

**From:** Phil Nash [REDACTED]  
**Sent:** Friday, 1 April 2022 2:14 PM  
**To:** Digital Monitoring  
**Subject:** iOS Browser Competition

To the Digital Platform Services Inquiry,

I'm writing to you as a concerned web developer regarding Apple's current monopoly of web browser technology on iOS. [Recent reports show that the iOS mobile market share is around 47%](#) yet users of Apple devices have no choice of the web browser that they use. A user can choose Chrome or Firefox (my personal browser of choice) however Apple does not let the developers of these browsers use their own engine, so they are really just wrappers of the Safari browser. I am asking that as part of your inquiry you consider compelling Apple to allow competing third party browsers on iOS by [removing clause 2.5.6 from their App Store guidelines](#).

The web is the world's largest platform for software that isn't owned by a corporation and it is crucial that web applications, in particular PWAs, are allowed to compete on a level playing field with applications on proprietary platforms. Opening up competition would give other browser vendors the chance to bring features to the web platform on iOS that Apple either refuses to add or hasn't funded the addition of.

Apple's current stance holds the web back and leads to development companies having to build multiple apps just to support their users on the web and iOS. The web can be a universal platform for application development, but not if Apple maintains its browser monopoly on iOS and holds back features and bug fixes.

Making Safari compete against other browsers will necessarily drive support for the browser at Apple, at least getting them to fix long standing bugs and implement popular features if the browser is to compete successfully itself. This will mean developers can simply target the web platform successfully, leading to better and more reliable software.

Thank you for your consideration, I hope this process can lead us to a fair, open and competitive web that serves developers and users. Please do reach out if you have any further questions.

Phil

--

Phil Nash he/him  
Principal Developer Evangelist



EMAIL [REDACTED]

TWITTER [REDACTED]

GITHUB [REDACTED]

