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Press Releases

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INTRODUCTION

The OMWeb "Outreach" work package serves to disseminate the results of W3C's networked media work to a European audience. The outreach and dissemination plans include press releases, talks by W3C team members at events as well as the development of outreach material such as information brochures and posters.

Press releases were an essential part of the OMWeb project and served to increase awareness of W3C's networked media to the European press. After some introductory remarks, this report includes the press release text of the five press releases issued in the course of the project:

1. W3C to Lead Discussions on HTML5, Linked Open Data at WWW2010
2. W3C Confirms May 2011 for HTML5 Last Call, Targets 2015 for HTML5
3. W3C Issues Report on Web and Television Convergence
4. Open Web Platform Progress Drives Expanding Industry Interest
5. W3C Invites Broad Review of HTML5

1 APPROACH

W3C issues press releases on a regular basis. These press releases generally obtain a high level of attention and coverage in the European and international IT trade press. Four press releases are planned in this deliverable, but we delivered a total of five announcements of equally importance.

To increase their impact, W3C press releases are translated in numerous languages, so that the relay of media information in each EU region is really efficient.

In certain cases, a particular press announcement is so important for the ICT industries that they want to associate their name to it. Therefore, W3C Members are invited to participate in a press announcement by submitting supporting testimonial statements. Submission of testimonials in multiple languages is also encouraged.

The distribution of W3C/OMWeb press releases is done through five important channels:

- **AlphaGalileo** is a Web site (portal) that acts as "the world's independent source of news". Run by the not-for-profit AlphaGalileo Foundation, it acts as bridge between the research community and the media. The service offers a fast and effective way to communicate with reporters around the world. It provides instant access to news, images, background information and a database of experts. Alphagalileo has a total audience of nearly 8000 registered journalists: http://www.alphagalileo.org/

- **Business Wire** disseminates full-text news announcements from thousands of companies and organizations worldwide to journalists, financial professionals, investor services, regulatory authorities and the general public worldwide: http://www.businesswire.com/

- **CORDIS Wire** is a community research & development information service offered by the European Commission that gives access to information sent by European innovation and research stakeholders. Both press announcements and events are recorded on the Web site: http://cordis.europa.eu/wire/

- **W3C's news distribution list** (w3c-news@w3.org) which hosts nearly 250 reporters world-wide

- **W3C's EU Offices** distribute the press announcements in their local languages to their own list of press contacts. Typically, four regional press lists were used for all press texts: French, Spanish, Swedish, and German.

2 PRESS RELEASES

All the press releases issued during the two years project are available from the project Web site at http://openmediaweb.eu/press-room/.

During years 2010 and 2011, we published 5 major press announcements:

1. **20 April 2010** [Media Advisory]: W3C to Lead Discussions on HTML5, Linked Open Data at WWW2010 (see Appendix 1)

   The press release is available in 5 languages: English, French, Italian, Spanish and Swedish.

2. **14 February 2011**: W3C Confirms May 2011 for HTML5 Last Call, Targets 2014 for HTML5 Standard (see Appendix 2)

   The press release is available in 5 languages: English, French, German, Spanish, and Swedish.

3. **28 March 2011:** W3C Issues Report on Web and Television Convergence (see Appendix 3)

   The press release is available in 5 languages: English, French, German, Spanish, and Swedish.

4. **10 May 2011**: Open Web Platform Progress Drives Expanding Industry Interest (see Appendix 4)

   • The press release is available in 6 languages: English, French, Finnish, German, Spanish, and Swedish
   • Member testimonials from 16 organizations: BiscayTIK, China Unicom, Comcast, Infraware, LG Electronics, LINKatu, Mobilizy, Mondeca, NEC Corporation, Ontos AG, Pacific Northwest National Laboratory, SanDisk, Sony, Université de Lyon, World Wide Web Foundation and Zynga.

5. **25 May 2011**: W3C Invites Broad Review of HTML5 (see Appendix 5)

   The press release is available in 6 languages: English, French, German, Portuguese, Spanish, and Swedish.

