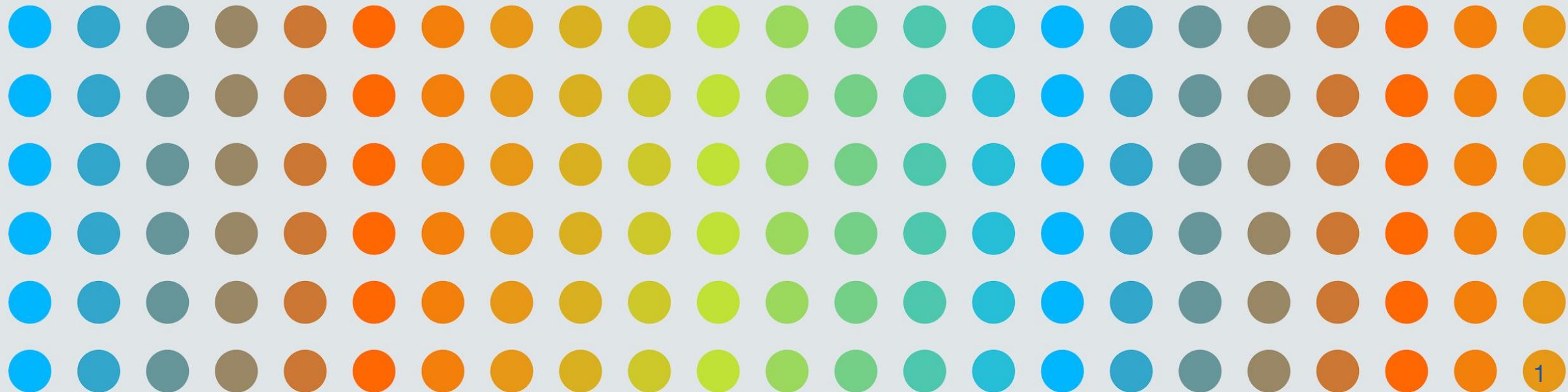
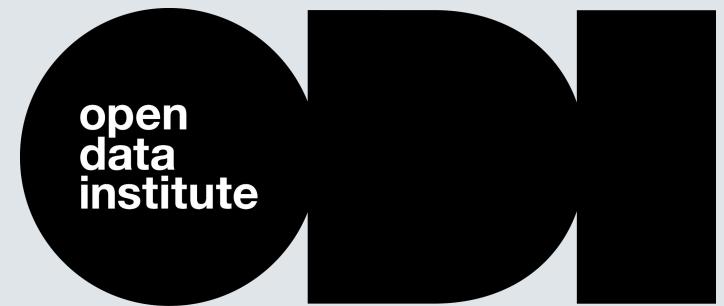
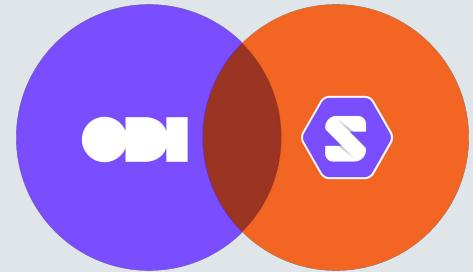


# ODI 2026 Solid Roadmap

19th Jan 2026

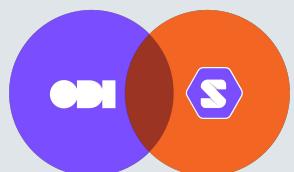


**The ODI**

**Our Role in the Ecosystem**

**What we've been up to**

**ODI-Solid 2026 Roadmap - it's time for adoption!**



# About the ODI

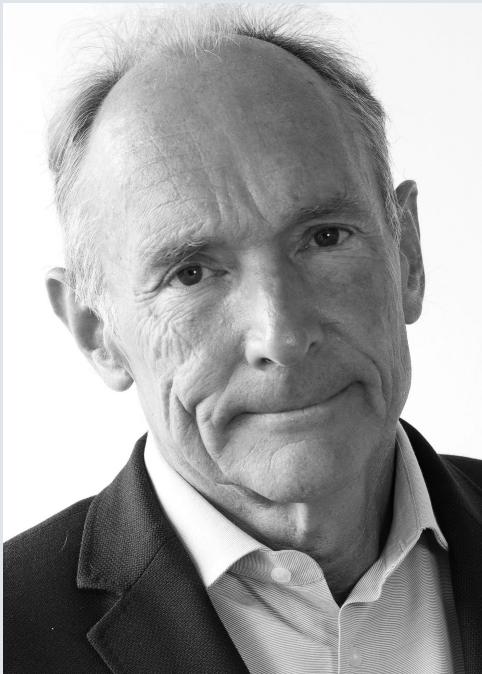


## Chapter 1: 2012 - 2017



**Sir Nigel Shadbolt**

Executive Chair and  
Co-founder of the ODI



**Sir Tim Berners-Lee**

President and Co-founder  
of the ODI

**Our independent, non-partisan status, our trusted convening power and our extensive body of work – over 12 years – make us unique in the world.**

**Mission:** Work with companies and governments to build an open, trustworthy data ecosystem.



## Vision

A world where  
data works for  
everyone

## Mission

An open,  
trustworthy data  
ecosystem



# 13 Years Proving Open Data and Standards Create Markets

2012

ODI founded (Sir Tim Berners-Lee + Sir Nigel Shadbolt)

2015-2018

ODINE €110M startup revenue

2016-2023

Open Banking, OpenActive, Croissant  
Facilitated £4bn ecosystems

2012-2017

ODI Startup Programme 33 startups supported across 5 cohorts. Model for ODINE programme.

