



Java and e-collaboration

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The History of Personal Interaction

Face to face

Letter

Telephone/Fax

Email

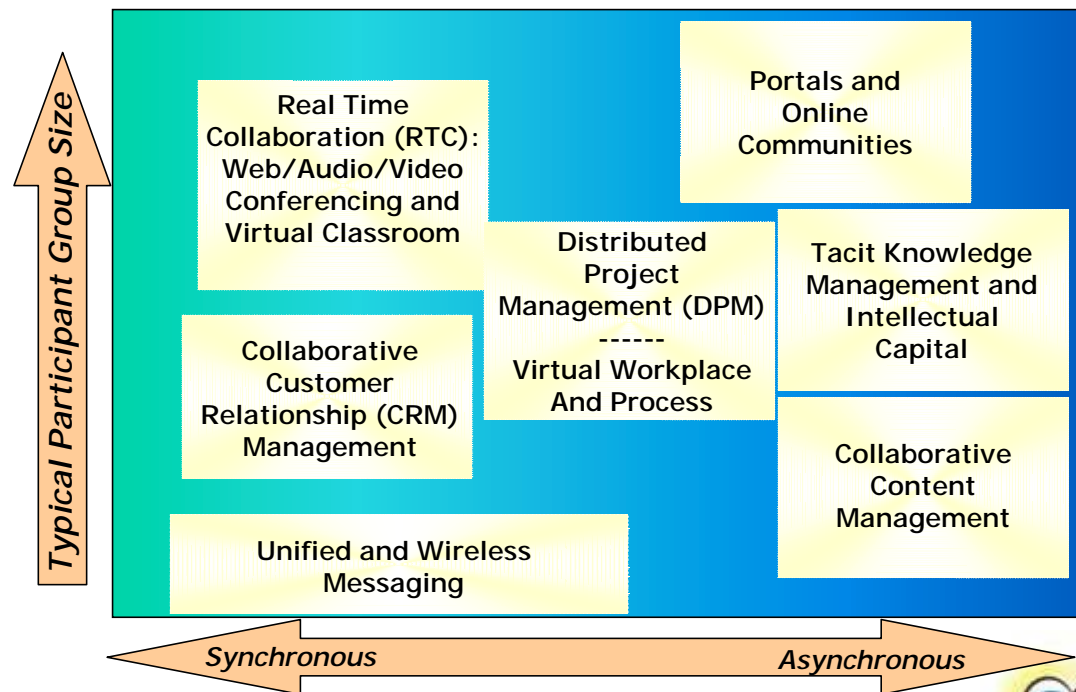
IM

