

W3C Web of Things Community Group

Internal Meeting 2

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Agenda

- The latest updates regarding the IG collaboration
- Minute Taking
- Usage of our GitHub repository
- Regular calls:
 - schedule
 - general content
 - video conferencing tools (Update on Zoom)
- Next event ideas
- Collaboration with external organizations, EU projects, and more
- What tasks to do collaboratively



Slides are publicly available

https://docs.google.com/presentation/d/1jzoB5sbe7ad_HtIMuPKkaxlPOSTiyyhXrmQcSdMJD0k/edit?usp=sharing

Greetings

Co-Chairs:

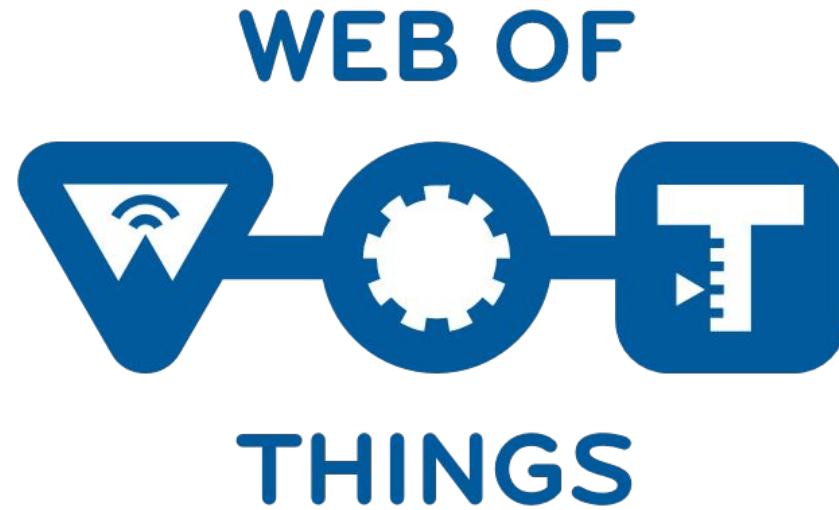
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W3C Web of Things Community Group related web pages:

- www.w3.org/WoT/
- www.w3.org/community/wot/ for blog posts
- <https://www.w3.org/groups/cg/wot> for *administrative* information

Logistics

- Minute Taking: <https://irc.w3.org/> with channel #wot-cg or [this link](#)
 - Use q+ and present+
 - Cris will be scribing
- Chat: Use the embedded chat function of Teams
- Emails can be sent to public-web-of-things@w3.org
- GitHub Repository: <https://github.com/w3c/wot-cg>



If you are here for the first time, please introduce yourself

(While speaking, please turn on the camera if you can)

Where are you working?

What are you working on ?

Where have you heard about WoT ?

IG Collaboration

Our email is archived at <https://lists.w3.org/Archives/Public/public-web-of-things/2022Oct/0002.html>

We have been mentioning possible restructuring of WoT IG tasks. After further consideration of the W3C Process document and internal discussion with W3C, we want to clarify that the discussion on restructuring WoT IG charter topics and tasks is postponed until the end of the current IG charter (currently set to be 31 December 2023). This means that we will not discuss transferring website content and plugfest organization. The activities of the CG will continue to be community building, outreach, and support developers and implementers as explained in our charter.

Any questions?

Minute Taking - Now

- We have been taking meeting minutes via IRC of W3C which can generate rendered documents.
 - [Not rendered log](#)
 - [Rendered version](#)
- Issues
 - Any edits to the minutes have to be submitted manually to the W3C
 - Editing has to be done afterwards on HTML or via IRC commands during the meeting

