



25TH INTERNATIONAL WORLD WIDE WEB CONFERENCE

APRIL 11 TO 15, 2016

www2016.ca



6TH NEWSLETTER

FOLLOW US |

REGULAR REGISTRATION DEADLINE

REGULAR REGISTRATION DEADLINE is approaching: 28th March 2016
[CLICK HERE FOR REGISTER](#)

BOOK YOUR STAY NEAR TO THE VENUE...

[CLICK HERE TO BOOK YOUR ROOM](#) – First-come, first served!

COME IN WE'RE OUVERT

- OPEN
- UBIQUITOUS
- VERSATILE
- EDUCATION
- GOVERNMENT
- HEALTH

CONFERENCE PROGRAM

» W3C@WWW2016

W3C WEB OF THINGS MEETINGS, FROM 11 TO 13 APRIL

The W3C Web of Things Interest Group is organizing a series of meeting, hosted by The University of Quebec at Montreal (UQAM). An Open Day / Plugfest will be held on Monday 11th April, followed by two days for progressing Interest Group work items on Tuesday 12 and Wednesday 13 April. For the meetings' agenda, registration process and all other details – [CLICK HERE](#)

W3C TRACK, ON 13 AND 14 APRIL AT THE CONFERENCE VENUE

As the impact of the Open Web Platform has grown, several industries are building their business platforms on top of the Web and using Web technology. This year, the W3C track will showcase how industry unique requirements impact the core Web. On 13 and 14 April, come meet and engage with the industry players active in W3C groups dedicated to Web payments, Digital Publishing, and the Web of Things. The W3C Track will also host a special session on HTML5 games, as a complement of the HTML5 meetup held the day before. Please find all info – [CLICK HERE](#)

OFF-CONFERENCE HTML5MTL MEETUP GAMING SPECIAL, ON 13 APRIL

HTML5 Montreal will be present at WWW2016 and has organized an off-conference meetup at the Palais des Congrès on Wednesday 13th April from 17:30 (in room 524A, where the W3C track is).

Two gaming studios representatives will be presenting. Pierre-Paul Lefebvre from [Studio Qk](#) will talk to us about the history of gaming using Web technologies, from Shockwave to WebVR. Marco Bérubé from [BKOM Studios](#) will walk through the game creation process and also present their newest HTML5 game made for the incredibly popular Hasbro franchise: Transformers March Madness.

A discussion with the public about the future of Web standard gaming technologies will close the event, to be moderated by Benoit Piette (HTML5Mtl co-founder and Web architect/consultant) and Michel Buffa (passionate Web gamer, and incidentally the [HTML5 W3Cx](#) courses trainer). The presentations will be delivered in French but questions and answers in both English and French are welcome.

This meetup is co-organized by Benoit Piette and Marie-Claire Forgue (W3C Track chair). #HTML5mtl #w3c

MONDAY TUTORIALS | 9:00 – 12:30 & 14:00 – 17:30

COMPUTATIONAL SOCIAL SCIENCE FOR THE WORLD WIDE WEB

ROOM 519A | 9:00 – 12:30 & 14:00 – 17:30



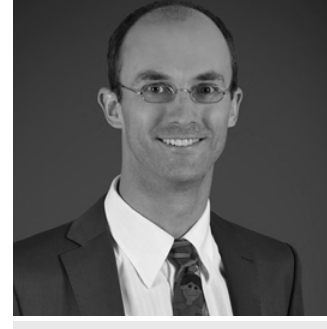
MARKUS STROHMAIER
University of Koblenz-Landau



CLAUDIA WAGNER
Leibniz Institute for the Social Sciences



LUCA AIELLO
University of Torino



INGMAR WEBER
Qatar Computing Research Institute

CENTRALITY MEASURES ON BIG GRAPHS: EXACT, APPROXIMATED, AND DISTRIBUTED ALGORITHMS

ROOM 519B | 9:00 – 12:30

- > FRANCESCO BONCHI, ISI Foundation
- > GIANMARCO DE FRANCISCI MORALES, Qatar Computing Research Institute
- > MATTEO RIONDATO
Two Sigma Investments

CRYPTOGRAPHIC CURRENCIES CRASH COURSE

ROOM 519B | 14:00 – 17:30

- > ALJISHA JUDMAYER, SBA
- > EDGAR WEIPPL, SBA Research

PANELS

» PANEL 1 | WEDNESDAY, APRIL 13TH, 11:30 – 12:30

WHERE CREATIVITY MEETS THE WEB: A PATAPHYSICAL PARTNERSHIP

MODERATOR

Andrew Hugill, Composer, academic and pataphysician

PANELISTS

- Line McMurray, Writer and artist, Director of the Académie québécoise de la pataphysique
- Michel de Sévigné, Artist and former Enterprise Information Manager
- Tanja Hollander, Artist

Pataphysics is the science of imaginary solutions. How do we find a solution to the problem that the web, which is objectively technical and engineered, seems to be incompatible with creativity, which is subjectively organic and designed? Some kind of partnership is necessary. This panel presents four examples of how creative people approach the web in the light of pataphysical knowledge.