E-Collaboration

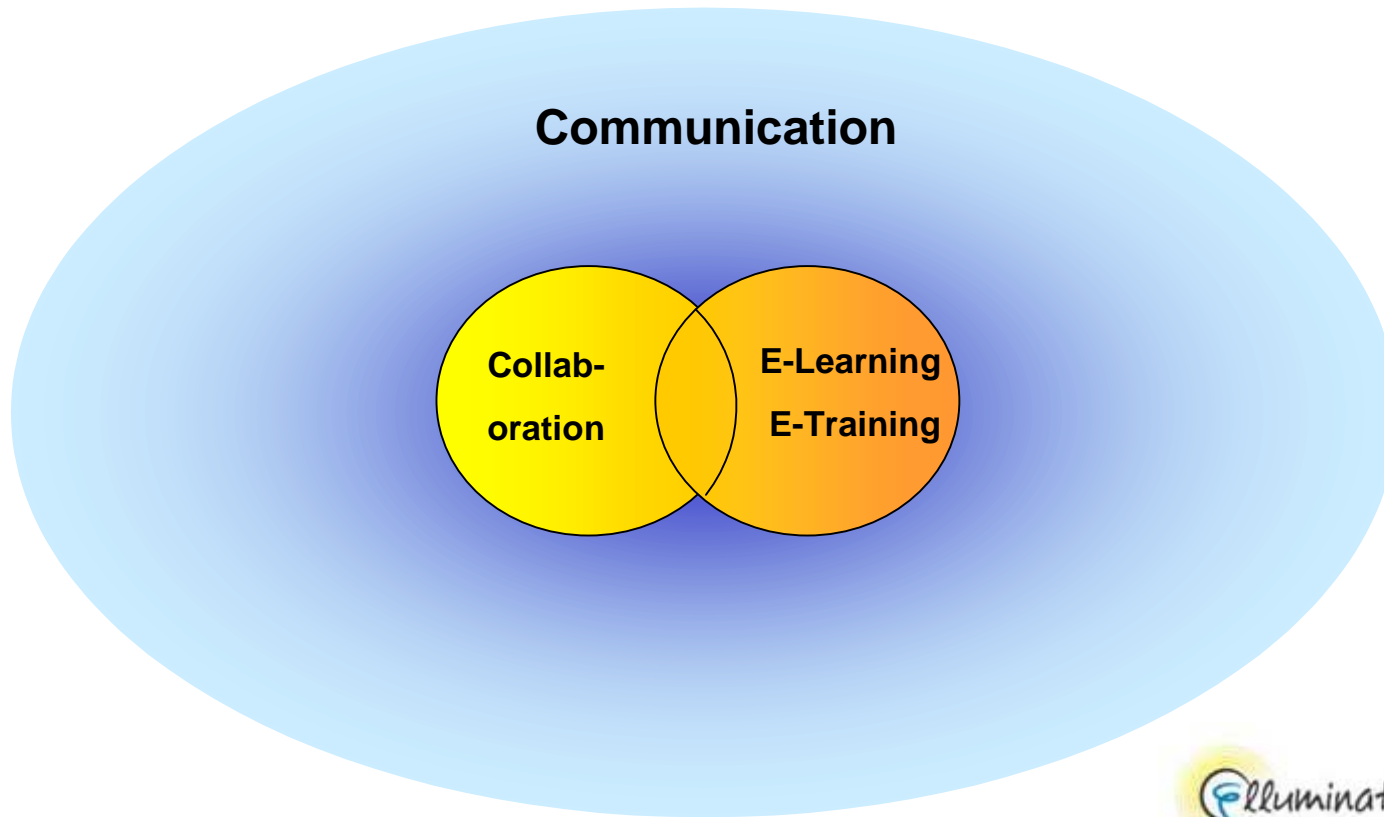


E-Collaboration Functional Taxonomy

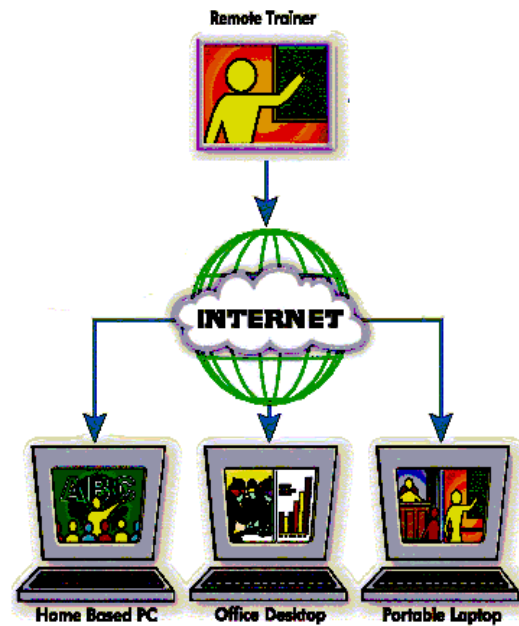
Collaboration is a process by which people work together on a practical endeavor