Minute Taking - Future

- Next way forward
 - GitHub wiki
 - Not collaborative
 - Dangerous if the save button is not clicked
 - Already available
 - Hackmd
 - Collaborative and always online
 - Freemium, linked to a single person account
 - Can be linked to GitHub (request to w3c)
 - Example: <https://hackmd.io/@egekorkan/wot-cg-Oct-20-2022>
 - IETF uses it (or something similar), it is not linear so access should be limited
 - Maybe giving write access to scribe, chairs, presenters
 - WoT Japanese CG also uses it
 - Etherpad can be explored (IETF maybe uses it)
 - Other options?
- What to do with queue if we don't use irc
 - A convention in the hackmd file that people can edit a specific area for the queue
 - Teams Q&A can be used
 - Embedded chat with a convention

Usage of our GitHub Repository

- When to use issues, discussions, wiki and more
 - We have started an initial issue at <https://github.com/w3c/wot-cg/issues/9>

Opinions?

Issues to improve the repository (bugs, adding something etc.)

Discussions for q&a, **capturing meetup feedback**, (we need categories)

Regular Calls - Schedule

- The meetups are currently dependent on the speaker availability so it is not possible to make them regular
- Internal Meetings can be made regular. Usual options:
 - Weekly
 - Biweekly
 - Monthly
- We can also have a more intense schedule in the beginning and less later on
- It would be better to have the meetups regular so that people can arrange their schedule in advance
 - If we do not find speakers, have some speakers in standby
 - However, this means that speakers must make that slot
 - We can make one week internal, one week meetup
 - Regular meetups mean more organization
- Since there is Japanese CG, might be better to prioritise US (west and east). However, Korea and other countries in the same time zone are left out completely.
 - 9pm west coast is 6pm europe, 1am in japan

Regular Meetups - Videos

- video recording of the calls
- where do we upload them

Regular Calls - Content

- It is planned to be organizational topics
- Focused discussions based on the tasks (coming up in next slides)

Regular Calls - Video Platform

- It is possible to get Zoom links from W3C but we cannot get a host key and we have to make the meeting open for everyone to join anytime.
 - A bit dangerous to make it that open for anyone to join anytime
 - No way to mute/unmute people, ban people, breakout rooms etc.
 - Meetup links are currently open to everyone so anyone in the internet will be able to use the link at any time. Dangerous if we are popular.
- Anyone with any other solution than Microsoft Teams?
 - Meetup had a paid solution
 - Zoom is used by Japanese CG
- Problems with free solutions:
 - time limitation, 1h max
 - people limitation (10 or so max)
 - broadcast type of meeting (like youtube live)

Next CG Meetup Event

We have some ideas:

- RIOT OS with WoT (Philipp Blum)
- Magenta Smart Home (Need to talk with Robert Winkler)
- What is planned in the next version of standards and feedback from the community
- DID and IoT?
 - Learning more about how they can work together. So a discussion event where we can collect the interested people. Maybe we can find someone with prototype or make a call for presentations?
- Other proposals?
- Make a call for presentations?

What Tasks to do Together

- Where do you see yourself in terms of contributions to the CG?
 - Our current tasks are:
 - Event organization
 - Repository
 - Infrastructure (Chat and more, ideas pitched by Philipp Blum)
- What tasks should we focus on together?
- We can make a call for volunteers for specific tasks
 - Category 1: Organizational (event org, repo, ...)
 - Category 2: Content Generation (writing tutorials, etc.)
 - This can be asked at the end of meetup to a larger group of people

Collaboration with External Parties

- Any non W3C groups that can be interested in closer collaboration:
 - Research Project Consortia (EU, National etc.)
 - Different foundations (Eclipse, OpenJS, Linux, etc.)
 - Independent Relevant Developer Groups (Collaborative Open Source Projects): e.g. Home Assistant
- Community-to-Community

Stay in Touch

- Open GitHub Issues or start GitHub Discussions at <https://github.com/w3c/wot-cg>
- Send Emails to public-web-of-things@w3.org
- All future events are visible in our calendar at <https://www.w3.org/groups/cg/wot/calendar>

Meeting Minutes

<https://www.w3.org/2022/10/20-wot-cg-minutes.html>