3 CONCLUSION

The five press announcements received a high level of attention from the media. The impact of those is measured in terms of press clippings collected (note that collection of press clippings for Sept and Oct is still ongoing and final numbers are expected to be higher - see a snapshot of year 2011 to date in Figure 1 below) and of the HTML5, Web and TV and Open Web Platform communities building (many blog posts, twitter messages, etc.).
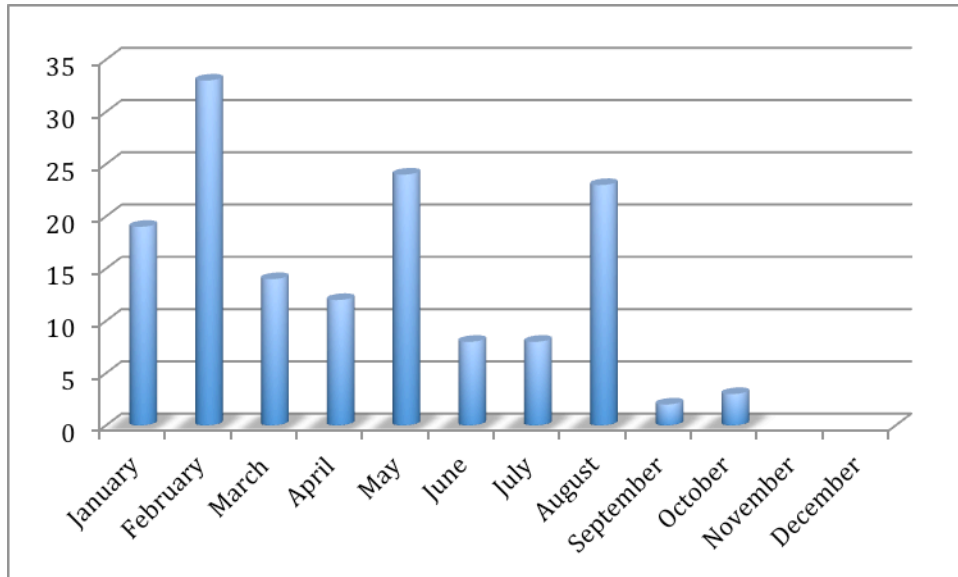

Figure 1: Press clips collected in 2011: notable peaks in February and May

Also, the IT industry showed a great level of support and interest particularly for the 10 May 2011 announcement by providing testimonials of support. Nearly half of the companies that provided testimonials are European: BiscayTIK, LINKatu, Mobilizy, Mondeca, Ontos AG, Université de Lyon, and the World Wide Web Foundation.

Finally, this type of press outreach is well relayed by the OMWeb team members who were promoting the W3C's networked media results during their talks and/or their participation at conferences and at workshops before and European audience.

4 APPENDIX 1 - 20 APRIL 2010 [W3C TO LEAD DISCUSSIONS ON HTML5, LINKED OPEN DATA AT WWW2010]

MEDIA ADVISORY

W3C to Lead Discussions on HTML5, Linked Open Data at WWW2010

French and More Translations | Past Releases

http://www.w3.org/ — 20 April 2010 -- The World Wide Web Consortium (W3C) invites WWW2010 conference participants to attend two W3C track sessions on April 29 and 30 in Raleigh, North Carolina (USA). Responding to the Web community's demand for open discussion on the future of HTML5 and Linked Data, W3C organizes this year an HTML5 camp and a Linked Open Data camp, where developers and researchers can focus on these current hot topics in Web development. The WWW conference is a premier opportunity for W3C to discuss with the community the direction and implementation of these technologies.

Tim Berners-Lee, W3C Director, will lead off the Linked Open Data camp and participate in discussions on topics such as open data deployment in government and managing privacy as the Web of data grows. At the HTML5 camp on April 30, W3C staff will lead discussions on what developers can expect today and in the near future from the open Web platform that is HTML5.

Track participants will — unconference-style — identify two to four topics for discussion in the afternoon of each day-long camp. In addition, W3C invites discussion topic suggestions via the track wikis, and ideas twitter feed (#w3ctrack).

W3C staff, including W3C's Chief Executive Officer, Jeff Jaffe, will participate in and lead events co-located with WWW2010, including the 7th annual International Cross-Disciplinary Conference on Web Accessibility (W4A2010), the Web Science Conference (WebSci10), and the FutureWeb 2010 (FutureWeb).

All events will take place 26-30 April at the Raleigh Convention Center, in Raleigh, NC.

