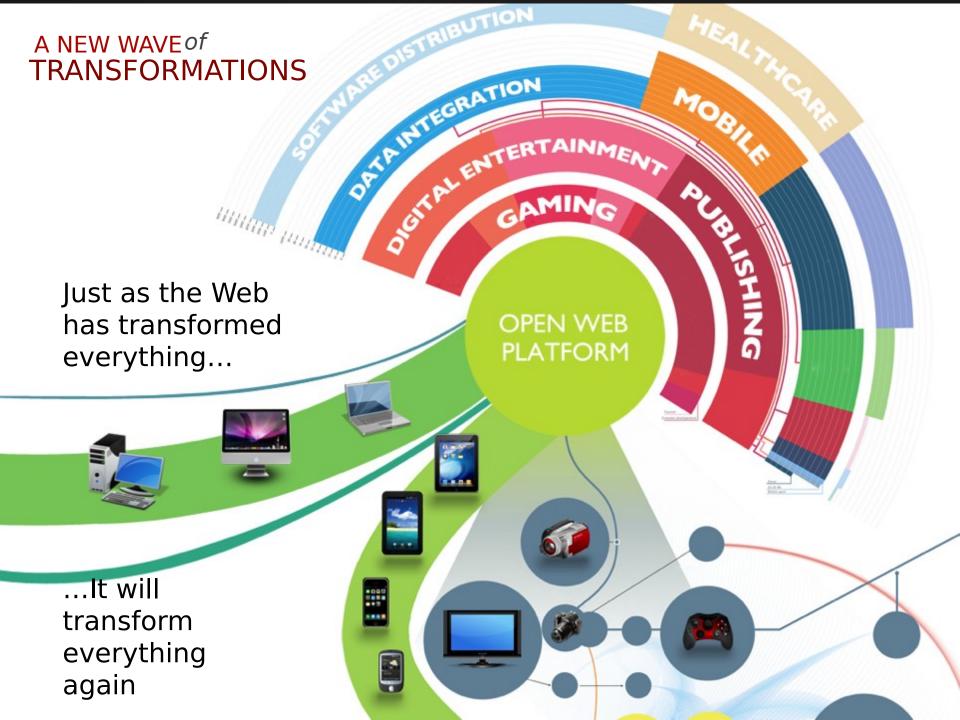


WebRTC: Web, meet Communications WebRTC Global Summit

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Wide-scale interoperability

- Platform for 2+billion devices
- Royalty-Free standards for innovation
- Beyond OS and shapes

- Open to all to contribute and use
- Ease of development and deployment





Role of W3C

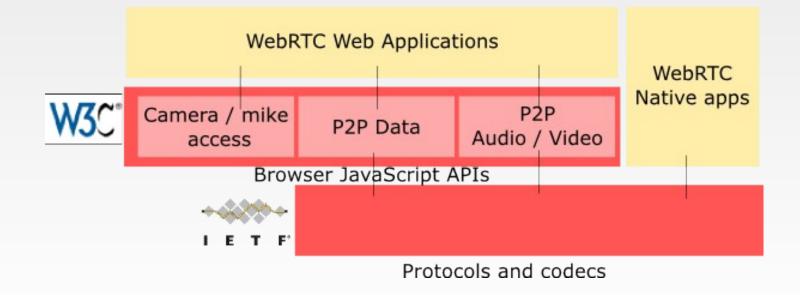
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- Setting Web standards enabling interop
- 400 Member orgs
- Web ecosystem: users, developers, browsers, telcos, etc.
- 80 staff in US, Europe, China, Japan
- Technologies built by Member engineers in dedicated Working Groups



WebRTC Standardization

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WebRTC Working Group Participants

Alcatel-Lucent	Apple	AT&T	Avaya	Baidu
Bistri	Cable Labs	China Unicom	Chinese Acad. Of Sciences	Cisco
ETRI	Ericsson	Genesys Lab	Google	Hookflash
Huawei	Microsoft	Mitrae Web	Mitsubishi	Mozilla
MStar	NICTA	Nokia	Nuance	Opera
Orange	Qihoo 360	Samsung	Shenzhen Coolpad	Smart Comm.
Square Enix	Telecom Italia	Temasys	Tencent	Unify
Verisign	Vodafone	Voxeo	Zingaya	

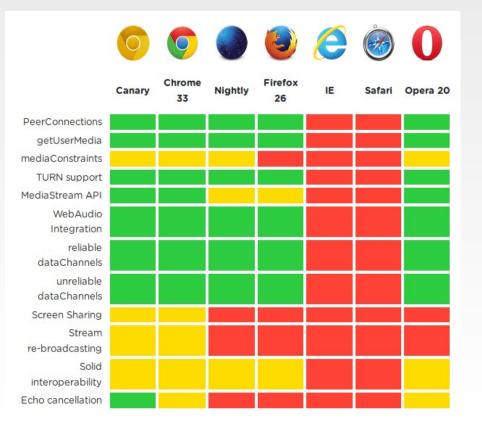


WebRTC Status

- Protocol: stable core, but lots of optimizations still in flux
- Codecs: audio done, video tabled for now
- Camera access: mostly stable
- P2P Audio / Video: stabilizing
- P2P Data: stabilizing
- Identity management: unstable
- Rest: TBD



WebRTC Implementations





Commoditizing audio/video transmission

- Disruptive to traditional communication players
- More competition for OTT players (incl. From TelcOTT)
- Many usages beyond conversational: customer care, citizen journalists, e-health, e-learning, ...
- Making communications a mean, not an end



Commoditizing P2P

- P2P and Web: two big sources of innovation and disruption
- WebRTC brings them together
- Blurring client / server distinction
- Watch for sparkles!



An evolving set of technologies

- Focus on finalizing core APIs and protocols
- Many extensions, additions and evolutions already under consideration
- Join W3C to be part of the conversation!



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