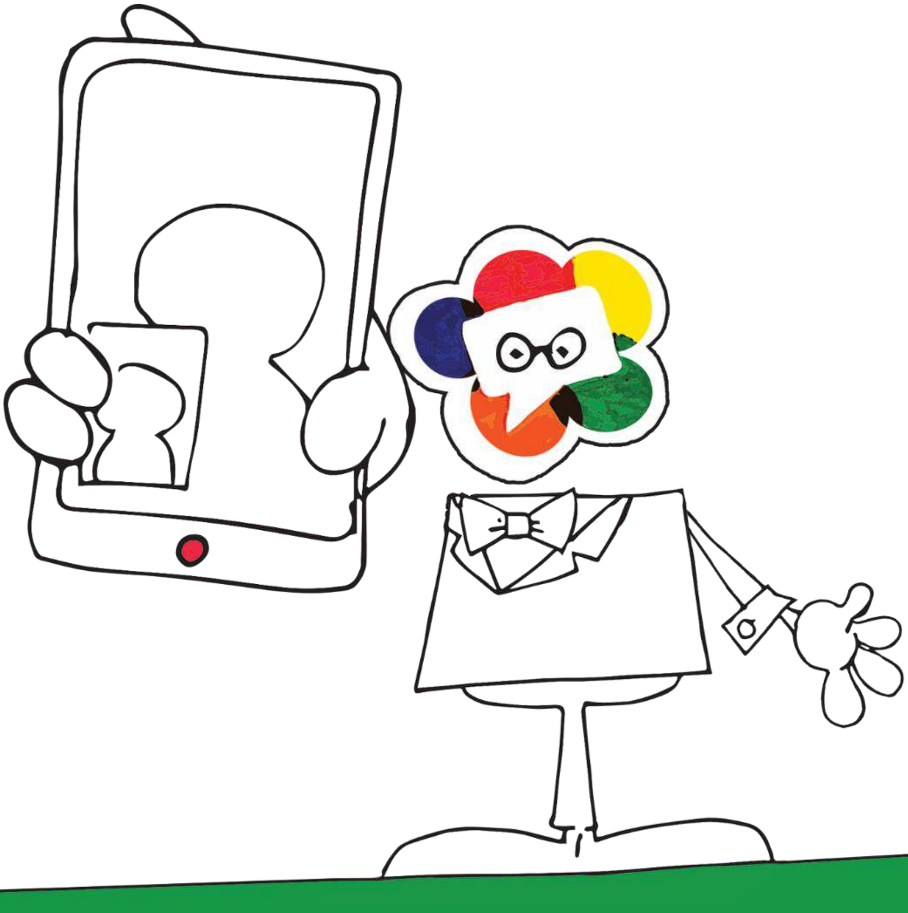
# WebRTC Adoption in Mobile Apps

## Techniques and Case Studies



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# Introduction

## Why Mobile and WebRTC?

WebRTC enables real time communications in the browser. What does that have to do with mobile?

On mobile, the main consumption model is through applications and a lot less through a browser. Where does WebRTC come to play in mobile then? Is it limited to the browser, or does it have a life inside apps? What does it really means to embed WebRTC inside an application?

This report intends to answer these questions as well as many more surrounding the use of WebRTC in mobile. It covers theoretical aspects as well as real life examples of vendors who have used WebRTC for their mobile services.

## Key Findings

- In 2014 we have reached a tipping point where porting WebRTC to mobile isn't an arduous task anymore. Many vendors have been successfully achieving this task on their own
- There are many ways to get WebRTC to work on mobile devices. The most popular one is to use Google's codebase and port it
- There are many approaches companies take to using mobile. Some develop mobile only services; others go mobile first; there are those who treat mobile as a desktop extension; and others still start from the desktop and slowly fill in the gaps in mobile
- Many vendors opt for using WebRTC even for use cases that don't require availability in the web browser. The reasoning there is the Google codebase and commitment to the WebRTC technology