The annual World Wide Web Conference is (according to the conference site) "a forum for discussion and debate about the evolution of the Web, the standardization of its associated technologies, and the impact of those technologies on society and culture. The conferences bring together researchers, developers, users and commercial ventures – indeed all who are passionate about the Web and what it has to offer."

About the World Wide Web Consortium

The World Wide Web Consortium (W3C) is an international consortium where Member organizations, a full-time staff, and the public work together to develop Web standards. W3C primarily pursues its mission through the creation of Web standards and guidelines designed to ensure long-term growth for the Web. Over 350 organizations are Members of the Consortium. W3C is jointly run by the MIT Computer Science and Artificial Intelligence Laboratory (MIT CSAIL) in the USA, the European Research Consortium for Informatics and Mathematics (ERCIM) headquartered in France and Keio University in Japan, and has additional Offices worldwide. For more information see http://www.w3.org/

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5 APPENDIX 2 - 14 FEBRUARY 2011 [W3C CONFIRMS MAY 2011 FOR HTML5 LAST CALL, TARGETS 2014 FOR HTML5 STANDARD]

W3C® PRESS RELEASE

W3C Confirms May 2011 for HTML5 Last Call, Targets 2014 for HTML5 Standard

En Français and other Translations | W3C Press Release Archive

http://www.w3.org/ -- 14 February 2011 -- W3C today extended the charter of the HTML Working Group with clear milestones for HTML5, the cornerstone of W3C's Open Web Platform for application development. In May 2011, the Working Group will advance HTML5 to "Last Call," an invitation to communities inside and outside W3C to confirm the technical soundness of the specification. The group will then shift focus to gathering implementation experience. W3C is developing a comprehensive test suite to achieve broad interoperability for the full specification by 2014, the target date for Recommendation.

"Even as innovation continues, advancing HTML5 to Recommendation provides the entire Web ecosystem with a stable, tested, interoperable standard," said Jeff Jaffe, W3C CEO. "The decision to schedule the HTML5 Last Call for May 2011 was an important step in setting industry expectations. Today we take the next step, announcing 2014 as the target for Recommendation."

Today there are more than 50 organizations participating in the HTML Working Group, all committed to Royalty-Free licensing under the W3C Patent Policy. There are more than 400 individuals from all over the world in the group, including designers, content authors, accessibility experts, and representatives from browser vendors, authoring tool vendors, telecoms, equipment manufacturers, and other IT companies.

Demand for Web Interoperability Greater Than Ever

The Web has become a critical global resource that is transforming all industries, including mobile, television, gaming, publishing, and health care. Forward-thinking industries are turning to the Web as the platform of choice for integrating diverse devices, services, and business models. As the audience for the platform grows, so does the need for interoperability among the many technologies of W3C's Open Web Platform

including HTML5, CSS, SVG, WOFF, various APIs, and more. Nearly all of these technologies are already in use, at varying degrees of maturity and implementation.

Because HTML5 anchors the Open Web Platform, W3C has started work on a comprehensive test suite to ensure the high levels of interoperability that diverse industries demand. W3C invites test suite contributions from the community, which will enable software implementers to fulfill W3C's implementation criteria and make it easier to create content and applications. The testing effort will play an important role in the timely completion of the standard.

Stable Standards Drive Innovation with Confidence

Stable standards play an important role in the broad deployment of technology. As reference points, they make it easier for large numbers of independent implementers to achieve interoperability across diverse platforms, devices, and industries. This is particularly important in the rich ecosystem of HTML producers and consumers, which includes authoring tools, browsers, email clients, security applications, content management systems, tools to analyze or convert content, assistive technologies, and unanticipated applications. Stable standards with community support give developers and implementers confidence that what they build today will continue to work in the future. W3C's consensus process, Royalty-Free patent policy, and commitment to building a comprehensive test suite will make HTML5 an important standard across multiple industries, for years to come.

As part of the mission of the W3C HTML Working Group to continue the evolution of HTML, W3C Director Tim Berners-Lee also encourages the group to begin discussion of requirements for future versions of HTML.

Learn more about the W3C HTML Working Group and read the HTML5 FAQ.

