

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...*

→ 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)*

→ 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...

→ 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)

Leverage WoT
Community Group?

What about
reference / open
source
implementations?