



## Outreach

To Increase awareness of W3C's mobile Web work to European stakeholders:

- MobiWebApp promotion at various key events to reach various audiences: press and industry (Mobile World Congress, etc.), academics (World Wide Web Conference, etc.)
- Production of communication material such as the popular MWABP cards (and postcards, posters, etc.) and developer (Over the Air, etc.)
- Upcoming important announcements related to geolocation and widgets

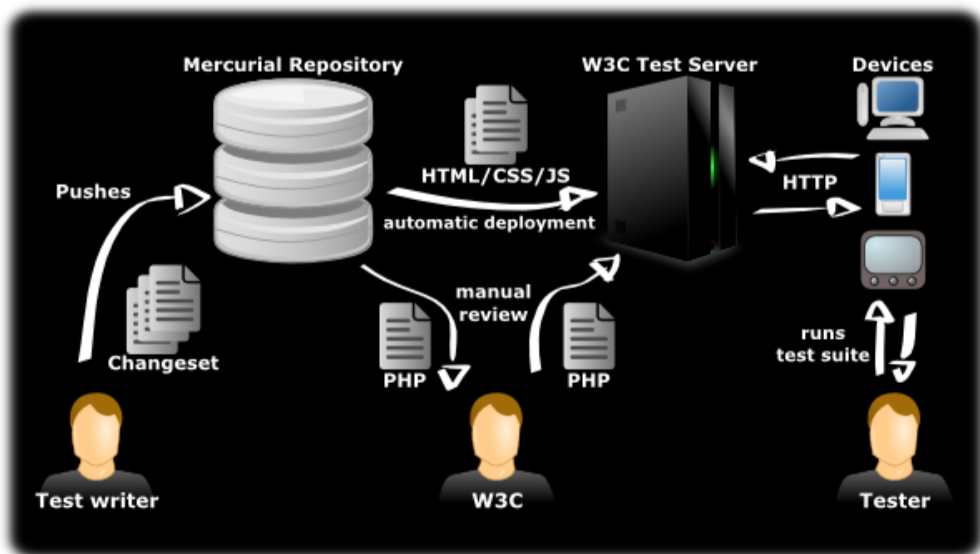
Stay tuned on [mobiwebapp.eu](http://mobiwebapp.eu)  
and follow us on [@w3c\\_mobiweb](https://twitter.com/w3c_mobiweb)

## Testing

To provide more extensive test suites for mobile Web applications standards, and ensure interoperability between implementations:

- The MobiWebApp drives the development of a new generic testing framework to test a large variety of Web technologies on mobile
- Dedicated infrastructure to deploy, review and serve test cases for W3C Working Groups

Contribute to testing via the upcoming  
Web Testing Interest Group



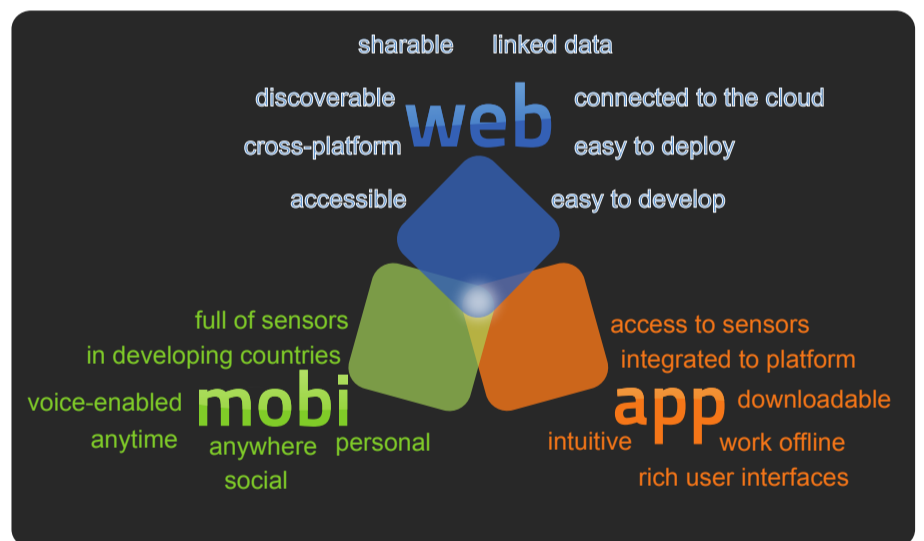
## Training

To Increase the number of developers capable of creating mobile Web applications:

- Creation and production of two online training courses "Introduction to Mobile Web Application Best Practices" (June and September 2011)
- Third production of MWABP course beg. of January.
- Upcoming translation of MWABP training course in other European languages
- Over 360 Web developers and designers already trained
- New training course on developing advanced mobile Web applications to be held beg. of January 2012



## Standardization



To further strengthen European standard activities in the mobile Web application space:

- *Standards for Web Applications on Mobile* (last update in August 2011) lists the 50+ current and upcoming technologies that are particularly relevant to the development of mobile Web applications
- MobiWebApp is co-chairing the SSAI standardisation collaboration group

Participate in W3C Working Groups and get involved in the Standards Collaboration Group