» PANEL 2 | FRIDAY, APRIL 15TH, 11:00 – 12:30

ONLINE ACTIVISM: SOCIAL ACTION ON THE WORLD WIDE WEB

MODERATOR

Jim Hender, Rensselaer Polytechnic Institute

PANELISTS

- Diane Mercier, Open Knowledge Canada and LICEF-TÉLUQ
- Michael Roberts, Web Foundation
- Mark Stanley, Demand Progress
- Brooke Foucault Welles, Northeastern University

Since the inception of the Web, it has been seen not just as a platform for peddling pornography, or perhaps worse, advertising, but rather as a means to bring many people together. During the Arab Spring in the Middle East and the SOPA “blackout” in the US, people began to realize just how powerful the Web was for bringing people together and achieving societal change. This panel will look at several aspects of the Web as platform got social action including political movements, Open Government, the democratization of the Web, and the use of the Web as a means for spreading “memes” to raise consciousness and increase awareness in society.

[Learn more about WWW2016 Program – CLICK HERE](#)

HIGHLIGHTS ON EDUCATION AT WWW2016 | EDUCATION IS IN THE LIMELIGHT AT WWW2016!

WEBED WORKSHOP & EDUFICTION 2030 PANEL

Keynote, papers, panel, a rich and program awaits you on the day of April 12 at the **WEBED workshop**, followed by a collocated event for a large audience entitled **EDUFICTION 2030** on April 13th, organized by TELUQ.



It all starts with **Dame Wendy Hall** giving the keynote in the morning of the 12th on the topic: “Technology for Education, A Web Science Perspective.” Although she does not need any introduction for most people in this conference, Dame Wendy Hall, University of Southampton, DBE, FRS, FREng is a Professor of Computer Science, and is the Executive Director of the Web Science Institute at the University of Southampton. The influence of her work has been significant in many areas including digital libraries, the development of the Semantic Web, and the emerging research discipline of Web Science.

» PANEL | EVALUATING EDUCATIONAL SOFTWARE IN THE WEB ERA

PANELISTS

- Jutta Treviranus, Professor at Ontario College of Art and Design University (OCADU) in Toronto, Canada, and Director and Founder of the Inclusive Design Research Centre
- Jean-Philippe Bradette, CTD, CRHA, Vice-President, Learning Strategies at Ellicom, a Montreal-based company in e-Learning and Training
- Irwin King, Professor at The Chinese University of Hong Kong, and Director of Rich Media and Big Data Key Laboratory at the Shenzhen Research Institute
- Beverly Woolf, a Research Professor and Director of the Center for Knowledge Communication at the University of Massachusetts Amherst, author of Building Intelligent Interactive Tutors, 2009, and appointed a Presidential Innovation Fellow in 2013

MODERATOR

Irina Muhina, PhD, Toronto-based analytical-consultant and knowledge architect with 25 years practical experience in BI, Big Data and STEM Expert; founder of iECARUS.com in Toronto, an innovative digital hub that uses a data-driven cognitive approach to offer each student a tailored educational experience

LILE2016 WORKSHOP: LEARNING & EDUCATION WITH THE WEB OF DATA

The workshop aims to be a highly interactive research forum for exploring the promises of the Web of Data in the broad area of learning by gathering researchers from the areas of the Semantic Web, Social Web, Technology Enhanced Learning (TEL).

[Click here to learn more!](#)

WEB EDUCATION WORKSHOP: TEACHING DIGITAL LITERACIES

The objectives of this workshop are to:

- Reflect on the current state of Web Education and digital literacy teaching initiatives in the world
- Identify the variety of practices in Web Education across different countries, contexts and educational systems
- Find coherence between different approaches to Web Science education
- Identify key objectives for this community of practice and establish a roadmap for future activities

[Click here to learn more!](#)

WWW/W4A HACKATHON

- **Attention Developers and Designers: Register for the WWW+W4A Hackathon on April 13**
- Ready to hack your way toward innovation? We're thrilled to announce that WWW is joining forces with Web for All (W4A) to run the first ever [WWW+W4A Accessibility Hackathon](#) sponsored by Google Montreal and the Partnership on Employment & Accessible Technology (PEAT).
- The challenge? To take a popular Web-based product used widely in workplaces and schools and make it accessible to all users, including those with disabilities. The event takes place from 11:00 a.m. - 6:00 p.m. on April 13 at the Google Montreal offices, and winners will enjoy prizes, publicity and bragging rights. Space is limited to 60 hackers, so [sign up](#) now to reserve your spot.
- [Learn more about the Accessibility Hackathon.](#)

ORGANIZERS

UQAM | Université du Québec à Montréal



SPONSORS



PUBLISHERS



FOLLOW US |

201 President-Kennedy Avenue, Montreal, QC H2X 3Y7, Canada
Phone: +1 514 987 3651 | Fax: +1 514 987 8477
Email: info@www2016.ca | [Website](#)