

View from the Outside

Welcome & Opening Remarks



The Sphere of Tiphareth and the Strength of Foundation

Meet the Panelists

photo credit: Cindy Li



Aaron Gustafson is the founder of and principal consultant for **Easy! Designs, LLC**, a boutique web consultancy. In addition to his advocacy work through the **Web Standards Project (WaSP)** and the **CSS Eleven**, Aaron is also an *author and educator* and serves as Technical Editor for **A List Apart**.

photo credit: Cindy Li



Patrick Haney is not a sausage. He is however a **User Interface Designer** at **Harvard University** where he works to improve the *usability, accessibility and design of course-related and department websites.*



Molly E. Holzschlag is an independent Web standards and practices educator and evangelist. She is the author of over 35 books on web-related topics and works with companies, organizations and individuals world wide to *define, refine, create and troubleshoot technical and process issues as they relate to front end Web development.*



Matthew Oliphant has been designing *interfaces and interactions for the web primarily in the corporate sector*, with an eye always on usability, for ten years. He writes about usability and related topics at usabilityworks.org



Stephanie Troeth

heads up the studio at **CloudRaker**, an interactive agency in Montréal, Canada. She works alongside a talented team in the spirit of *creating sites that meet best Web practices as well as client needs*. Steph has also been an active volunteer across groups that advocate best web practices, primarily with the **Web Standards Project (WaSP)** but also with others.

1. What is the role of a specification,
or “standard”?

2. Where is it most appropriate to compete:
UI? Browser features?
Spec implementations?
Between specifications?

3. How can we improve the W3C process?

4. How do we create common goals and consistent priorities?

5. How do we address the critical challenge of outreach & education?

Pathways to Success

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Create **Common** Baselines

Clarify Ambiguous Specifications

Use **Transparent** Development Cycles

Keep an **Open** Dialog with Community

Foster Events and **Networking**

Compete On User Interface and Browser Features, not **Standards**

Create and Follow **Real** Test and Use Cases

Q&A

Additional Discussion:

1. Casual chatter during break directly after session
2. Birds of a Feather Tables @ Lunch