

- Standards
- Participate
- MembershipAbout W3C

Site Navigation

Standards

- Web Design and Applications
- Web Architecture
- Semantic Web
- XML Technology
- Web of ServicesWeb of Devices
- Browsers and Authoring Tools
- ... or view all

Web for All

- <u>W3C A to Z</u>
- Accessibility
- InternationalizationMobile Web
- <u>eGovernment</u> <u>Developing Economies</u>

Community and Business Groups

- Current Groups
- Proposed Groups

Working Groups

- Specifications by group
- Participant guidebook

Member-only Home

- Join a Group
- Get Member Account

News

W3C Invites Implementations of High Resolution Time and Resource Timing

22 May 2012 | Archive

The Web Performance Working Group invites implementation of two Candidate Recommendations:

- High Resolution Time. This specification defines a JavaScript interface that provides the current time in sub-millisecond resolution and such that it is not subject to system clock skew or adjustments.
- Resource Timing. This specification defines an interface for web applications to access the complete timing information for resources in a document.

Learn more about the Rich Web Client Activity.

MediaStream Processing API Note Published

31 May 2012 | Archive

The <u>Audio Working Group</u> has published a Group Note of <u>MediaStream Processing API</u>. A number of existing or proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features to work together. This proposed features for the Web platform deal with continuous real-time media. Many use-cases require these features for the Web platform deal with continuous real-time media. Many use-cases require the Media and the Web platform deal with continuous real-time media. Many use-cases require the Media and the Media a

Two Last Call Working Drafts published by the RDB2RDF Working Group

29 May 2012 | Archive

The RDB2RDF Working Group has published two Last Call Working Drafts today:

A Direct Mapping of Relational Data to RDF. This definition provides extension points for refinements within and outside of this document. Comments are welcome through 19 June.
 R2RML: RDB to RDF Mapping Language. This document describes R2RML mappings are themselves RDF data model, expressing customized mappings from relational data in the RDF data model, expressed in a structure and target vocabulary of the mapping implementations. Processors could, for example, offer a virtual SPARQL endpoint over the mapped relational data, or generate RDF dumps, or offer a Linked Data interface. Comments are welcome through 19 June.

Learn more about the Semantic Web Activity.

HTML Media Capture Draft Published

29 May 2012 | Archive

The Device APIs Working Group has published a Working Draft of HTML Media Capture. The HTML Media Capture specification defines HTML form extensions that facilitate users' access to media capture capabilities of the hosting device. Learn more about the Ubiquitous Web Applications Activity.

Three documents published by the Web Applications Working Group

29 May 2012 | Archive

The Web Applications Working Group has published three documents today:

- First Public Working Draft of Gamepad. The Gamepad specification defines a low-level interface that represents gamepad devices.
- First Public Working Draft of Pointer Lock. This specification defines an API that provides scripted access to raw mouse movement data while locking the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse movement data while locking the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events to a single element and removing the target of mouse events and removing the target of mouse events to a single element and removing the target of mouse events are target of mouse events and removing the target of mouse events are target of target of
- Group Note of The From-Origin Header. The From-Origin Header specification defines the From-Origin response header -- a way for resources to declare they are unavailable within an embedding context.

Learn more about the Rich Web Client Activity.

Registration Open for Mobile Web Best Practices Course in Spanish; Early Bird Rate through 10 June

W3C announces registration is open for a new online training course in Spanish on Mobile Web Best Practices: "Buenas Prácticas en Web Móvil." Developed by the W3C/MobiWebApp team, the Spanish version of "Mobile Web 1" will be taught by Gicela Morales. The 6-week course begins 18 June 2012 and costs 225 EUR. However, an early bird rate of 195 EUR is available until 10 June 2012. Read the course description and enroll now for the early bird rate. Learn more about the W3C online training for Web developers program.



Talks and Appearances

- 2012-06-04 (4 JUN) Internationalization: An Introduction by Addison Phillips Localization World Paris, France
- 2012-06-04 (4 JUN)An Introduction to Writing Systems and Unicodeby Richard IshidaLocalization World, Paris Paris, France
- 2012-06-04 (4 JUN)Towards the Promised Land: Globalization Developments in Web StandardsLocalization World, ParisParis, France
- 2012-06-05 (5 JUN)Semantic Web and Related Work at W3Cby Ivan Herman The 2012 Semantic Tech & Business Conference San Francisco, USA
- 2012-06-06 (6 JUN)Mobile Web Apps and HTML5by Dominique Hazaël-MassieuxTaller sobre Web Móvil y HTML5Barcelona, Spain

Events

- 2012-06-06 (6 JUN) Workshop on Mobile Web and HTML5Barcelona, SpainCitilab CornellÃ
- 2012-06-11 (11 JUN) HTML5 bidi tests writing group 9th meetingJerusalemIsraeli Internet Association (ISOC-IL)
- 2012-06-11 (11 JUN) 2012-07-22 (22 JUL) Mobile Web 2: Programming Web Applications Online
- 2012-06-11 (11 JUN) 2012-06-13 (13 JUN) Multilingual Web Linked Open Data and MultilingualWeb-LT Requirements Dublin, IrelandHosted by Trinity College Dublin, with funding by the European Commission
- 2012-06-11 (11 JUN) WebRTC Working Group MeetingStockholm, SwedenEricsson
- 2012-06-12 (12 JUN) Symposium on Web and TV 2012 Tokyo, JapanIPTV Forum Japan
- 2012-06-14 (14 JUN) 2012-06-15 (15 JUN) All Signs Point to the Web: W3C Workshop on Web-Based Signage Tokyo (Chiba), JapanHosted by NTT The World Wide Web Consortium (W3C) is an international community that develops open standards to ensure the long-term growth of the Web. Read about the W3C mission.

Jobs 🔳

Web Accessibility Specialist

Web Accessibility Engineer

W3C Blog

- Interview: Lee Rainie on Networked Individualismby Ian Jacobs
- UK Government Consultation on Open Standardsby Phil Archer
- Interview: IBM on the Linked Data Platformby lan Jacobs

Validators, Unicorn, and Other Software

I VALIDATOR

- Unicorn validator
- HTML and markup validator
- CSS validator
- mobileOK checkerW3C cheatsheet
- More Open Source Software

W3C Member Testimonial



Fundación ONCE

ONCE Foundation, Spain The Spanish ONCE Foundation, and its company Fundosa Teleservicios turn the philosophy of 'design-for-all' into a practical reality: W3C technologies enable our developers to combine creativity and accessibility to build Web sites that are usable by people with and without disabilities.

Footer Navigation

Navigation

- Home Standards
- Participate
- Membership
- About W3C

Contact W3C

- Contact
 Help and FAC
- Help and FAQSponsor / Donate
- <u>Site Map</u><u>Feedback</u> (<u>archive</u>)

W3C Updates



Copyright © 2012 W3C ® (, , Keio) Usage policies apply.