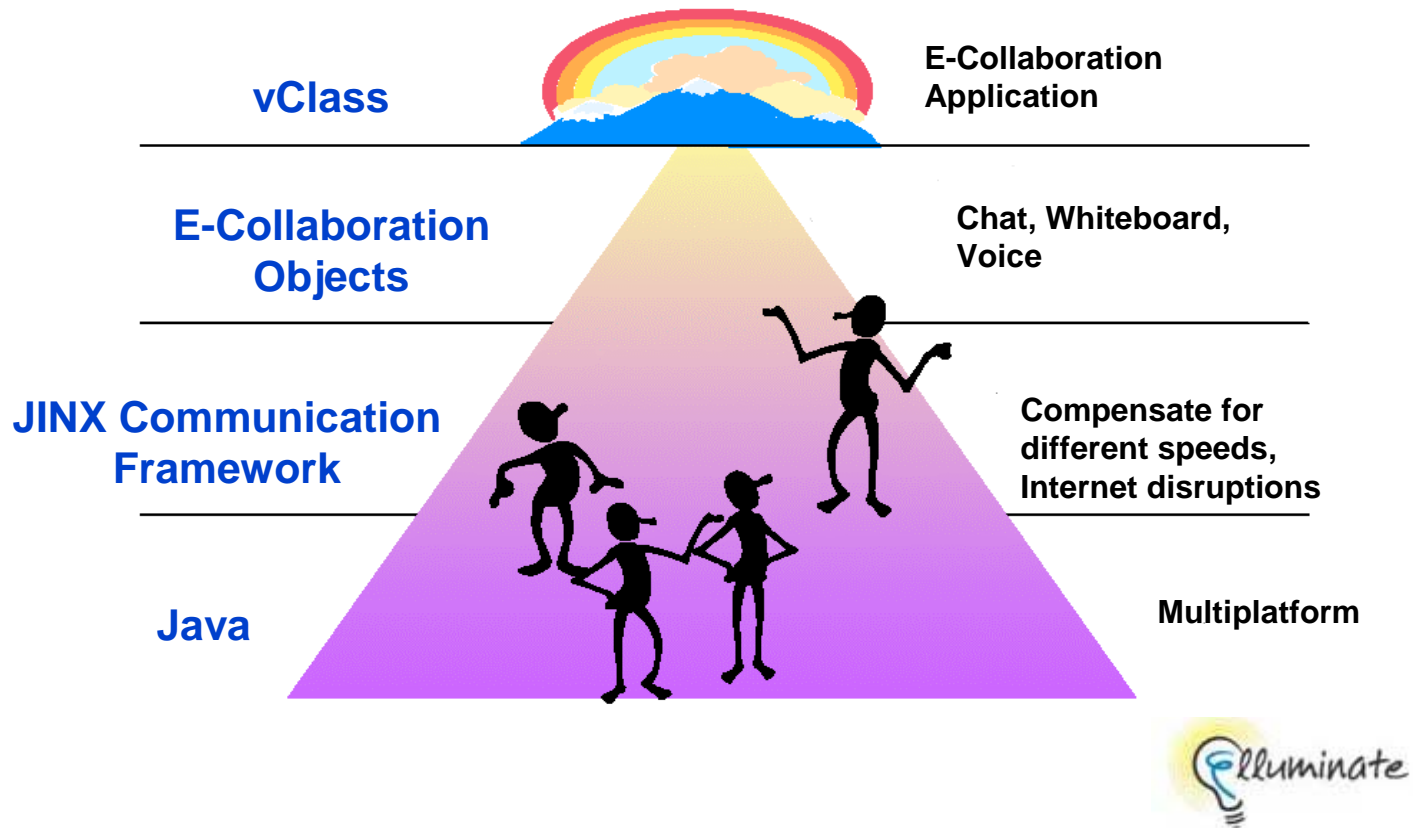
A Different Perspective



Live eLearning/ E-Collaboration– The new Paradigm



An Architecture for E-Collaboration

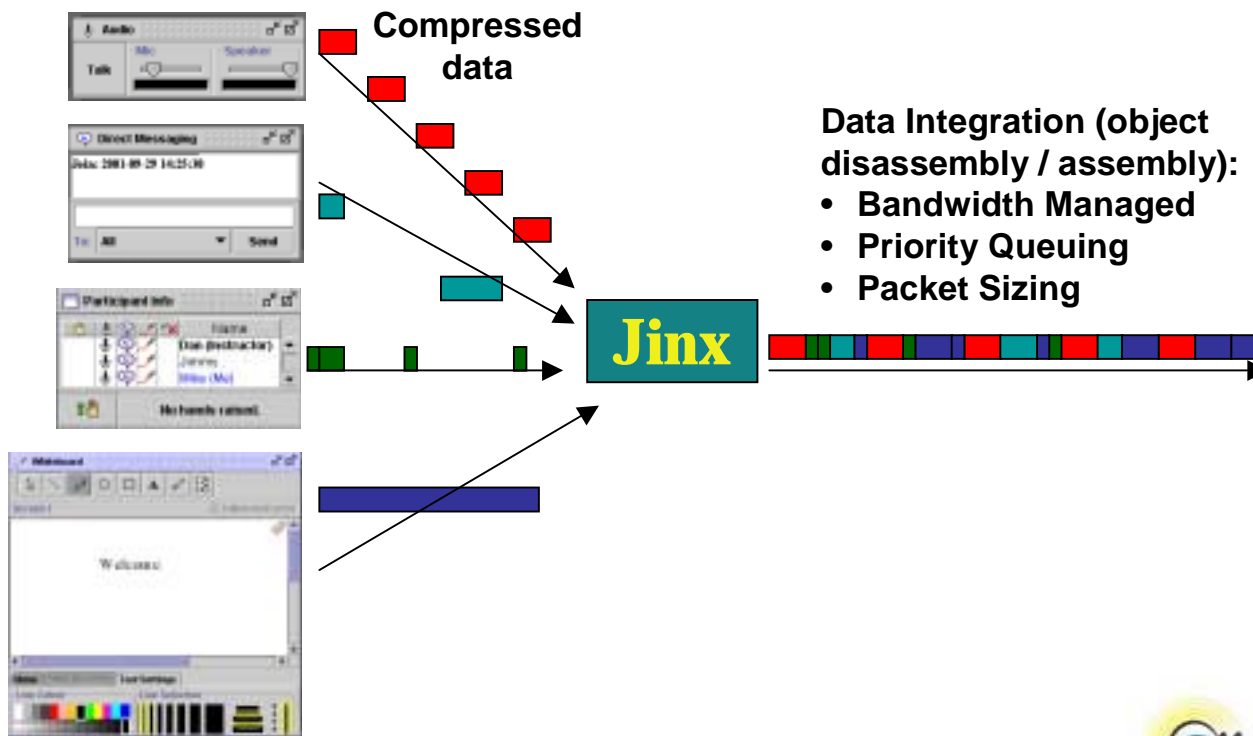


Why Java and Jinx

- **Java runs on multiple platforms**
 - PC's; Macs; Unix; Linux
- **Java allows Web based connectivity and application startup**
- **Jinx is the Collaborative Communications Framework on top of Java**
 - Optimized for Shared Live Experience of multimedia collaboration applications
 - Supports Many-to-many connectivity
 - Supports wide range of simultaneous bandwidths
 - Real-time Data Integrity