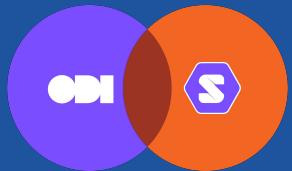
2017-2019

Data Pitch €14.8M generated

October 2024

ODI takes stewardship of Solid Project

# Our Role in the Ecosystem



# History of Solid

2014

First invented  
at MIT

2018

W3C Community  
Group Formed

2022

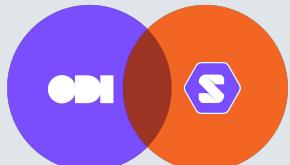
SolidLab Started

2024

W3C Linked Web  
Storage Working  
Group Formed

2024

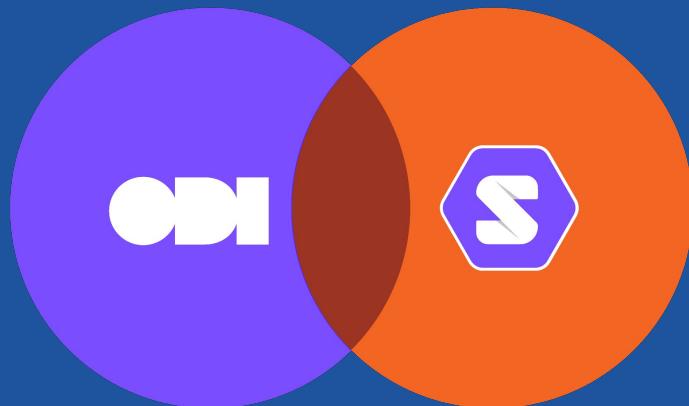
ODI took on  
stewardship of  
Solid



# Solid Work Plan

We are seeking funding to be able to steward Solid responsibly, prioritising social impact use cases and exploring ways to sustain the core infrastructure.

**Goal: \$10m / 5 years**



## Programme objectives

- Establish an inclusive **governance framework** for Solid, providing **ongoing support** to the community and network of global Solid chapters.
- **Maintain and improve** Solid's core open source technology, and enhance the reliability and scalability of its infrastructure.
- Host a **non-experimental** Solid service for academic, non-profit and social-good projects.
- **Build capacity** among stakeholders through targeted training and fellowships.
- Demonstrate the real-world impact of Solid technology through pilot **use cases**, catalysing further adoption.
- Increase **awareness and engagement** with policymakers and influence regulatory environments to support personal data autonomy.
- Explore, test, and implement **sustainability** opportunities.

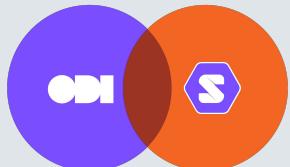
# Funded Work Plan: Project Oversight

Activity	Outcome
<b>Work Package 1: Project oversight</b>	
Activity 1.1: Mobilise the project team and resources from across the community.	Outcome 1.1: Project team established with clearly defined roles to meet the ambitions of this project and work plan.
Activity 1.2: Appoint a representative Advisory Committee and convene their first meeting to guide on strategic direction.	Outcome 1.2: Advisory Committee (min. 10 stakeholders) established, providing regular strategic guidance.
Activity 1.3: Provide leadership and delivery support for the Solid initiative, including the operation and ongoing evolution of global governance structures.	Outcome 1.3: Robust governance ensures Solid's continued global coordination and credibility, demonstrated in annual reports.



# Funded Work Plan: Strengthening Solid's technical infrastructure

Work Package 2: Strengthening Solid's technical infrastructure	
Activity 2.1: Maintain and scale Solid's core open-source infrastructure, such as solidproject.org, solidcommunity.net Pods, and production-ready infrastructure for experimentation and prototyping.	Outcome 2.1: People are more inclined to adopt and retain Solid within their project as the infrastructure will be more reliable.
Activity 2.2: Advance development of Solid's core technology stack, including SolidOS, open source server implementations of Solid, and associated developer tools.	Outcome 2.2: Solid's core technologies significantly improved, with the community's top 10 identified technical priorities addressed and a 10% increase in the number of active users of solidcommunity.net through better UX of SolidOS.
Activity 2.3: Host a non-experimental Solid service that will support at least 25 academic, non-profit, and social-good applications by the end of the project.	Outcome 2.3: Solid technology directly improves the effectiveness and impact of 15 social-good projects.
Activity 2.4: Develop the Linked Web Storage (LWS) Working Group Specification.	Outcome 2.4: LWS achieves official W3C recommendation status, with at least two independent server implementations of which at least one is open source.
Activity 2.5: Support and manage contributor and volunteer structures, onboarding at least 200 new contributors through improved contribution pathways.	Outcome 2.5: Solid's long-term sustainability strengthened by 10% of new contributors, including organisations building with Solid, continuing to support the project 12 months after initial engagement.
Activity 2.6: Train the next generation of Solid developers by creating a suite of training materials with at least 7 modules, onboarding guides, and exercises accessible via solidproject.org.	Outcome 2.6: 200+ developers trained, with at least 50% able to independently integrate or develop Solid-based applications.



