

## Browser Market Share

As of 06/01/10

The world of browsers is looking fairly steady right now; the only marginal movement is in mobile browsers.

Priority 1	Priority 2	Priority 3
FF3x: 22-25% * IE6: 20-22% IE8: 20-22%	IE7: 14-16% Safari: 4-7% Chrome: 6-8%	F2: <2% * Opera: 1% iPhone: .5%
		New Browsers (watch out) N8: <1%
		Old Browsers (forget 'em) IE5 (PC & MAC): <1% N4: <1% AOL: unknown

*\* Only Hitslink breaks up FF2 and FF3. This is a best guess estimate.*

### Sources:

- **Upsdell** <http://www.upsdell.com/BrowserNews/stat.htm> - Upsdell sources are documented on the sidebar of this page: [http://www.upsdell.com/BrowserNews/stat\\_trends.htm](http://www.upsdell.com/BrowserNews/stat_trends.htm)
- **W3Schools**: [http://www.w3schools.com/browsers/browsers\\_stats.asp](http://www.w3schools.com/browsers/browsers_stats.asp)
- **Net Applications/Hitslink**: <http://marketshare.hitslink.com/report.aspx?qprid=3>
- **Net Applications/Hitslink**: <http://marketshare.hitslink.com/browser-market-share.aspx?qprid=2>



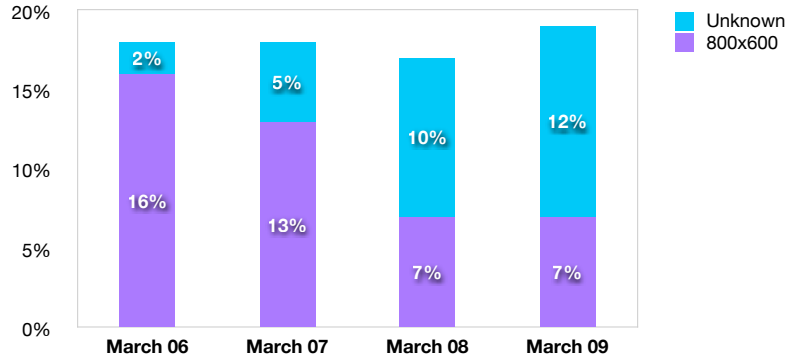
## Screen Resolution (800x600 or 1024x768)

### The evolution of development

You've got to feel for programmers & designers in the web industry: as technology trends change, "best practices" change – often heading in a direction that looks strikingly like "backwards."

The past few years have seen a distinct push towards larger designs (moving from 800x600 to 1024x768) Everywhere you looked, it seemed like you saw bigger and better monitors & screens on people's computers.

And then, just last month, we talked about how 800x600 was still holding on (at about 7%) as a valid design size. And now, thanks to the ever increasing popularity of mobile devices, it's looking like a "smaller" (read as: "mobile friendly") might even be creeping UP in the ranks.



Our resolution prediction? Sites designed with less fixed units and thus more flexibility.

Source: The Counter

What do you think?

## The World Of Mobile Browsing

Check out what's happening in the mobile browsing world!



**Skyfire:** A mobile browser that runs on Windows Mobile (smartphones and PPC) letting you browse the web using the full-featured PC versions of your favorite websites. (<http://www.skyfire.com>)

**Andriod:** A mobile development platform created by Google. Andriod offers all the "intuitive pizzazz" that Google is known for, right on your mobile device. It is also the only true competitor to the iPhone. (<http://www.android.com>)

**Bolt:** A WebKit based browser directed towards "lower end" (i.e. non-smart) phones, allowing even the most basic mobile user to view the web in all it's glory. (<http://www.boltbrowser.com>)