About the World Wide Web Consortium

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6 APPENDIX 3 – 28 MARCH 2011 [W3C ISSUES REPORT ON WEB AND TELEVISION CONVERGENCE]

W3C® PRESS RELEASE

W3C Issues Report on Web and Television Convergence

En français and other Translations | W3C Press Release Archive

http://www.w3.org/ -- 28 March 2011 -- The Web and television convergence story was the focus of W3C's Second Web and TV Workshop, which took place in Berlin in February. Today, W3C publishes a report that summarizes the discussion among the 77 organizations that participated, including broadcasters, telecom companies, cable operators, OTT (over the top) companies, content providers, device vendors, software vendors, Web application providers, researchers, governments, and standardization organizations active in the TV space. Convergence priorities identified in the report include:

- Adaptive streaming over HTTP
- Home networking and second-screen scenarios
- The role of metadata and relation to Semantic Web technology
- Ensuring that convergent solutions are accessible.
- Profiling and testing
- Possible extensions to HTML5 for Television

"The program committee was very satisfied by the rich discussions and interactions in Berlin", said W3C's François Daoust, co-chair of the Workshop. "In a world migrating from TV as a device to TV as a service available on any device, the W3C is looking forward to developing ubiquitous Web technologies to enable scenarios that combine local (e.g., from home network devices) and global (e.g. social networks) sources to enhance the user experience on TV."

In many homes, the television is a family centerpiece. Connecting television with the Web offers tremendous opportunities for commerce, games, entertainment, and social interaction. Video on the Web, DTV, IPTV, Hybrid TV and other trends show that this convergence is well under way. As television evolves further into a service, people will expect the service to be available on a variety of devices, and to connect smoothly with other favorite services, including social networking and shopping. As the number and diversity of devices grows (across multiple industries), interoperability challenges will also grow. This is where W3C's Open Web Platform for application development comes in: it gives designers cross-platform interoperability. Open Web Platform applications will combine specific device strengths with private and networked sources of data, such

as broadcast content and social networks feeds. Those apps will run on mobile devices, tables, and the family television.

Prioritization now continues in the W3C [Web and TV Interest Group](#). That group will review existing work, as well as the relationship between services on the Web and TV services, and identify requirements and potential solutions to ensure that the Web will function well with TV.

The W3C Workshop in Berlin was made possible in part by sponsorship from Netflix, IPTV Forum Japan, and Tomo-Digi. This second Web and TV workshop was also organized with the support of the [OMWeb EU project](#).

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7 APPENDIX 4 – 10 MAY 2011 [OPEN WEB PLATFORM PROGRESS DRIVES EXPANDING INDUSTRY INTEREST]

W3C® PRESS RELEASE

Open Web Platform Progress Drives Expanding Industry Interest

Nearly Forty Organizations Join W3C In Twelve Months

Français and other Translations | Testimonials | W3C Press Release Archive

http://www.w3.org/ — 10 May 2011 — W3C and its partners are creating an innovative Open Web Platform for application development. The platform has captured the attention of a great many industries that see the business opportunities enabled by its richness, universality, and interoperability across diverse devices. At its biannual membership meeting this month in Bilbao (Spain), W3C will discuss how the platform is transforming these industries, and the implications for both Web technology and W3C.

"W3C's Open Web Platform is emerging as the platform of choice for the delivery of services and the development of rich applications across a broader set of industries, including mobile, television, publishing, and advertising." said Dr. Jeff Jaffe, W3C CEO. "The immediate impact of new Web standards will result in more innovation, more powerful Web-based products and services, and economic opportunities for businesses and consumers alike."

W3C is broadening the scope of its activities and helping other industry groups leverage the benefits of the platform. As a result, nearly forty organizations from sixteen countries have joined W3C in the past twelve months, including these leaders in media, television, entertainment, gaming, telecommunications, device manufacturers, and social media: **China Unicom**, **Comcast**, **Facebook**, **LG Electronics**, **NEC Corporation**, **Netflix**, **SanDisk**, **Sony**, and **Zynga**. Testimonials from a number of recent Members shed light on their reasons for joining W3C, such as HTML5, CSS, SVG and other important existing work, but also new activity around Real-Time communications, Geolocation, Web and TV, Web Performance and Audio on the Web.

"These exciting developments are fostering a more diverse community at W3C," continued Jaffe. "We are pleased to welcome new members who bring relevant technical expertise to solve the next generation of technical challenges on the Web."