# Funded Work Plan: Use Cases

Work Package 3: Use cases	
Activity 3.1: Conduct a landscape review of the Solid community and develop a comprehensive catalogue of people, organisations, and projects associated with Solid.	Outcome 3.1: Increased collaboration evidenced by the formation of at least 3 new sector-specific working groups, collaborations, or sets of interoperable applications in the domain.
Activity 3.2: Develop organisational and technical infrastructure to support use cases and applications led by industry, governments, and other partners, based on their implementation needs and feedback.	Outcome 3.2: Solid adoption accelerates with at least 10% annual increase in third-party applications integrating Solid and/or the Organisation engages with at least 6 organisations per annum to integrate Solid into their existing solution.
Activity 3.3: Design a framework to identify, prioritise, and select the Solid use cases that the organisation will support and invest in.	Outcome 3.3: Six high-impact use cases successfully identified and prioritised through the framework.
Activity 3.4: Catalyse a minimum of 6 use case pilots (2 per year), with at least 3 sectors represented (e.g., health, volunteering, public services) to demonstrate Solid's potential in these areas.	Outcome 3.4: 50% of pilots successfully demonstrate measurable social impact, with detailed outcomes and learning documented in evaluation reports, and at least one pilot subsequently secures continuity or scale-up funding.
Activity 3.5: Host 3 tournaments with participation from at least 150 developers, generating 15+ prototype applications addressing priority use cases.	Outcome 3.5: 25% of the developers continue to engage and support Solid technologies, and 10% of the prototypes are actively developed after the tournaments.
Activity 3.6: Cultivate and grow the open-source community around Solid by coordinating 12 global events (e.g. Solid World), and supporting active community management and engagement.	Outcome 3.6: Global awareness and engagement increased, with Solid's active community membership growing by 30%.
Activity 3.7: Design and implement a lightweight MEL framework to assess the impact of the use cases and generate insights to support programme advocacy.	Outcome 3.7: Improved insights enhance advocacy, unlocking 3 new business development or partnership opportunities for Solid.
Activity 3.8: Develop and disseminate communications and advocacy materials to highlight each use case and other projects from across the Solid community.	Outcome 3.8: Increased visibility and stakeholder engagement with Solid demonstrated through communications, achieving at least 10,000 cumulative audience reach.

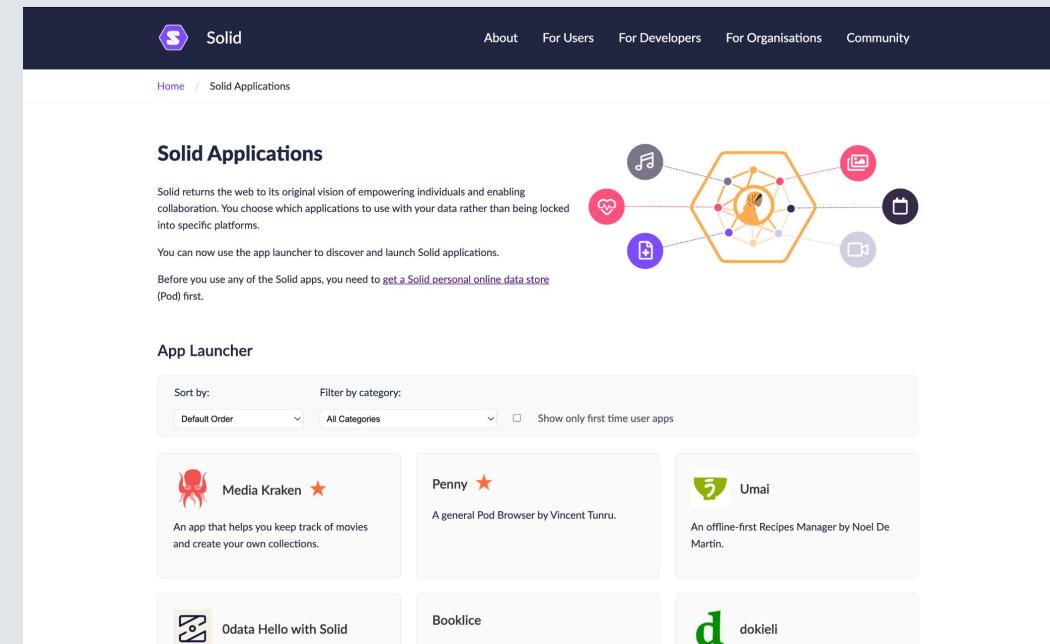
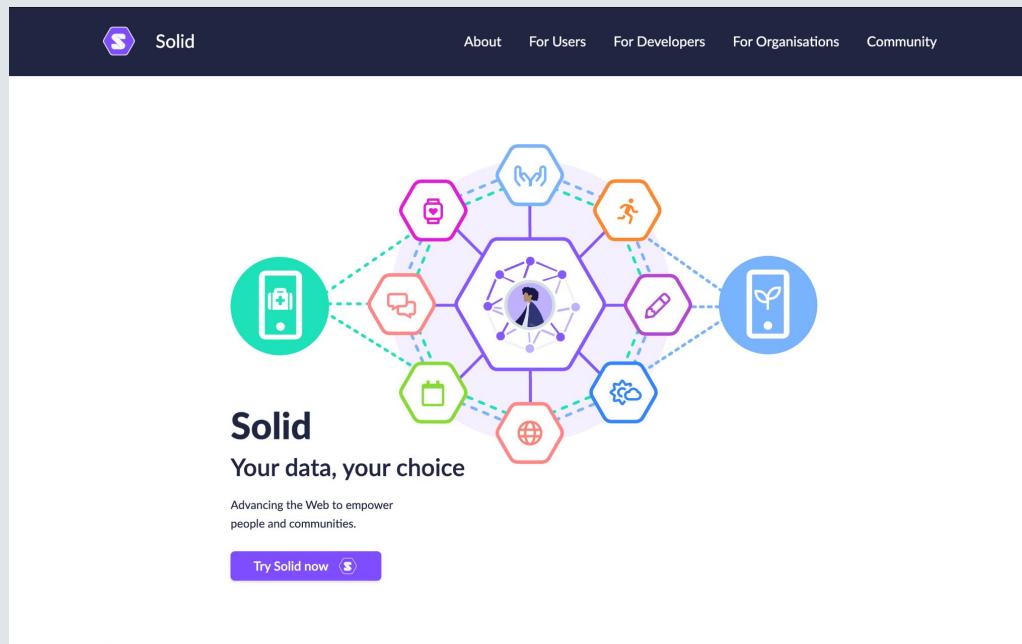


