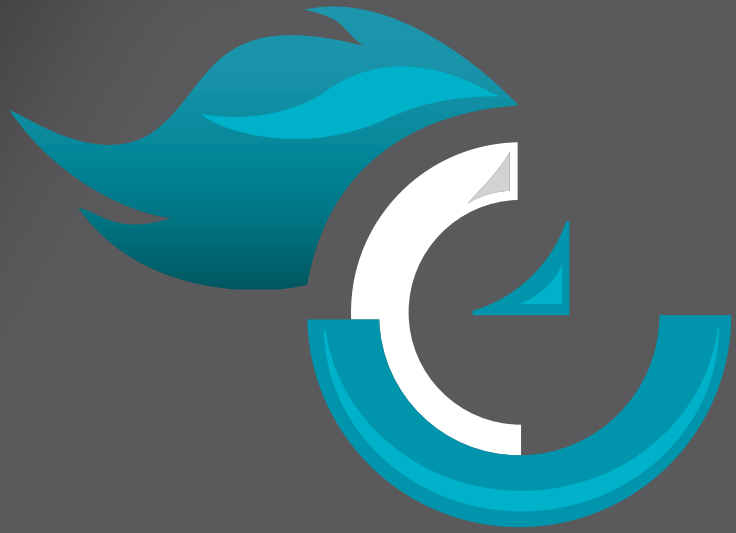
af83

Open Source Project presentation
February 2011

http://ucengine.org
http://twitter.com/ucengine
http://af83.com



u.c.engine

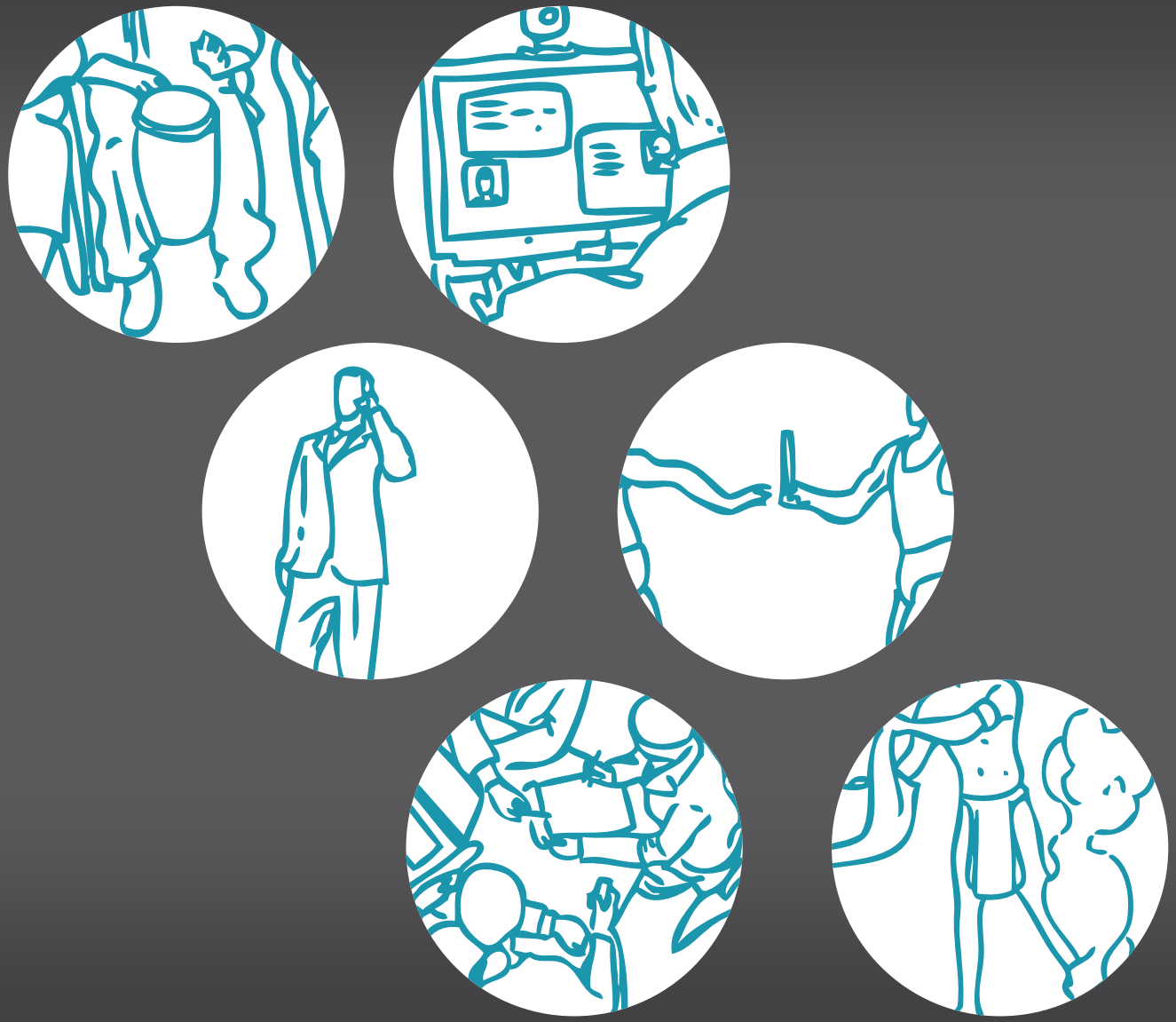
[Real Time Application Framework]

