



OMWeb

OPEN MEDIA WEB

WEB AS A PLAYGROUND





The popularity of Internet-based access to networked media such as augmented reality, television content, user-generated videos or music is **growing very rapidly**. However, the most popular solutions are based on proprietary, closed systems.

With **HTML5** and the related technologies of **W3C's Open Web Platform**, the Web is currently undergoing a sea-change which makes it a strong contender for becoming an open, **royalty-free standards-based platform** for networked media.

The **Open Media Web** project supports the move to open, Web-based networked media technologies through support for standardization, training and outreach.

OMWEB HAS THE FOLLOWING KEY GOALS:

- Standardisation: increase European standards activities in Web-based networked media.
- Training: increase number of developers capable of developing networked media Web content.
- Outreach: increase awareness of W3C's networked media work in Europe.

OPEN MEDIA WEB: OPPORTUNITIES FOR COLLABORATION

- Participate in innovative workshops.
- Participate in outreach and training events.
- Contribute to Web standardization roadmaps.
- Participate in W3C working groups.

CONTACT US!

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