# Web 3.0

## Asynchronous is the rule

# Definitions

Synchronous : actions occurring or existing at the same time

Asynchronous : absence of synchronism

# in pratice on Web

## Synchronous

to surf the web browser are using, these allow you to LOAD a page (eg html) containing information.
This information is updated and/or modified at runtime, but these changes are only visible after RELOAD of the page and following the expiry time of the cache of the browser and proxy system.
So to see new information you have to RELOAD the page.

## Asynchronous

When information is updated and/or modified at runtime changes are visible WITHOUT need to reload of the page and WITHOUT following the expiry time of the cache of the browser and operating system.

# Web 3.0

# Asynchronous SERVICES

# just some Asynchronous SERVICES

Web Conference : video streaming, slideshow, chat...more

Web Learning : video streaming, virtual classroom, virtual board

Web TV : live video streaming...more

Web Meeting : video interaction, virtual meeting, slideshow...more

Web Communication: blog, news, meteo...more

Video Comunication: multi participants live video chat

Social Comunication: social live video chat...more

Web Game: multi participants live games...more

# Web 3.0

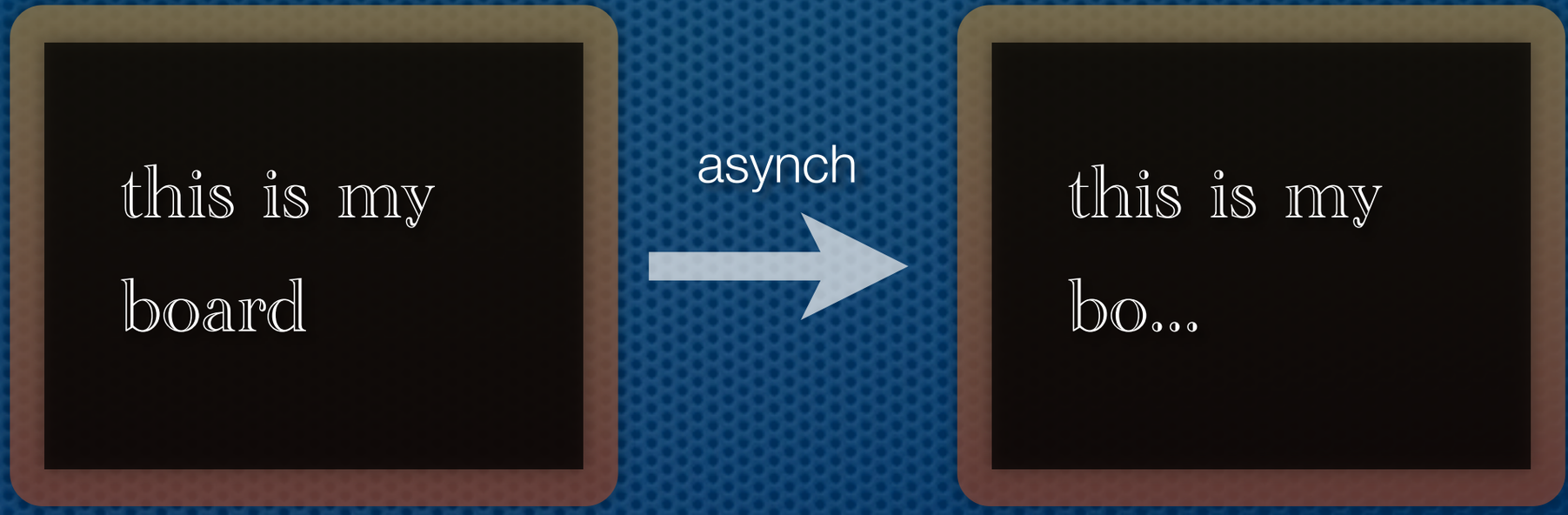
