

Social Computing From Desktop to Desknode



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“...a fully participatory computing device at the epicenter of an emerging, dynamic network.”

Introduction From Desktop to Desknode



HelloWorld
1984 Desktop ~ 2003 Desknode

INTRODUCTION

“I had shown the product to Bill Gates a year ago, and he was pretty excited about it because it’s a new use of PC’s. Anything that shows there is still life in PCs is a very cool thing; So Gates said, ‘Yeab, absolutely, people in-house are pumped about this, like our .Net people, who see an amazing amount of synergy.’”

» Quote: Ray Ozzie, Founder of Groove Networks, on Microsoft’s investment of \$51M into Groove, bringing the total financing of the company to \$117M.

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THE INFORMATION SPACE

Until recently, the Internet has been an information triangle, where information is being pushed by a publisher on the edge of the network to a storage server in the center of the network, and then accessed via a Web Browser on the other end of the network, the client side. At no given time does a direct communication point between the publisher and the client exist. The information on the server functions as a broker (virtual meeting point) between publisher and client.

Immediate interpersonal communication, as well as the direct exchange of information in either direction within this model is limited, and only possible if either side takes the initiative to engage into a dialog via external communication tools.

THE COMMUNICATION SPACE

Closed systems such as America Online on the other hand represent a two-way Communication System, in which each point is capable of sending and receiving information at any given time. Unique user ID’s enable both parties to push information back and forth.

Closed systems, however, are limited to known peers or individuals within a group, within that system, and the discovery process of new peers is separated from the (publicly available) information. As a result, current IM systems are limited in the context of the open internet.

The Extension of the Internet From Desktop to Desknode

THE EXTENSION OF THE INTERNET

By combining the open information space with a point-to-point communication system, Cooperating Systems, Inc. is extending the way we will look at PC's forever. HelloWorld, a new piece of software, is combining server & client technology with a visual User Interface to extend the Internet at our desktops.

Enabling each of these PC's to become a live and communicating node on the Internet, a fully participatory computing device, is the defining evolution from the Desktop, to the Desknode.

This shift to the Desknode model will not replace the Web browser, or the currently centralized architecture of the Internet; instead, they will coexist. This shift is the next natural step towards making the Internet more accessible and immediate to the general public.

(Just as mainframe computers were replaced by desktop computers in the 70's when processing power reached a critical mass, desktop computers will emerge as full Web servers as storage capacities and bandwidth are increasing. Mission-critical information will continue being stored on redundant backup servers.)

Every Desknode is both a gateway to information and to individuals. Communication, in this context, is not limited to one particular flavor. Communication is the exchange of any type of information between two points. This can be plain text in the form of Notes or Instant Messages, Instant Images in form of Slideshows, Video or Web Cams, Audio and Voice, to files moving from node to node, to group discussions via bulletin boards or conference rooms.

These are exciting times. We inhabit the post-browser phase of the Internet, where desktop computers and the Internet merge together; sometimes referred to as the "X-Internet." By sidestepping server-based models and Web browsers for direct access to information, we instantly gain access to all OS system-level functionality, all deliberately published native file formats, and can immediately apply this power to a network of real people, all in a latency-free Here and Now.



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"In 2001 the PC turned 20 and the number of PCs sold worldwide between 1981 and 2000 reached 835 million, with the number of people worldwide connected to the Internet growing beyond 200 million."*

Source: Gartner Dataquest

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