Participation is growing in other ways as well, including greater numbers and diversity at W3C Workshops on a broader range of Web topics. Recent and upcoming topics include

Web and TV, Web Tracking and User Privacy, Web Identity in the Browser (24-25 May), Federated Social Web (3-5 June), and Mobile and Web Technologies in Social and Economic Development (4-5 June).

"When W3C members meet in Bilbao, Spain this month, we look forward to lively discussions and debates about the future of the Web," said Tim Berners-Lee, W3C Director. "We appreciate the dedication and commitment of all our members and staff to work together on the challenging business, technical and social issues facing the Web today. And we are of course excited by the momentum and enthusiasm being generated by HTML5 and other elements of the Open Web Platform."

About the World Wide Web Consortium

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W3C® TESTIMONIALS

Testimonials in support of the press release "Open Web Platform Progress Drives Expanding Industry Interest"

BiscayTIK · China Unicom · Comcast · Infraware · LG Electronics · LINKatu · Mobilizy · Mondeca · NEC Corporation · Ontos AG · Pacific Northwest National Laboratory · SanDisk · Sony · Université de Lyon · World Wide Web Foundation · Zynga

BiscayTIK

BiscayTIK develops electronic platforms for local administrations and is working with the goal of being an international reference in this field. With this objective in mind, working with standards is essential due to the ease of reusing information and the possibilities for interaction and communication between different administrations that this allows. Our solutions try to make life easier for people, saving time and unnecessary commuting efforts thanks to use of the Internet, and making business more efficient, benefiting society in general, reducing costs, pollution and paper consumption. Therefore we are glad to be able to be part of the W3C, and we look forward to sharing our experience with the consortium and this way help build the future relationship between administrations and citizens using New Technologies.

- Ibon Oñate Zamalloa, General Manager, BiscayTIK

China Unicom

China United Network Communications Group Co., Ltd ("China Unicom") is committed to forging itself into a world-leading broadband communications and information service provider. China Unicom supports the universal open web platform standards and will utilizing the most advanced technologies to promote the mobile Internet services to its hundreds of millions of subscribers.

- Gu Minxia, Manager of Standards Management Division, Technology Department, China Unicom

Comcast

As one the largest video, high-speed Internet and phone providers to residential and business customers in the United States, Comcast's goal is to deliver the entertainment they crave anytime, anywhere on any device. We're proud to join the W3C and applaud their ongoing dedication to creating open web standards, like HTML5. Having a common web platform with video support will help us as we continue to innovate and give our customers the ability to access content across multiple platforms, including TV, online, phones, tablets, through the use of apps and ultimately any Internet-enabled device.

- Tony Werner, Executive Vice President and CTO, Comcast Cable

Infraware

Embedded SW specialized company, Infraware leads mobile web industry through standardization activities of the W3C (World Wide Web Consortium). Infraware will initiate mobile web-related standardization in Korea through W3C standardization activities and also plans to suggest standards for various devices (N-Screen). Infraware is actively pushing forward with the development of mobile web platforms that perform the

major functions of HTML5 and will do its utmost to improve the mobile web environment to activate mobile web applications in the future.

- Gyeong Nam Kim, Chief of Infraware R&D center, Infraware

LG Electronics

As a leading manufacturer of consumer electronics, LG Electronics supports the open web technology. It not only provides a consistent user experience and reduced development costs across our broad range of products, the Open Web Platform allows for an innovative ensemble — or "web" — of devices and services. LG sees the benefits of standardization and fully supports the openness and interoperability at the root of open web technology. We are proud to be a member of the W3C community.

- Dong-Young Lee, Software Platform Lab., LG Electronics

LINKatu

LINKatu aims to support data integration from different domains in health care and life sciences domain. In order to achieve this goal we focused on applying Semantic Web Technologies from the very beginning to break the data silos' barriers existing in such a domain. Thus, we recently decided joining W3C to take part in the development of the standards that form the technology stack of the "Web of data".

- Iker Huerga, CTO, LINKatu LLC.