Data Management

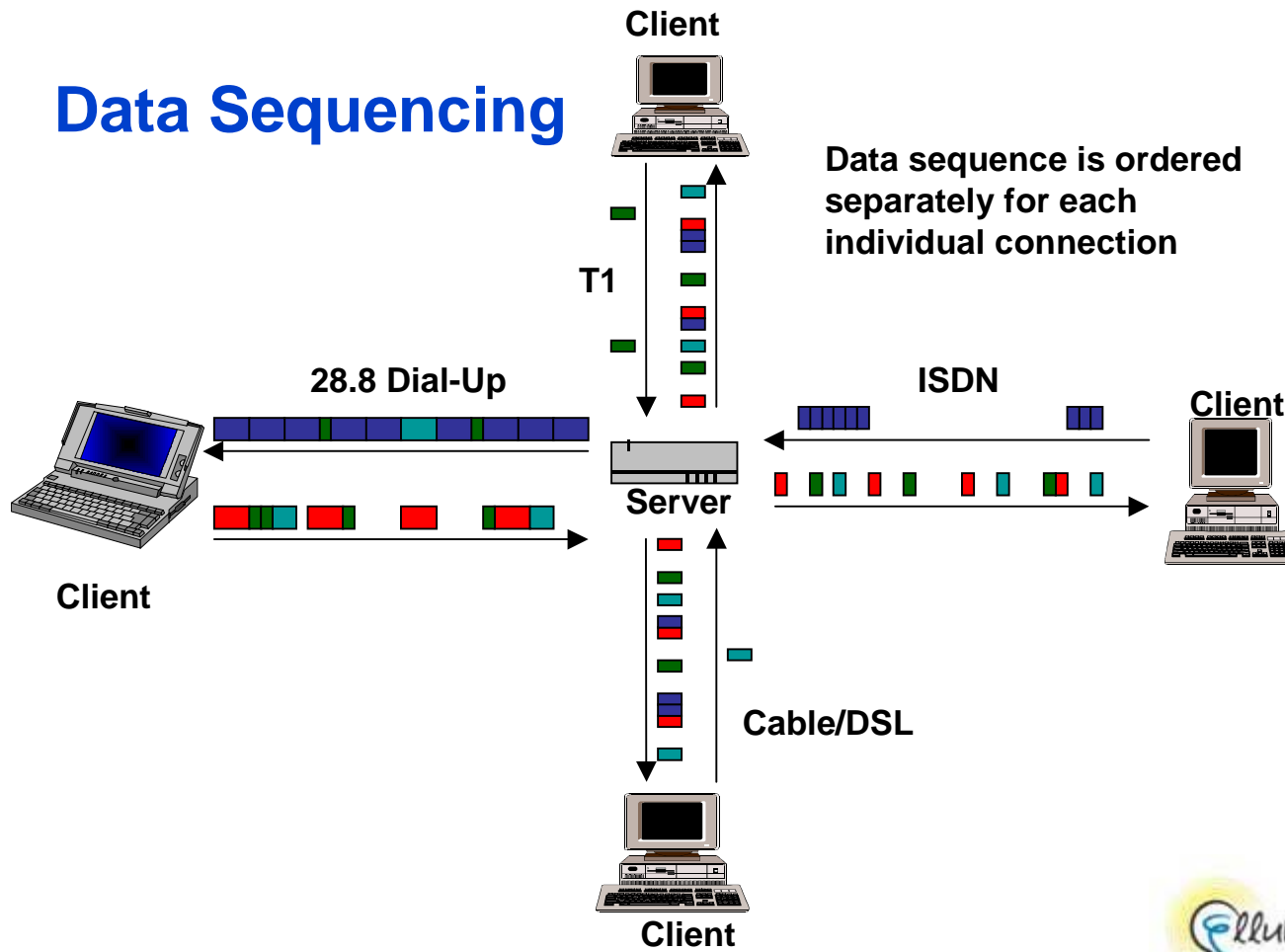


Data Integration (object disassembly / assembly):

