about:standardization

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W3C CSS Working Group Invited Expert
What is a standard?
"A **standard** is an agreed, repeatable way of doing something. It is a published document that contains a technical specification or other precise criteria designed to be used consistently as a rule, guideline, or definition."

— British Standards Institution
A **standard** is an **agreement** on technically **precise criteria** so that we can **consistently repeat something**.
Like what? Hot water knobs. Paper sizes. Measuring soil properties. **Displaying a Web page.**
Open Standards

Publicly Available

Freely Implementable

Transparent Process

Public Participation
Benefits of Standardization
Process Benefits

Collaboration + Wide Review $\rightarrow$ Technical Merit

Consensus + Documentation $\rightarrow$ Interoperability
Ecosystem Benefits

Openness & Vendor-Neutrality

Competition & Diversity

Quality & Longevity
Longevity

Proprietary

Open

5年

100年
Method of Standardization
"Standards are created by bringing together the experience and expertise of all interested parties such as the producers, sellers, buyers, users and regulators of a particular material, product, process or service."

—British Standards Institution
Standardization Roles

Community Member
Working Group Member
Chair
Editor
Reviewer
Tester
Implementer
End-user
How to Participate in Standards Development

Step One
Read the spec

Step Two
Complain about it
Level 2
Opine in issues
Level 3
Suggest improvements
Level 4
Edit the spec
Jobs of a Spec Editor

- Editing Specs
- Triaging Issues
- Designing Proposals
- Evaluating Proposals
- Soliciting Reviews
- Driving Consensus
- Responding to Feedback
Job Description of a Standards Engineer

Spec Editing Best Practices (TPAC 2018 Break-out)
Types of Review

Deep [Expert] Review
Wide [Community] Review
Horizontal [Specialist] Review
Formally Addressing a Comment

Understand the feedback
Analyze the problem
Design and evaluate possible solutions
Discuss and resolve the issue
Edit the spec
Respond with rationale
Solicit commenter verification
Making Decisions

Delegation to Editor

Consensus of Working Group

Working Group Vote
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<th>early WD</th>
<th>late WD</th>
<th>CR</th>
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Communication Methods

email / bug tracker

chat

telecon

F2F

Advantages and disadvantages to each: find a good balance for your group
How to Run a Good Meeting

Have a clear agenda
  with a discussion goal for each item

Have an empowered chair
  to evaluate consensus, manage time + on-topicness + queuing, and shut people up when needed

Have a scribe
  to clearly record the conclusions and, ideally, what led to them

Support each others’ participation
  by voicing your opinions and helping others speak up
Types of Standardization Efforts

Designing New Features
Bugfixing Existing Features
Documented Reverse-Engineering
Questions?
Common Standardization Failure Modes

No shared vision / goals / values / principles

Bad chairing

Nobody does actual work

Lack of adequate review
Shared Vision: Example from CSSWG
5 Principles of Web Architecture
Web Architecture

Cross-Device & Cross-Platform

Screen / Print / Braille / Terminal / Speech / Mobile / ...
Landscape / Portrait / High-res / Low-res / Widescreen / Phone screen / ...
NeXT / MacOS / Windows / Linux / Irix / Solaris / Symbian / Android / iOS / BeOS / ...
Gecko / Presto / Trident / WebKit / Servo / ...
Mouse / Keyboard / Touchscreen / Wiimote / Voice nav / ...
Web Architecture

World-Wide Web

All Writing Systems

All Languages

Handle Hybrids
Web Architecture

Forwards- and Backwards-Compatibility

Forwards-compatible Parsing

Levels, not Versions

→ Enable Progressive Enhancement & Graceful Degradation

→ Don’t Break the Web™;
Web Architecture

No Dataloss

Visible By Default

Readable By Default
Web Architecture

Separation of Content & Style

HTML for content & structure

CSS for presentation
Why? Separation of Content & Style

Efficiency
of Implementation, Maintenance, Memory/Bandwidth

Accessibility
for Speech, Search, Reader Mode and Other Re-use

Variability
Exploring Choices, Changing over Time
Principles of Web Architecture

Cross-Device & Cross-Platform

World-Wide

Forwards- and Backwards- Compatible

No Dataloss

Separated Content & Style
Fundamental Goal of the Web

= Accessibility of Information
Constraints of CSS

Unknown display size and orientation

Unknown font availability

Unknown content (user-generated, database-generated)

Unknown language / writing system (localization, translation)

No post-processing
Design Principles of CSS

Flexible
Powerful
Robust
Understandable
Performant
jan tschichold: die neue typographie

lichtbildervortrag am mittwoch, 11.mai 1927, abends 8 uhr, in der aula der graphischen berufsschule, pranckstraße 2, am marsfel, straßenbahnlinien: 3 (haltestelle hackerbrücke), 1, 4 und 11 (haltestelle pappenheimstraße) der vortrag wird von über hundert größtenteils mehrfarbigen lichtbildern begleitet, eine diskussion findet nicht statt

freier eintritt

veranstalter: bildungsverband der deutschen buchdrucker ortsgruppe münchen
vorsitzender: j.

Resizable Typography Experiment using “Intrinsic Design” (Jen Simmons)
jan tschichold:


die neue typographie

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