Title	This is Why We Can Have Nice Things: Getting to 1.0 of the Common Workflow Language
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Common infrastructure that is usable by diverse participants does not come for free: it requires cooperation, patience, time, and care. When a community decides to invest its resources into creating and maintaining a common good, like F/OSS scientific software or interoperability standards, they can reap significant rewards: both from an academic/research perspective, and from a commercial market perspective.

How do we build communal goods that are 1) made in an open manner 2) not heavy-handed top-down projects 3) attentive to actual needs of others and 4) still useful?

As a follow-up to the debut at BOSC 2015 of a project that began at the BOSC 2014 Codefest, we are proud to present version 1.0 of the Common Workflow Language and the community of practitioners, implementors, vendors, academics, and businesses involved in its creation and maintenance.

In this talk we present an update on our activities this last year and how we (and the standards) changed along the way. The challenges outlined above will be reviewed alongside what we have done, or plane to do, to address them.