Mobilizy

HTML5, for us as mobile developers, is one of the most promising approaches to support the "write once - run anywhere" approach. Once HTML5 is supported on all mobile handsets, it has the potential to replace native apps with webapps written in HTML5, which then need to be written only once and have the same look and feel on any mobile platform. Mobilizy is very proud to be part of W3C to support high potential activities like HTML5 standardization, and look forward to continuing the awesome work with W3C!

- Martin Lechner, CTO, Mobilizy

Mondeca

Mondeca is a leading provider of technology for the management of ontologies and reference vocabularies. Mondeca is joining W3C to expand its participation in the development of core software standards. We will start by joining the Provenance Working Group whose work will help to place information in its historical context.

- Jean Delahousse, CEO, Mondeca

NEC Corporation

NEC Corporation is a leader in the integration of IT and network technologies. We provide combinations of products and solutions that benefit businesses and people around the world. We support the W3C's open, consensus-driven process and cutting-edge technology standards.

- Nobuhisa Shiraishi, Principal Researcher, Information and Media Processing Laboratories, NEC Corporation

Ontos AG

Ontos, as a key player in semantic data web technologies, wants to take an active role at W3C by contributing to the semantic web standards, especially RDF. Ontos is committed to the use and development of W3C recommendations in order to motivate our customers to leverage the potential of the semantic data web. Thanks to W3C and the open standards we can easier create value with new services around the web.

- Daniel Hladky, CEO, Ontos AG

Pacific Northwest National Laboratory

As a scientific research laboratory that uses W3C standards and resulting technology, the Department of Energy's Pacific Northwest National Laboratory (PNNL) has witnessed firsthand how W3C has enabled the international science community to better collaborate and overcome previously insurmountable barriers. Across the sciences we rely on semantic web standards to make sense of the data we collect. Describing, analyzing or making the relevant connection between different information would not be possible at the scales we are addressing without semantic standards. PNNL looks forward to further advancing the Web and scientific discovery through its involvement in W3C.

- Eric Stephan, Senior Research Scientist, Scientific Data Management, Computational Sciences and Mathematics Department, Fundamental and Computational Sciences Directorate, Pacific Northwest National Laboratory

SanDisk

SanDisk Corporation is the global leader in flash memory cards, from research, manufacturing and product design to consumer branding and retail distribution. SanDisk's product portfolio includes flash memory cards for mobile phones, digital cameras and camcorders; digital audio/video players; USB flash drives for consumers and the enterprise; embedded memory for mobile devices; and solid state drives for computers. SanDisk products are increasingly deployed in Web-based environments, and SanDisk is proud to join and excited to participate with the W3C in the development of new standards.

- Yoni Shternhell, SanDisk

Sony

[Sony Corporation](#) is a leading manufacturer of audio, video, game, communications, key device and information technology products for the consumer and professional markets. With its music, pictures, computer entertainment and on-line businesses, Sony is uniquely positioned to be the leading electronics and entertainment company in the world. Sony actively supports the development of W3C standards that enable an open web platform for various devices and services.

- Tatsuya Igarashi, Distinguished Researcher, Technology Development Group, Sony Corporation

Université de Lyon

As a major French Research and Higher Education Consortium, [Université de Lyon](#) is proud to join W3C and to contribute to Web technologies development. This involvement is materialized with the WWW2012 conference (16-20 April 2012), that we jointly organize with IW3C2.

- Laurent Flory, CIO, Université de Lyon

World Wide Web Foundation

The [World Wide Web Foundation](#) supports W3C as the global forum for the development of free and open Web standards. It is these Web specifications and guidelines that provide a powerful basis for expanding communication, collaboration and creativity around the globe. An important part of the Web Foundation's mission is to teach developers in under-served regions of the world how to develop locally-relevant and accessible Web services that might bring about positive social and economic change in their communities. Critical to this mission are W3C standards that remove barriers to access for people who are disabled, illiterate, using mobile devices, or reading languages supported poorly on today's Web. Thanks to all who invest in the work of W3C, for the benefit of the 2 billion (and growing) people in the world empowered by the Web.

- Steve Bratt, CEO, World Wide Web Foundation

Zynga

As the world's largest social games developer, [Zynga](#) is dedicated to developing cutting-edge innovation and has been a true pioneer of a new way for people to connect and have fun with friends and family. Zynga places a strong emphasis on the open web platform and through Zynga Germany it develops shared technology that contributes back to industry standards and global partners. We are proud and excited to be a part of the development of W3C technologies.

