HTML5 vs Silverlight
- Completely cross platform
- Will be supported into the future
- HTML for UI elements, JavaScript for programming, CSS for style language
- Already used for many purposes across the web*

*Makes super duper cool music videos
• Data binding

• XAML to create UI elements, C# for programming

• Strongly typed, easy to develop for

• *Should* be easier to integrate into other parts of the software
## HTML5 vs Silverlight

<table>
<thead>
<tr>
<th>Challenges for Developers (us!)</th>
<th>HTML5</th>
<th>Silverlight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Difficult; we would all essentially have to learn HTML, Javascript, and CSS. Also, there would have to be more code to write to handle sending data between the GUI and the model.</td>
<td>Easier; we would be using XAML (as we are used to), as well as being able to take advantage of data binding. Way easier to debug.</td>
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<tr>
<td>Way difficult to debug.</td>
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<tr>
<td>Better; HTML5 is completely cross platform, only dependent on the browser being used</td>
<td>Worse; each user would have to have the Silverlight run-times installed on their computer.</td>
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<td>HTML5 is more future proof, more and more people are adopting it, even Microsoft (for Windows 8/IE9)</td>
<td>Silverlight will no longer be actively developed, though it will still be supported</td>
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### Customer Usability

- **HTML5** is more future proof, more and more people are adopting it, even Microsoft (for Windows 8/IE9)

### Future-proofiness

- **HTML5** is completely cross platform, only dependent on the browser being used

### GUI Team opinion: Leaning towards HTML5...ish
What we need to know:

- **Need** to know who will be using this
  - Will they all have Windows? Will Silverlight be viable at all?
- What kind of UI will they be looking for?