# Building Collaborative Environments with Use of Web Technologies

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# Plan of presentation

- What was done
- Web technologies
- System requirements
- System architecture
- Example of use

# Work overview

- Technology study
- Requirements specification
- Analysis and prototyping

# Web technologies

- formerly distributed source of documents
- public acceptance and rapid development
- new technologies emerging - Java, plug-ins
- distributed computing on WWW
- toward Network Computer...

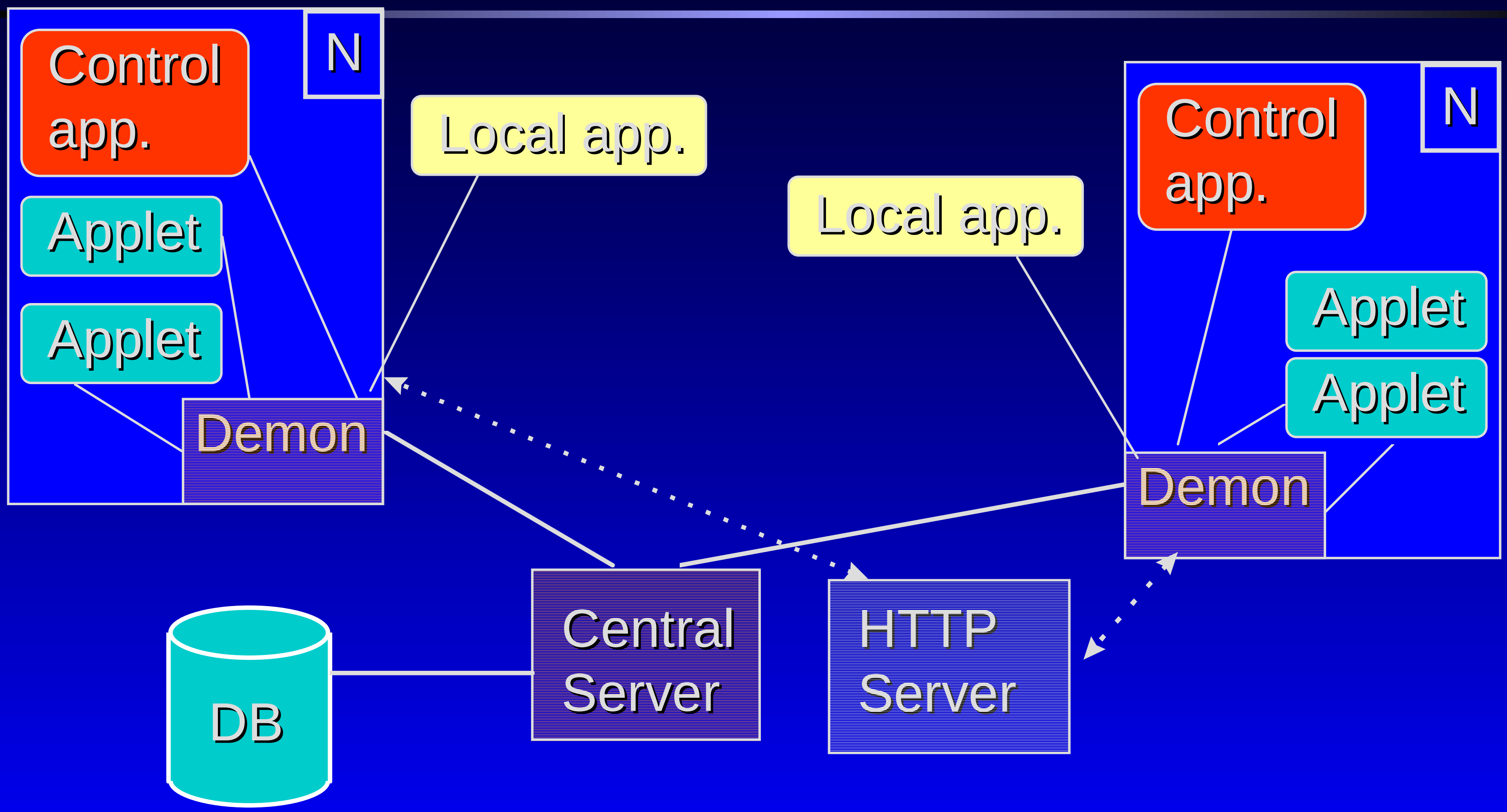
# Collaboration system on WWW

- none at the moment (but many promising attempts)
- Netscape tools based on plug-ins (videoconferencing system)
- Habanero environment

# System requirements

- Unknown set of heterogeneous applications
- Web based interface
- Standard technologies
- Database backend

# System architecture



# Example of use

- Command & Control Center
- applications: GIS, videoconferencing, news search, ...
- introducing simulation engine providing events to the system (an enemy aircraft is approaching...)

# Summary

- WWW collaboratory - very new area of research & development
- Changes introduced by emerging technologies
- Keeping system based on open standards facilitates its development