

# Introduction to Web of Things Workshop, Berlin, June 2014



# World Wide Web Consortium

- Mission to lead the Web to its full potential
- Web ecosystem: users, developers, browsers, etc.
- 384 Member organizations
- 70 staff in US (MIT), China (Beihang), France (ERCIM) and Japan (Keio)



Tim Berners-Lee  
Web inventor and  
W3C Director

# How does W3C work?

- Focus on creating open standards
- W3C Recommendations under royalty free patent policy to encourage implementations
- 65 Working Groups driving specs to RECs
- Community/Business Groups as basis for prestandardization activities
- W3C Workshops as a means to assess whether new work is timely, practical and has sufficient support

# Participation

	2010	2011	2012	2013
Full	62	65	79	79
Affiliate	240	220	230	216
Devel.	32	33	42	51
Startup	-	-	7	24
CG/BG Groups	-	-	83	149
CG/BG People	-	-	> 1280	> 3200
Twitter followers	9K	20K	35K	62K

# Open Web Platform

- HTML5 Web pages are more beautiful, interactive and intelligent
- Rich multimedia
- A platform for applications
- 25 years of experience
- The most interoperable platform available on many devices and operating systems
- A huge global community of developers

# A new wave of Transformations

Just as the Web has transformed everything...

... it will transform everything again





# The Web of Things

A huge variety of potential application domains including ...



# Perils of Fragmentation

- Advances in electronics enabling low cost sensors and actuators
- Many potential application domains
- But confusion arising from the plethora of communication technologies
- And lack of a shared approach to services
- This fragmentation is holding back the true potential
- We need to work together to define open standards and marketplaces!



# The Web of Things

- This workshop is an opportunity to discuss
  - Combining the Web of Devices with the Web of Data to create the Web of Things
  - Service platforms at the network edge (e.g. home hubs) or in the cloud
  - The role of open standards as a basis for open markets of services
  - What common requirements emerge from the various application domains?
  - What kinds of standards should W3C focus on?

# How the workshop is structured?

- Talks – 15 minutes each including Q&A
  - We will be collecting your slides, preferably as PDF
- Panel sessions with audience participation
- Breakout sessions on both days
  - We have auditorium + 3 rooms for up to 20 people
  - Session leaders are responsible for minute taking
  - There is still time for additional session proposals
- Demo's of Web of Things technologies
  - During the coffee breaks
  - Demo elevator pitches just before 1st break
- Help us to make this an enjoyable and productive meeting!
  - Minutes on [#wot](http://irc.w3.org:6667) (browse to <http://irc.w3.org>)

# Who's Here

- We have over 100 participants with major players including the following companies

ACCESS	Evrythng	Nokia
Algebraix	Fujitsu	NTT Communications
ARM	HP	Oberon microsystems
Beijer Electronics	Huawei	Orange
BITKOM	IBM	Panasonic
Bosch Rexroth	Intel	Plantronics
Canon	KDDI	Siemens
Cisco	Layer 7	Sony
Deutsche Telekom	LG Electronics	Telecom Italia
Ericsson	Monohm	Toshiba

# Some potential topics ...

- Core technologies
- Application domain challenges
- Scripting and service descriptions
- Web of data – vocabularies & best practices
- Security, trust and privacy
- Scalability
- What's needed to encourage open markets

# Breakout Topics

- The wiki has the following proposals, but more are welcome
  - Scripting in the Web of Things
  - Service Descriptions for the Web of Things
  - Interaction models for the Web of Things
  - Business models for the Web of things
  - Digital Object Memories for the Web of Things
  - The Web of Things Friendly Label

See [https://www.w3.org/wiki/Web\\_of\\_Things\\_Workshop\\_Breakout\\_Sessions](https://www.w3.org/wiki/Web_of_Things_Workshop_Breakout_Sessions)