# What we've been up to



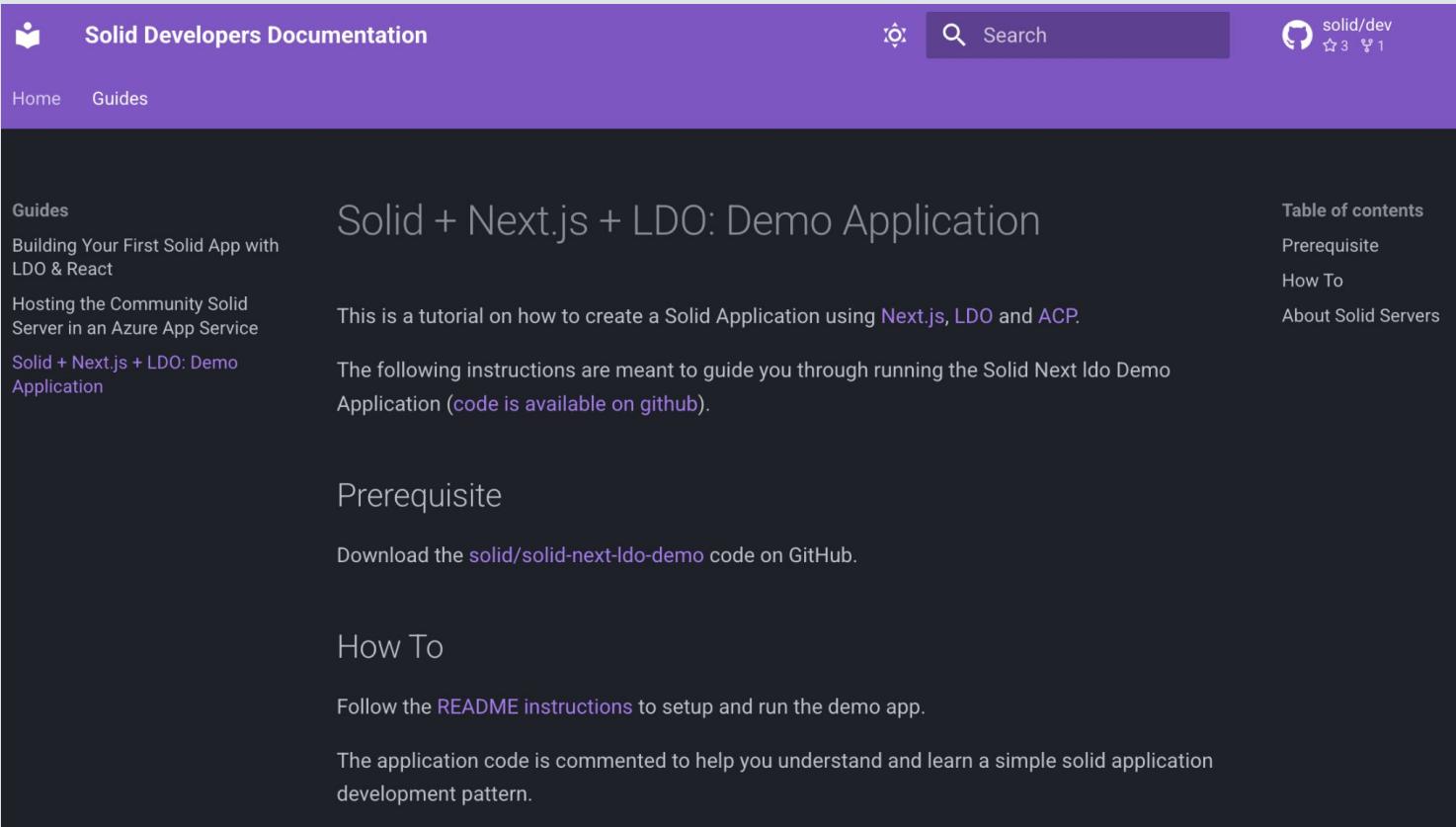
## solidproject.org

- Consistent Solid branding and improved user experience
- Consistent information architecture makes the website easier to navigate
- New design is mobile ready and content is optimised for search engines
- User centric narrative on what Solid is and how to get involved



