What Does Anywhere, Anytime, Anyone, Any Device Access to the Web Really Mean?

• Panelists:
  – Jim Larson, Co-chair, Voice Browser WG
  – Scott McGlashan, Co-chair, Voice Browser WG
  – Debbie Dahl, Chair, Multimodal Interaction WG
  – Janina Sajka, WAI Protocols and Formats WG
  – Roger Gimson, Chair, Device Independence WG

• Moderator:
  – Dave Raggett, W3C/Canon
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The Dream

- Adapting the Web to allow multiple modes of interaction
  - GUI, Speech, Vision, Pen, Gestures, Haptic interfaces, ...
- Augmenting human to computer and human to human interaction
  - Communication services involving multiple devices and multiple people
- Anywhere, Any device, Any time
  - Services that dynamically adapt to the device, user preferences and environmental conditions
- Accessible to all
Some building blocks

- XHTML, SVG, CSS, ECMAScript – visual presentation
- MMI WG – multimodal interaction framework, metaphors & idioms
- DI WG – CC/PP and core presentation attributes
- Semantic Web – descriptions of resources and interrelationships
- VB WG – speech components, dialog models, natural language
- WAI – general considerations of accessibility
- I18N – support for the world's languages
- XForms – interaction state and data replication
- SMIL – event driven presentations
- DOM – interfaces and events
- Web Services – support for distributed interfaces