

WoT Virtual F2F Opening

Sebastian Kaebisch 27 October 2021

Agenda



- WG: Tuesday Oct 5 (2h55m)
 - Discovery
- WG: Thursday Oct 7 (2h55m)
 - Thing Descriptions
- WG/IG: Monday Oct 11 (1h55m)
 - Open Day
 - Plugfest Projects
- WG/IG: Wednesday Oct 14 (2h55m)
 - Open Day

- WG/IG: Tuesday Oct 26 (2h55m)
 - Use Cases
 - Japanese CG
 - Charters
- WG: Wednesday Oct 27 (2h55m)
 - Architecture
 - Profiles
 - Scripting
 - Marketing 1/2
- WG/IG: Thursday Oct 28 (2h55m)
 - Marketing 2 / 2
 - OPC-UA
 - T2TRG/DID/IETF
 - Testing



WG/IG: Wednesday Oct 27 (2h55m) Architecture, Profile, Scripting and Marketing

- 0h05m Opening session: Welcome (Sebastian/McCool; 5m)
 - <u>Draft WG 2021 Extension Plan</u> → please review
- 0h10m Architecture (30m) Lagally
- 0h40m Profile (1h) Lagally
- 1h40m Break (10m)
- 1h50m Scripting Daniel (45m)
- 2h35m Marketing Fady / Ege (20m)
- 2h55m Wrapup (Sebastian/McCool; 5m)

Scribe: Sebastian & Cristiano

W3C Interest Group - Patent Policy



- This is a W3C Web of Things Interest Group meeting.
- Outside guests are permitted, however they have to agree to the W3C IP policies:
 - W3C 2017 Patent Policy
 - Patent Policy FAQ Q6
- This is a public forum: confidential information should NOT be shared.

IRC – Minutes and Speaker/Question Queue



- Please join IRC
 - https://irc.w3.org/?channels=wot
- Use q+ command to put you on the speaker / question queue
- Use q- command to remove you from the queue

Resources



Wiki

- https://www.w3.org/WoT/IG/wiki/F2F_meeting,_October_2021
- Detailed agenda and links to WebExes

Presentations

- https://github.com/w3c/wot/tree/main/PRESENTATIONS/2021-10-online-f2f
- Please upload prior to your session
- Please (also) export and upload a PDF version (PDF-only ok)
- Please follow file naming convention (I will rename otherwise)
- Ideally update the README to index your presentation material
- Please upload at least one slide even if all it does is hyperlink to github issues or other documents; it will make reviewing the F2F later easier
- Use of template not required but preferred if you can do it