

Day 1 Summary



[WEB AND AUTOMOTIVE]

Shift into High Gear on the Web

W3C WORKSHOP
14-15 NOVEMBER 2012, ROME, ITALY
HOSTED BY INTEL



Extending the Web Platform to Automotive

- What considerations need to be addressed?
 - Safety, liability, legislation, and technical considerations
 - Situational awareness and safer driving
 - Privacy of user data (and shared vehicles)
 - Authenticating users and cars
 - Security and threat models
 - Permissions and authenticating apps
 - Implications for enabling differentiated services
 - End user vs OEM perspectives
 - Personal devices and services
 - Personalization vs branding (UI skins)
 - Multi-screen (head-unit, phone, rear-seat, head-up displays)
 - Multi-modal (speech, spatial audio, visual, tactile)

Further considerations

- Standard Web APIs for access to vehicle systems
 - Avoiding market fragmentation through competing solutions
 - High enough level to insulate developers from low level variations
 - Enabling apps to work across different models of cars
 - Security considerations
- Different places for apps to execute
 - Cloud vs phone vs head-unit vs local server
 - Apps you can run when you are away from the car
- Integrating data from different sources
- Avoiding driver distraction
 - Context management
 - Foreground/background
 - Notifications
 - Driver alertness
- Application life cycle

Effective Standardization

- Ensuring that all stakeholders are involved
 - This takes longer, but costs less in long run
- Incremental approach
 - Focus on areas where consensus is possible
 - Avoid premature standardization
- Best practices
 - Across organizations: joint participation + liaisons
 - Involvement in multiple working groups
 - Communicating ideas, use cases, requirements
 - Sharing best practices for API design