# Documentation

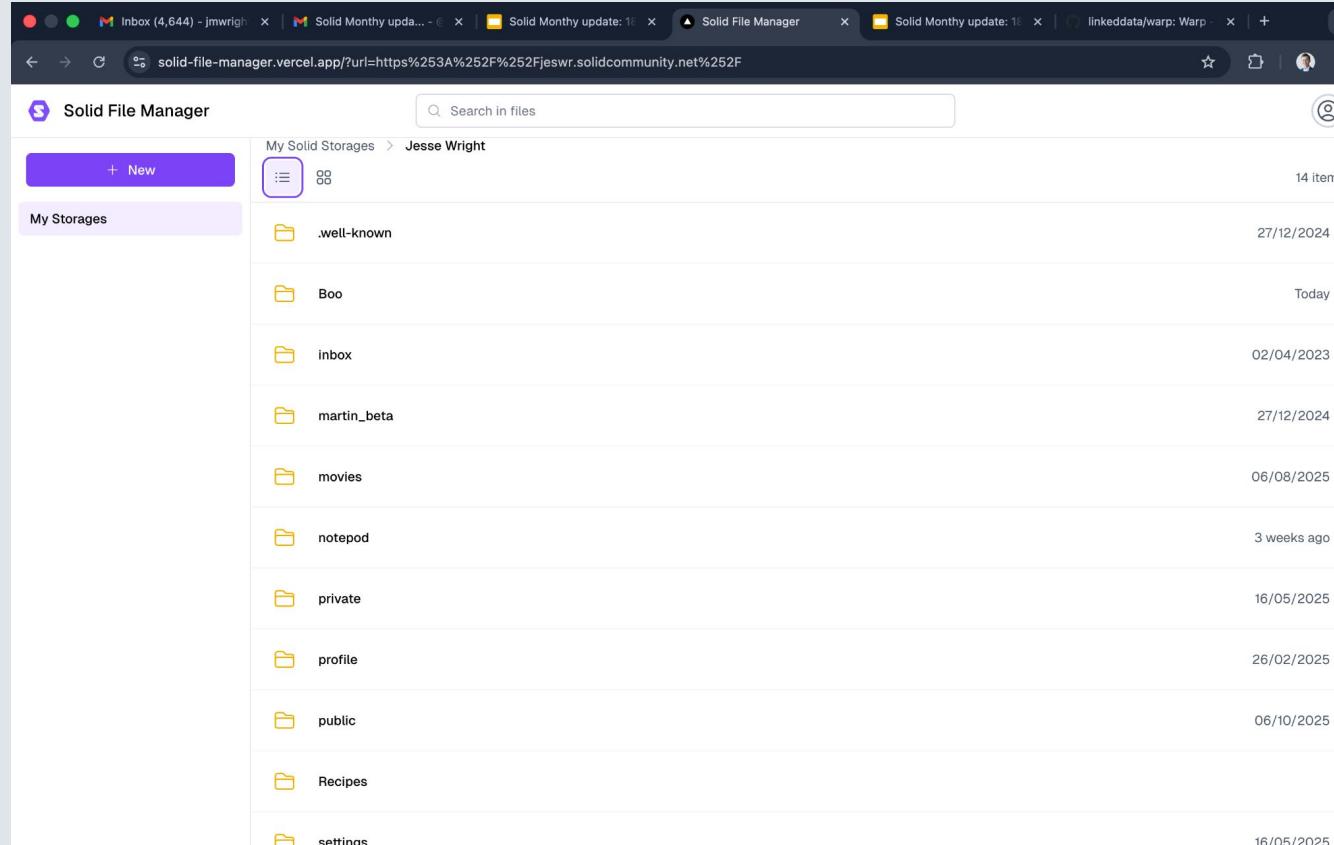
- Created the Solid Developers Documentation site
- Worked on the Solid LDO demo application with a well documented README to help developers get started with building applications on Solid
  - This included three 3 tutorials on the Solid Developers documentation dev.solidproject.org and update its styles

