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To: Mobile Ecosystems
Subject: Mobile ecosystems market study

Categories: [SharePoint] This message was saved in 'Mobile Ecosystems > Documents > Parties > Individuals and Public > Thomas Allmer'

Hello,

This response is regarding the "Mobile ecosystems market study" and it contains no confidential information.

You may attribute this response to my name

My name is Thomas Allmer and I am a professional web developer for 15+ years. I did worked for design agencies and am currently employed by a bank.

I started two successful open source projects

- Modern Web (<https://modern-web.dev/>)
- Open Web Components (<https://open-wc.org/>)

In my career I have been asked multiple times to create app-like cross-platform experience which is currently often impossible due to section 2.5.6 in the Apple App Store rules[1]. The reasons for that are multi-fold but in short Apples Webkit

browser is lagging behind as it's been understaffed for years now. Which means that new features/specs are not being implemented.

Due to those missing features, certain functionality like Bluetooth Controls are not possible via the web on iOS. On other operating systems that is not an issue as you can tell your users: "If you want to use our app on a Mac OS, Linux or Windows you need to use the Edge Browser".

On iOS this is however not possible as all browser you can install (chrome, firefox, ...) are "just" skins on top of the Apples Webkit engine.

The result of this practice is that as a web app developer I am often not able to serve the iOS app market which means that I either need to say this is impossible or requires a native iOS App - which comes with a huge price tag.

For that reason, I would prefer if iOS would allow the installation of other browser engines to not be force into the native application market for features that are possible on the web but not implemented in WebKit.

Kind regards,

Thomas Allmer

[1]: "2.5.6 Apps that browse the web must use the appropriate WebKit framework and WebKit Javascript." from <https://developer.apple.com/app-store/review/guidelines/#design>

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