Some observations

1. Discussion on the scope of WoT
   - “IoT has no Internet in it” → should WoT at least have it?
   - “WoT is to IoT what the Web is to the Internet”
   - “Expose things to the web” [via a gw/proxy] vs “Bring web techs on things”
   - “Where does the WoT ends and the WoD begins?”
   → But SHOULD NOT invent new low-level IoT technology

2. Several areas of common interest are emerging
   - Human2Machine interaction (incl. Social)
   - Object/service capability & data modelling (incl. Semantics)
   - Addressing & discovery (incl. cross-domains, URIs)
   - Privacy, security & access control
   - (Local) APIs for developers with flexible communication paradigms

3. Effort SHOULD focus on selecting /reusing the best candidate specifications (too many standards!)
   → Minimize new specification work
Possible next steps / areas of work for discussion

Several stakeholders seem of interest of the community:

1. Application developers

   - APIs... COAP JS API, Device API, REST, Pub/Sub, WebSockets...
   
   $\rightarrow$ Need to clarify the actual APIs to focus on

2. “Things” vendors

   - Guidelines / Best practises... “The 5-star of Web-friendly Things”

3. End-users (consumer and business)

   - User identities and their relationship with things (for ACL, twinning, history/memory of actions, etc)
   
   - Interaction paradigms with things towards natural “dialogs”, friendly identifiers, sharing... Social Web, Multimodal interfaces (chat, voice)
   
   $\rightarrow$ Use cases needed focused on improved usability!

“Things” Data/Service modelling emerge as common factor

   - Generic vs domain-specific vocabularies, function vs non-functional, service- vs data-centric...
   
   $\rightarrow$ Scout, select (and improve) existing work also from other consortia/fora/SDOs

   - Consider any type of sensors: crowdsourcing, cloud services vs local physical objects (eg weather)