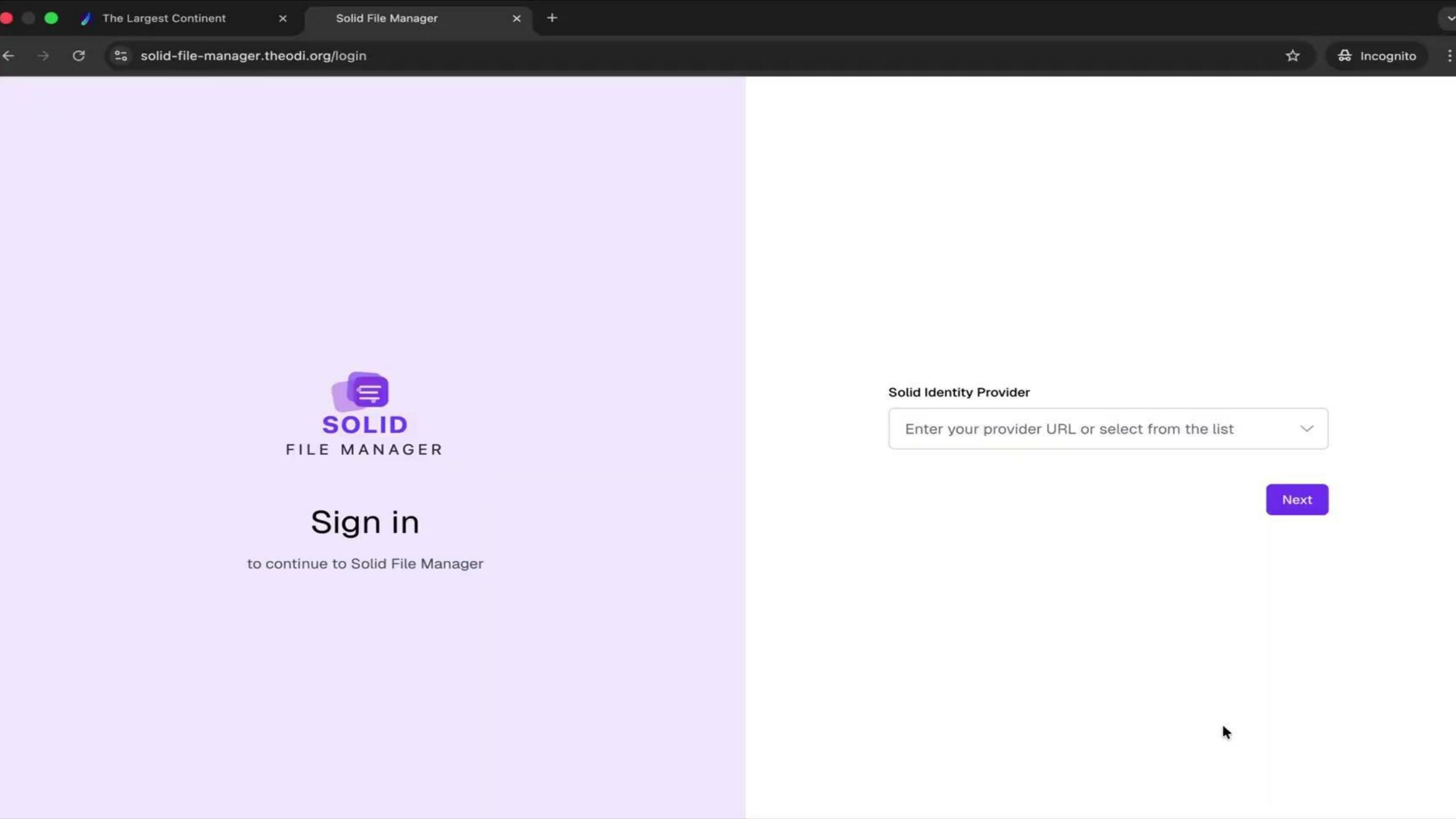


The screenshot shows a dark-themed documentation page for the Solid Developers Documentation. The top navigation bar is purple, featuring the site's logo, a search bar, and a GitHub icon with the text "solid/dev" and "3 1". The main content area has a dark background with white text. On the left, a sidebar titled "Guides" lists several articles: "Building Your First Solid App with LDO & React", "Hosting the Community Solid Server in an Azure App Service", and "Solid + Next.js + LDO: Demo Application". The main article, "Solid + Next.js + LDO: Demo Application", is titled "Solid + Next.js + LDO: Demo Application". Its content includes a "Prerequisite" section with a GitHub link and a "How To" section with a "README instructions" link. A "Table of contents" sidebar on the right lists "Prerequisite", "How To", and "About Solid Servers".

## 2.1 Solid File Manager App

- We have developed a Solid file manager app.
- So far, the new interface of the app is done, and users can now login or signup via Solid, and see their resources being displayed on the app.
- Link to demo:  
<https://drive.google.com/file/d/1bSpnfRPMMy8KszkpCr-c3nzPYTevaXFV/view?usp=sharing>





