WWW Developers Day 2016

In conjunction with WWW 2016
25th International World Wide Web Conference
http://www2016.ca/
April 11-15 2016, Montreal, Canada

Submission Deadline ** January 8, 2016 **

Important Dates
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Submission Deadline: Jan 8, 2016
Acceptance Notifications: Feb 1, 2016
Camera Ready Deadline: Feb 8th, 2016
Developers Day: April 11th or 12th 2016

Call for Submissions
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The success of the World Wide Web depends on its developers. From Hypertext and Web Browsers to the APIs that extend the capabilities of the Web, developers have played a very important role in making the Web as ubiquitous as it is today. To celebrate this great driving force behind the Web, we are rebooting the Developers Day at the World Wide Web Conference.

The Developers Day will be forum for developers by developers where cutting edge Web technologies will be discussed. The program consists of a round of lightning talks followed by Birds of a Feather (BoF) sessions where attendees will be able to get an in-depth look at the software presented in the form of a hands-on tutorial as well as a discussion of open challenges, next steps, and application areas.

We are soliciting submissions from developers who have interesting open-source software to showcase to the Web developer community. The program will have a special focus on implementations, methods, techniques, and how developers have solved practical problems on the Web. The software must be based on an implemented and tested system that pursues one or more innovative ideas in the interest areas of the conference.

Submissions should clearly identify the following:
* The purpose of the software that shows innovative use of technology
* The potential to advance the state of the art of the Web
* Real-world applications of the software
* Link(s) to where the software can be downloaded and/or can be tried out (e.g. github.com)
* Link(s) to a comprehensive tutorial and/or documentation outlining how to use the software

Submissions that do not specify where the software can be downloaded or tried out, and/or do not include a tutorial or documentation will not be accepted. At least one author of each accepted submission must register for and attend the Developers Day.

Proceedings and Awards
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Each accepted submission will be allocated no more than two pages in the conference proceedings. Authors are not required to transfer copyright. In addition, there will be awards for the most impactful software, best tutorial, and the best developer engagement given at the Developers Day.

Submission Instructions
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Submissions must be formatted according to the ACM SIG Proceedings template and are limited to two pages. It is the authors responsibility to ensure that their submissions adhere strictly to the required format. Submissions that do not comply with the formatting guidelines will be rejected without review.

Submissions must be in PDF, and must be done through EasyChair: https://easychair.org/conferences/?conf=wwwdevday2016

Program Committee
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- Amy Guy, University of Edinburgh, UK
- Danny Ayers, Independent, Italy
- Dominic di Franco, University of Southampton, UK
- Evan Patton, RPI, US
- Guillaume Baudusseau, W3C, France
- Lea Verou, MIT, US
- Melvin Carvalho, independent, EU
- Nandana Mihindukulasooriya, Universidad Politécnica de Madrid, Spain
- Nicola Greco, MIT, US
- Phillipe LeHegaret, W3C, US
- Richard Cyganiak, TopQuadrant, Ireland
- Ruben Verborgh, Ghent University, BE
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- Stéphane Corlosquet, independent, Canada
- Ted Benson, Cloudstitch, US
- Thomas Steiner, Google, Germany
Organizers

Oshani Seneviratne, Oracle, US
Andrei Sambra, MIT, US
Lalana Kagal, MIT, US

Updates on the Developers Day can be found at our website:

For any inquiries regarding the WWW Developers Day, please contact the Chairs at
wwwdevday2016@easychair.org