

What Does Anywhere, Anytime, Anyone, Any Device Access to the Web Really Mean?

- Panelists:
 - Jim Larson, Co-chair, Voice Browser WG
 - Scott McGlashan, Co-chair, Voice Browser WG
 - Debbie Dahl, Chair, Multimodal Interaction WG
 - Janina Sajka, WAI Protocols and Formats WG
 - Roger Gimson, Chair, Device Independence WG
- Moderator:
 - Dave Raggett, W3C/Canon
 - Activity Lead for Multimodal Interaction
and Voice Browser

The Dream

- Adapting the Web to allow multiple modes of interaction
 - *GUI, Speech, Vision, Pen, Gestures, Haptic interfaces, ...*
- Augmenting human to computer and human to human interaction
 - *Communication services involving multiple devices and multiple people*
- Anywhere, Any device, Any time
 - *Services that dynamically adapt to the device, user preferences and environmental conditions*
- Accessible to all

Some building blocks

- XHTML, SVG, CSS, ECMAScript – visual presentation
- MMI WG – multimodal interaction framework, metaphors & idioms
- DI WG – CC/PP and core presentation attributes
- Semantic Web – descriptions of resources and interrelationships
- VB WG – speech components, dialog models, natural language
- WAI – general considerations of accessibility
- I18N – support for the world's languages
- XForms – interaction state and data replication
- SMIL – event driven presentations
- DOM – interfaces and events
- Web Services – support for distributed interfaces