Sign in

to continue to Solid File Manager

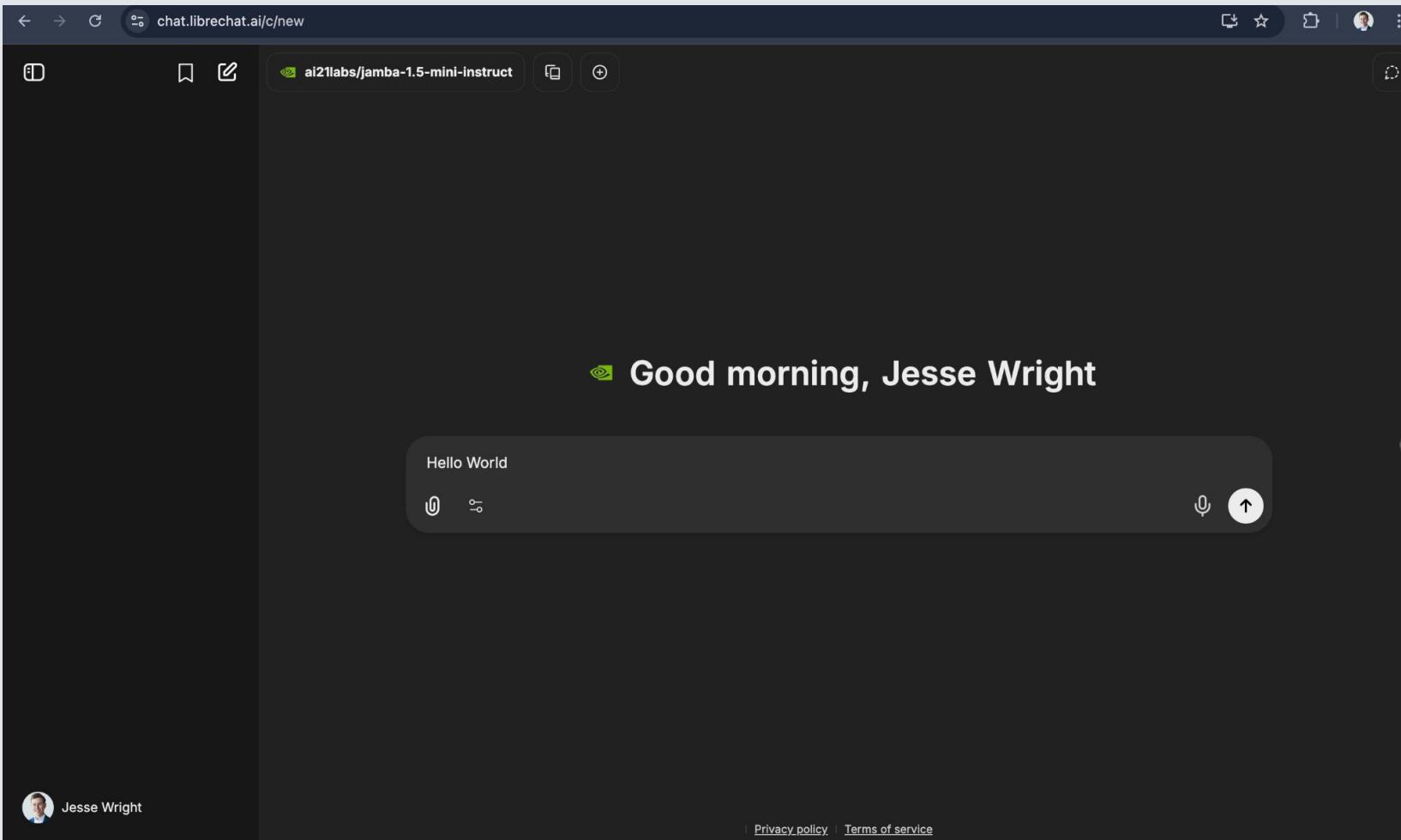
Solid Identity Provider

Enter your provider URL or select from the list



Next

- We are adding Solid capabilities to [librechat](#) to show how Solid enables portable chat history between LLM providers. Link to demo:  
<https://drive.google.com/file/d/14BumPFZ58IZb8cGK-mB4GONfafXcm0LS/view?usp=sharing>



# ODI-Solid 2026 Roadmap - it's time for adoption!



# Sneak preview

ID	Name	Description
1	Roadmap - Planning	Create, sequence & prioritise roadmap
2	Roadmap - Comms	Create, sequence & prioritise roadmap
3	Roadmap - Tech	Create, sequence & prioritise roadmap
4	Roadmap - Community	Create, sequence & prioritise roadmap
5	Solid 1.0	Technical Delivery
6	Access Control	Technical Delivery
7	Core Tooling	Technical Delivery
8	Persona Adoption - Tech	Persona driven prioritisation of features
9	Persona Adoption - Engagement	Persona driven prioritisation of features
10	Persona Adoption - Engagement - Enterprise/Corp	Persona driven prioritisation of features
11	Persona Adoption - Engagement - Government	Persona driven prioritisation of features
12	Persona Adoption - Engagement - Individual	Persona driven prioritisation of features
13	Persona Adoption - Engagement - Research	Persona driven prioritisation of features
14	Persona Adoption - Engagement - Social Good	Persona driven prioritisation of features
15	Persona Adoption - Engagement - Big Tech	Persona driven prioritisation of features
16	Stakeholder Mgmt	Wider stakeholder management
17	ODI Internal Best Practices	Wider ODI work

# Solid 1.0

ID	Epic	Name
28	Solid 1.0	Solid 1.0 roadmap
29	Solid 1.0	LWS 1.0 delivery and adoption
30	Solid 1.0	Reference Solid+LWS server implementation
3	Solid 1.0	Standards Gaps (access control,++) - prioritised list & resourced work items
14	Solid 1.0	Documentation: Getting starting started with Solid 1.0 inc Community Edition software
22	Solid 1.0	Guidance for app-storage usecase: storage structure & organisation
44	Solid 1.0	Solid Standards Blocker: No client AuthN specification
45	Solid 1.0	Solid Standards Blocker: No consistent implementation of notifications
47	Solid 1.0	Resourcing gaps on closing out standards for 1.0 collection. Possible benefit in kind of sponsor funding?
76	Solid 1.0	Drawing out which applications have adopted particular parts of the Solid standard
81	Solid 1.0	Client-client specs: Container use best practises
82	Solid 1.0	Client-client specs: Review best practises from windows/apple/linux app registry. Engage with designers of those registries
83	Solid 1.0	Container structure guidance at data type level and at the use case level



