Mozilla Labs

http://labs.mozilla.com

Quick Overview

Agenda

- Mozilla Labs Quick Overview

- Discussion on Mozilla Labs itself

- Discussion of Mozilla Labs Topics

Mozilla Labs Goals

- Contribute to and advance the state of the art (specifically, the web experience)
- Promote creativity & innovation
- Trial balloon new concepts
- Promote discussion and collaboration
- Be a publicly visible "brand" for Mozilla
- Assist in Mozilla product directions
- Help grow the Mozilla developer community
- Act as a bridge to academia and research efforts

Mozilla Labs Areas

- Ideas Area for concept submission & surfacing the best ideas

- Blog for Labs updates, interesting, editorializing and guest perspectives
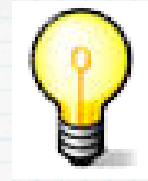
- Trials Area for collaborative development, testing and feedback on new concepts/prototypes/products

Current Status

- Blog launched (Aug 1)

- Program info hosted on Mozilla wiki & Mozilla Intranet

- First survey launched and completed (~2000 responses)

- Company conversations (ongoing)

- Infrastructure investigations

- Worked with Yahoo! on Del.icio.us extension

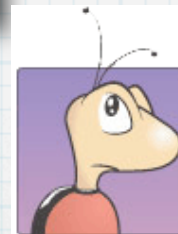- First trial extension (ChromaTab) introduced

Ideas Lifecycle

Everybody

Gems

Ideas

Trials

Add-ons beta

mozdev.org

Bugzilla

Ideas: Next Steps

- Find or build a solution that allows for idea submission, discussion & management (tag-based, popularity mechanism, forum)

- Convert existing community contributed ideas to this new format

- Seed more surveys & stimulate conversation in areas that interest Mozilla Corp
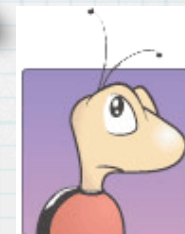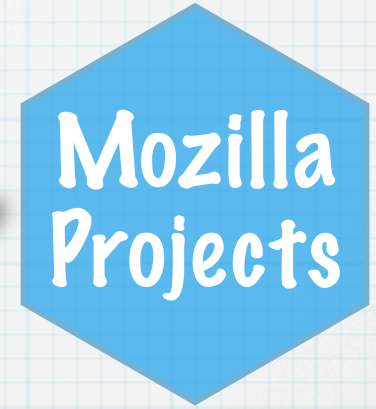
Trials Lifecycle

Corporate Sponsors

Mozilla Staff

Everybody

Trials

Mozilla Projects

Add-ons beta

mozdev.org

Firefox®

Bugzilla

Additional Labs Projects

- Guest bloggers

- Bringing UI designers into Mozilla community

- Tech talks

- Branding/Design

Your suggestions?

Sample Topics

- Information Mgmt (Bookmarks, History, uFormats, etc...)

- Security & Privacy

- Services Integration (Storage, Identity, Presence)

- Media (Photos, Audio, Video)

- Geo-location

- Commerce

- Social Networking

Your suggestions?

Questions

- How do we surface the best ideas?

- What topics shall we investigate?

- Who are the companies you think we should be working with?