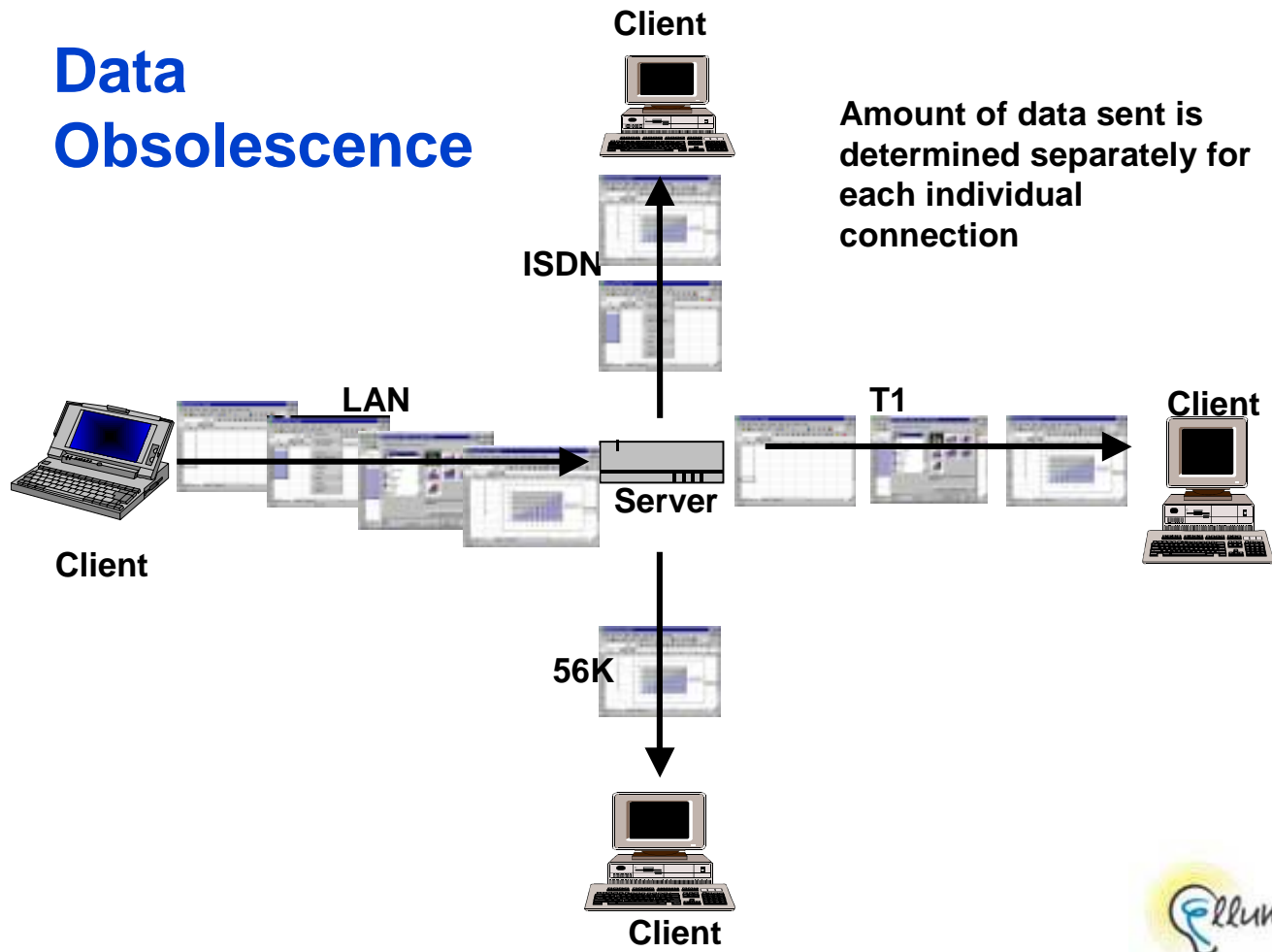
- Bandwidth Managed
- Priority Queuing
- Packet Sizing



Data Sequencing



Data Obsolescence



E-Collaboration Objects

- **Extensible Objects sharing the Jinx communications framework**
 - VoIP audio
 - Instant messaging
 - Shared Whiteboards
 - Application Sharing



E-Collaboration Benefits

- It allows meeting/learning/training to take place anywhere, anytime
- Cost savings via the elimination of travel expenses, conference calls etc.
- Online training is less intimidating to learners
- Less employee turnover
- It maps to the way people work



Barriers and Challenges

- How to measure its effectiveness and ROI
- Issues around the development and maintenance of organization-wide strategies
 - o Leadership/executive buy-in and support
 - o Corporate culture/employees
- **Technology**
 - o Network bandwidth
 - o Hardware capabilities
 - o Security



Questions & Answers

