

Abstract

The focus of this research paper is to investigate what recent developments in JavaScript interpreters and the new features of HTML 5 will mean for the development of interactive multimedia web apps in the next 3-5 years, and how will it affect the current technological status quo?

The World Wide Web has rapidly evolved from being collection of static web pages connected by hyperlinks, to become a major programming platform, hosting sophisticated applications full of rich and interactive content.

This paper conducts of a review of the current technologies used in the construction and the delivery of these applications, and a survey of a sample of existing web applications. The findings show that there are sufficient deficiencies in the current practise of using third part plug-ins to warrant the inclusion of more expressive HTML elements dedicated to dealing with multimedia content in the next HTML specification.

An investigation into the features of these new elements is carried out to determine to the advantages and disadvantages of using audio, video and canvas elements, as opposed to the current plug-in based approach.

An analysis of the evidence suggests that dedicated multimedia HTML elements offer more creative freedom in the development of web applications, and have the have the potential to significantly change the face of web application development for developers and users alike.