# Asynchronous TOOLS

# just some Asynchronous TOOLS

## Virtual Board (eg. field : web iLearning virtual classroom)

professor web page

student web page




professor write on board

student visualize on board in real time

# just some Asynchronous TOOLS

## Virtual Canvas (eg. field : web meeting)

host web page

host draw on canvas

asynch

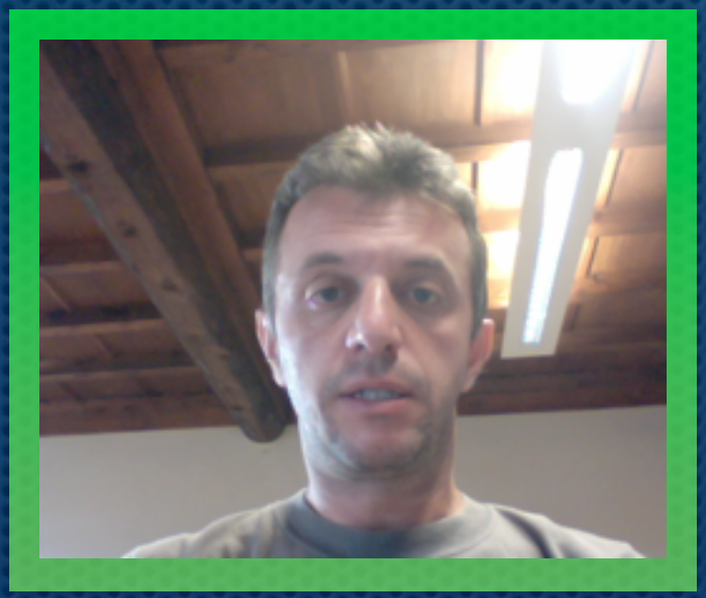
participants web page

participant visualize
on canvas in real time

# just some Asynchronous TOOLS

## Virtual ClassRoom

professor & student web page



# just some Asynchronous TOOLS

## Live Chat

chat web page

chat participants

# just some Asynchronous TOOLS

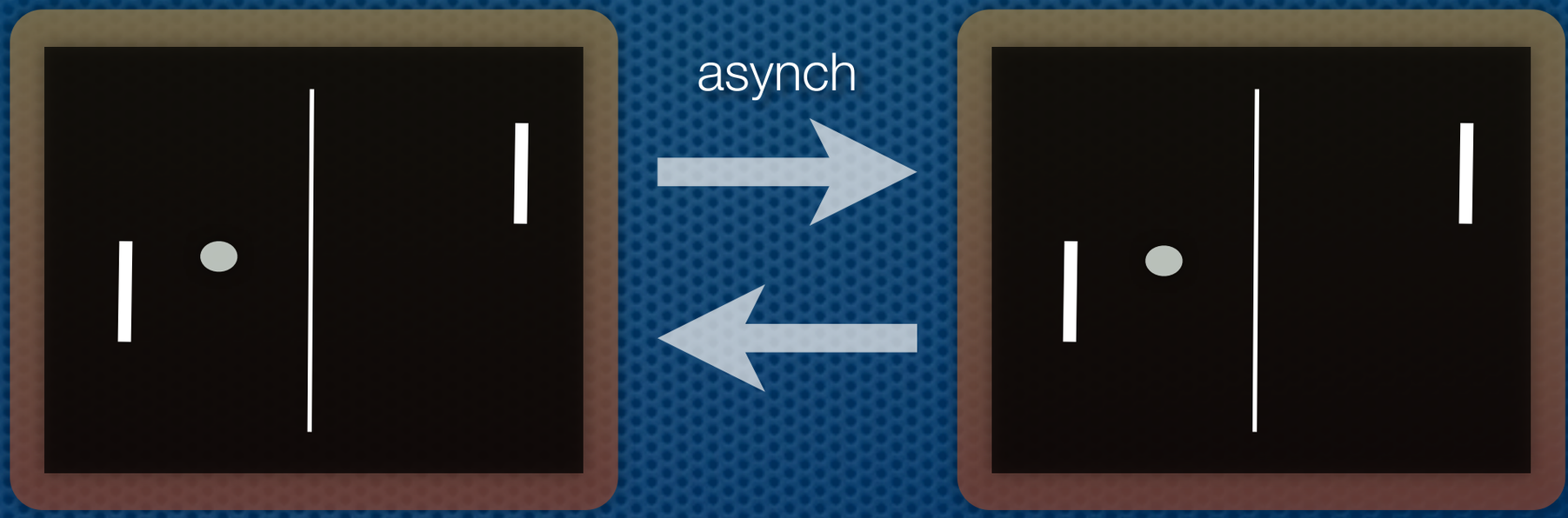
## Live TV video Game

# just some Asynchronous TOOLS

Live Game

player A web page

player B web page



# Web 3.0

# Asynchronous NO LIMITS

# asynchronous NO LIMITS

asynchrony is the future

asynchrony is the basic rule

asynchrony allows any interaction

asynchrony is for all

asynchrony is real time

# Web 3.0

# Asynchronous MORE FEATURES

# asynchronous MORE FEATURES

asynchrony in real time:

multi user management

centralized and distribuited DB management

management online system

management IT and TLC

# Web 3.0

# Asynchronous NOT END HERE

asynchronous NOT END HERE

... for more & more please take contact

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