- Paul Bakaus, CTO, Zynga Germany

About the World Wide Web Consortium (W3C)

The W3C was created to lead the Web to its full potential by developing common protocols that promote its evolution and ensure its interoperability. It is an international industry consortium jointly run by the MIT Computer Science and Artificial Intelligence Laboratory (MIT CSAIL) in the USA, the European Research Consortium for Informatics and Mathematics (ERCIM) headquartered in France and Keio University in Japan. Services provided by the Consortium include: a repository of information about the World Wide Web for developers and users, and various prototype and sample applications to demonstrate use of new technology. To date, nearly 350 organizations are Members of the Consortium. For more information see http://www.w3.org/

W3C PRESS RELEASE

W3C Invites Broad Review of HTML5

Feedback Sought on Outstanding Issues as Technology Makes Steady Progress toward Standard

Français and Translations | W3C Press Release Archive

http://www.w3.org/ — 25 May 2011 — W3C today called for broad review of HTML5 and five related specifications that constitute the foundation of W3C's Open Web Platform. At the heart of this platform, HTML5 offers powerful tools for creating Web-based applications that will run on any device. Due to the significant impact of this technology on industry and society, W3C is actively seeking feedback at this phase of the standards process.

"We're seeing interest in HTML5 everywhere, and I am very excited that HTML5 has reached Last Call," said Philippe Le Hégaret, the W3C manager responsible for HTML5, CSS, SVG, WOFF, and other user interaction technologies. "The HTML Working Group is W3C's largest group with over 50 W3C Members and more than 200 invited experts. Reaching agreements in this large a community is a tremendous achievement."

The W3C HTML Working Group invites broad review through 3 August, in particular on the priority open issues that are listed at the beginning of each document. The W3C HTML Working Group also invites contributions to the growing HTML test suite, an important instrument for achieving interoperability.

W3C also reconfirmed today that, as announced, these specifications are on track to become stable standards in 2014.

Broad Review to Help Resolve Outstanding Issues

By issuing a Last Call announcement, the HTML Working Group encourages people to comment on the extent to which they believe that technical requirements have been met and significant dependencies with groups inside and outside W3C have been satisfied. In September 2010, the HTML Working Group Chairs announced a plan and schedule to reach Last Call. Their plan included mechanisms to balance the community's desire for timely completion with the need to give all issues due consideration. The HTML

Working Group has resolved forty issues since October 2010, but a number of decisions—including several related to accessibility—remain to be addressed during this phase of the standards process.

"We now invite new voices to let us know whether these specifications address a broad set of needs," said Tim Berners-Lee, W3C Director. "This process for resolving dependencies with other groups is a central part of our mission of ensuring the Web is well-designed, including being available to all. W3C staff will provide the HTML Working Group the support it needs to move forward, and to ensure that the specification meets W3C's commitments in areas such as accessibility, internationalization, security, and privacy."

The HTML Working Group Chairs have published a timeline for Last Call through the next transition. More information can be found in a FAQ for the HTML5 Last Call.

Providing Feedback to the HTML Working Group

To provide feedback on any of the specifications published as Last Call Working Drafts, please see the instructions in the status section of each document:

1. HTML5
2. HTML+RDFa 1.1
3. HTML Microdata
4. HTML Canvas 2D Context
5. Polyglot Markup: HTML-Compatible XHTML Documents
6. HTML5: Techniques for providing useful text alternatives

The HTML Working Group published three additional documents today (not as Last Call drafts):

1. HTML: The Markup Language Reference
2. HTML5 diffs from HTML4
3. HTML to Platform Accessibility APIs Implementation Guide

About the World Wide Web Consortium

The World Wide Web Consortium (W3C) is an international consortium where Member organizations, a full-time staff, and the public work together to develop Web standards. W3C primarily pursues its mission through the creation of Web standards and guidelines designed to ensure long-term growth for the Web. Over 325 organizations are Members of the Consortium. W3C is jointly run by the MIT Computer Science and Artificial Intelligence Laboratory (MIT CSAIL) in the USA, the European Research Consortium for Informatics and Mathematics (ERCIM) headquartered in France and Keio University in Japan, and has additional Offices worldwide. For more information see http://www.w3.org/

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