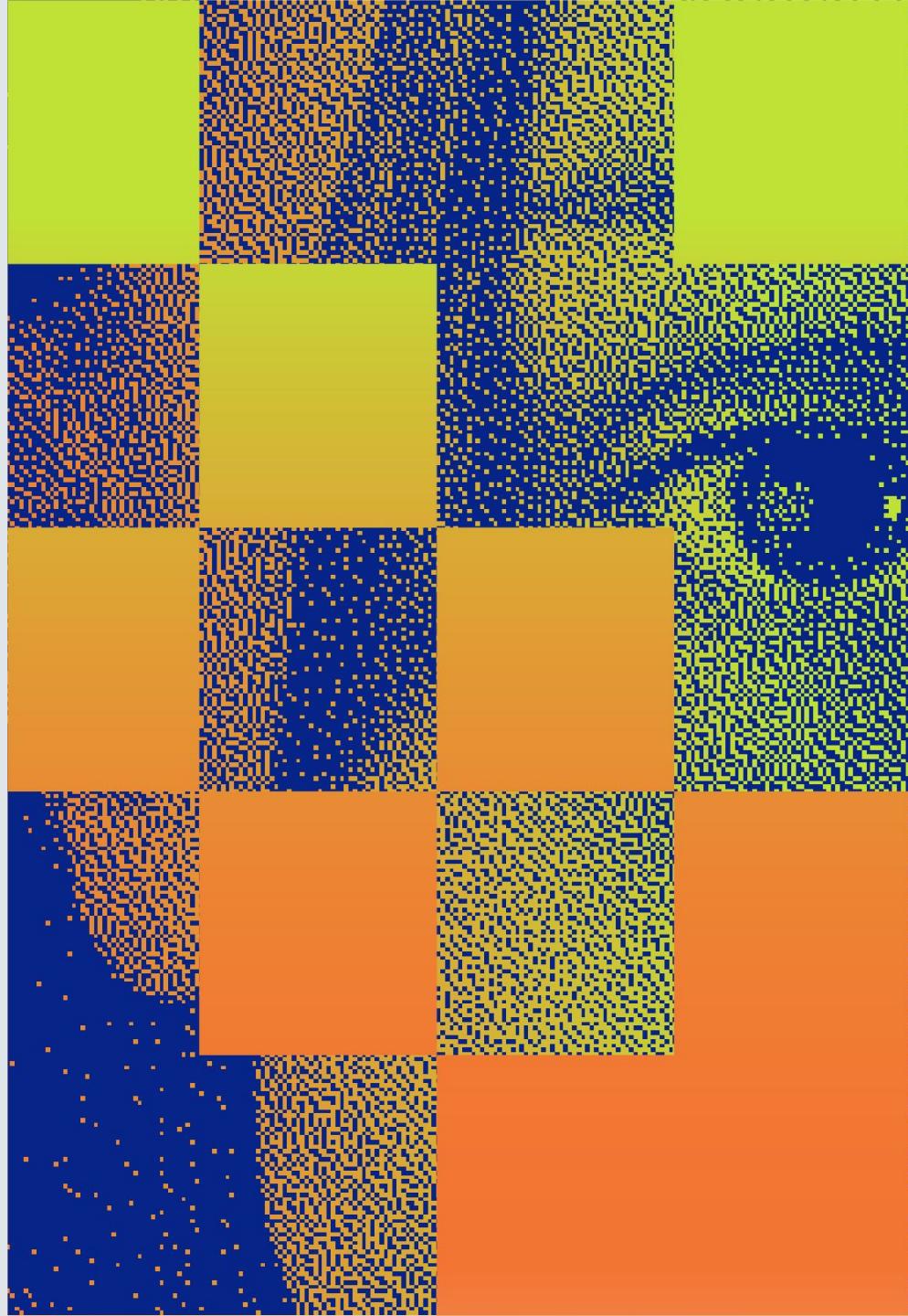
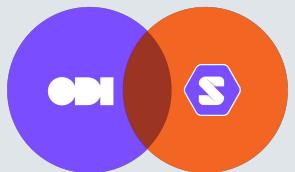
## Tournament and SoSy

- The Tournament will be part of “Solid Week” April 27 - May 1, which includes:
  - An application development tournament (April 27 - April 29)
  - A Linked Web Storage in-person meeting (April 27 - April 28)
  - An in-person Advisory Committee Meeting (April 29)
  - The Solid Symposium (April 30 - May 1)
  - We would like to have a **Solid 1.0** release timed to take place during this week.
- All sessions have now been selected for the Solid Symposium.
  - <https://sosy2026.eu/Sessions/>
  - Including keynote speakers Tim Berners-Lee and Sir Nigel Shadbolt
  - An event space has been found for the conference and social
  - Tickets/Sign-up for Symposium and Hackathon are live:
    - <https://theodi.org/news-and-events/news/announcing-the-solid-symposium-2026/>

# Get involved!

- Book now for the Solid Symposium and Hackathon in the w/c April 27th.
- Join the CG call this Wednesday to help standardise the layers on top of the Server Specification.

○ [Proposed Work Item]: Data range vocabulary #74 - renyuneyun opened 4 hours ago	2	2
○ [Proposed Work Item]: ActivityPub for Solid #73 - ththick opened 14 hours ago	3	3
○ [Proposed Work Item]: Sync between Pod and client #72 - ththick opened 14 hours ago	1	1
○ [Proposed Work Item]: FedCM for Solid #71 - ththick opened 14 hours ago	2	2
○ [Proposed Work Item]: improving componentsjs #70 - ththick opened 14 hours ago	1	1
○ [Proposed Work Item]: Standardized LD markdown syntax #69 - ththick opened 14 hours ago	3	3
○ [Proposed Work Item]: Service extension vocabulary and practice #68 - renyuneyun opened yesterday	1	1
○ [Proposed Work Item]: Standardizing service-style apps' interaction patterns #67 - renyuneyun opened yesterday	2	2
○ [Proposed Work Item]: Common tools/libraries for developers #66 - renyuneyun opened yesterday	1	1
○ [Proposed Work Item]: professional production Pod Providers #65 - ewingson opened yesterday	4	4
○ [Proposed Work Item]: WebAuthn Authentication #64 - jeswr opened 3 days ago	1	1
○ [Proposed Work Item]: Discovery #63 - uvDSL opened last week	1	1
○ [Proposed Work Item]: HTTP Schnorr Signature Authentication #62 - melvincarvalho opened last week	4	4



# Contact us

- [solid@theodi.org](mailto:solid@theodi.org)

