 cannot be used to fully replace native apps. This is because it is lacking a certain number of functionalities such as rich APIs to interact with devices (e.g. to launch a phone call from within an app) or support for handling of payments. The goal of the HTML5Apps project is to close the gap between native and HTML5 apps through the standardisation of missing HTML5 functionality. The project is lead by GEIE ERCIM, the European Host of the World Wide Web Consortium (W3C), an industry consortium of currently more than 370 members from research and industry which is directed by Sir Tim Berners-Lee, the inventor of the Web.

**Field of science**

/natural sciences/computer and information sciences/internet
/social sciences/sociology/governance/public services
/humanities/languages and literature/languages - general
/natural sciences/computer and information sciences/internet/world wide web
/natural sciences/computer and information sciences/internet/web development

**Programme(s)**

**Topic(s)**

**Call for proposal**

FP7-ICT-2013-10

**Funding Scheme**

CSA - Coordination and support action

**Coordinator**

**GEIE ERCIM**

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<tr>
<th>Address</th>
<th>Activity type</th>
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<td>Route Des Lucioles 2004 Sophia Antipolis</td>
<td>Other</td>
<td>€ 420 000</td>
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06410 Biot
France

Administrative Contact
Philippe Rohou (Mr.)

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