HTML5 – Chances and Pitfalls
Demonstration for the industry track of the ICEC2012

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Abstract. HTML5 is set to become the next standard in web applications, a key technology for the years to come. With its ability to handle multimedia and graphical content without the use of external plugins or APIs, it will play a crucial role in creating cross-platform content for both desktop- and mobile devices. Creating browser games using HTML5 is the logical next step on the evolutionary ladder of game development.

Realizing this potential, Hamburg-based game developer Bytro Labs has shifted all its resources toward developing their games in HTML5, incorporating the improved performance for complex graphics and the real-time aspect of communication between the player and the game. In the development of their newest game, they are not only creating a game fit for the future but they have been putting the new technology to the test.

1 Demonstration

In a presentation, Bytro Labs software developer Steffen Hees is going to provide an insight into the game creation process and the experiences with HTML5 [1–3]. He will illustrate where the potential [4, 5] and the pitfalls lie. Afterwards, he will discuss the most interesting issues with HTML5 in greater detail and demonstrate them directly on the prototype of our newest browser-based online game.

2 About the company

Bytro Labs GmbH is an independent, owner-managed company, which develops and operates technically sophisticated, browser-based and mobile online games. By now, the games have over 1.5 Million registered users and are available in more than ten different languages. Bytro Labs was founded in 2009 by Felix Faber, Tobias Kringe and Christopher Loerken. They were decorated as "Founders of the Month" in June 2010 by the state of Baden-Wuerttemberg. With their 15 employees, Bytro Labs is located in the heart of Hamburg's Old Town.

References

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