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The Mozilla Foundation is a non-profit organization, an NGO or non-governmental organization. It exists on the boundary between the private sector and NGOs. We grew out of the Mozilla project, which started with Netscape and then continued with America Online, and we are now an independent organization that has a non-profit organization (the Mozilla Foundation) and a for-profit subsidiary, the Mozilla Corporation.

The mission of our organization is to promote choice and innovation on the Internet, and we do that primarily through our product called Firefox. Firefox is an alternative web browser to Internet Explorer and other web browsers. It is the second most popular browser in the world after IE with about 10 to 15 percent market share in the U.S. We have tens of millions of users using Firefox today.

Firefox is a special product in the sense it is a free and open source product. It's free of charge to users, but it is also open source in the sense that the underlying source code is available to anyone. You can take it, use it, distribute it, customize and build your own products on top of it.

One of the key things we are trying to do as an organization is to keep the Internet open. We have a document called the Mozilla Manifesto that has several principles that we try to follow. The second principle is that the Internet is a global public resource that must remain open and accessible to all. When we say accessible, we are using it in the broad sense. We do not just mean accessibility for persons with disabilities, but also for people who cannot afford software, as well as for people who cannot or who do not have software in their native languages, and want to have software that they can use to read content if they don't understand English. That's what we do in our organization.

Particularly in the accessibility world, starting from about a year and a half ago, we've done a number of things to promote to accessibility for our own products, as well as promote a greater eco-system of accessibility initiatives in the open-source world.

Our first goal was to make Firefox a showcase for web accessibility, and in particular to meet the challenge of providing accessibility to advanced web applications, the applications that Yahoo, Google, Microsoft and AOL are rolling out for the consumer market and that many companies like IBM are rolling out in the enterprise market, and also to take advantage of new web standards that make it possible to deploy web applications that are as rich as desktop applications.

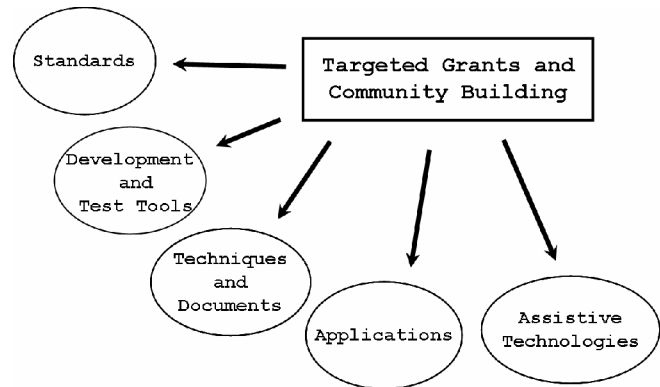
Our second goal is to extend Firefox accessibility to all major computing platforms, not just Windows, but also to Mac OS X, Linux and other platforms, with a particular focus on extending accessibility support to the open source platforms like Linux. Again, one of the advantages of the Firefox product is that it is a cross-platform product. We use Firefox on Windows, we can use it on Mac, and we can use it on Linux, and we want to make sure that Firefox is as accessible as it can be in all of these. That is not just making sure that Firefox runs on the platform, but making sure that Firefox corresponds to the accessibility standards on the platform and supports full operation of the accessibility infrastructure on these platforms, including screen readers, accessibility APIs, screen magnifiers, switch access, all of the things that make an accessible computer platform.

The goal was not to do all of that ourselves. We are fortunate enough to have resources due to the revenue stream from the Mozilla Corporation's business ventures, but at the same time, we can't do it all. We are not a company the size of Microsoft, IBM, Yahoo or Google. One of our ways of doing things is to have an open-source developer community. Again, being an open-source product not only means that the source code is available to everyone, it also means that everyone in the world can participate in the creation of Firefox and its related products.

Our third goal is therefore to expand our pool of developers. This includes not just our traditional developer community, people who are working in the IT field and have an interest in open-source software, but also expanding our community to outside the U.S., outside the European Union, Japan and other G-8 countries, and also expanding it to people in the disability community. We want to make sure that we have the advantages of

having people with disabilities working on accessibility products. In our case, those people could be anywhere in the world. One of the people that we sponsored to go to a conference last week was a gentleman from Australia; he is blind, and he has developed an open-source screen reader for Windows. He can now take that project and invite anyone in the world to participate in creating that technology.

The final point that I want to make is that when we talk about accessibility, it is not enough to look at a piece here or a piece there. You really have to look at providing a complete accessibility solution. That encompasses everything from standards to development software and test tools, which themselves should be accessible, how-to techniques and documentation on how to do things like create accessible web applications, the applications themselves, like Firefox, accessible web applications, and finally assistive technologies like screen readers and screen magnifiers. They can take advantage of the standards and the applications and techniques that are developed and provide a total accessible experience for the end user.



Our goal as an organization is to foster those various areas through a combination of targeted grants and community building within the Firefox and Mozilla community and within the broader community of open-source developers working on accessibility issues.