facts

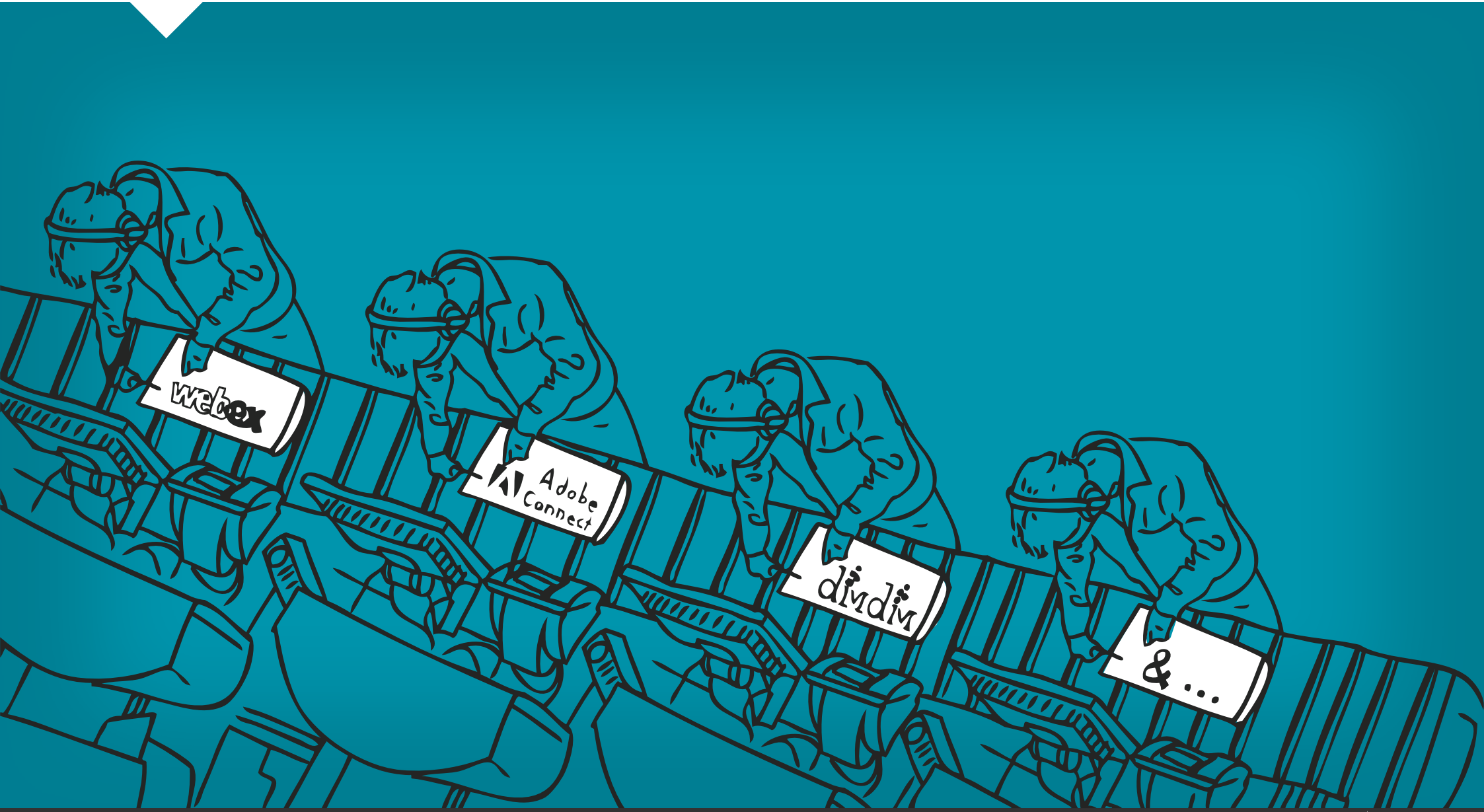
about real time collaboration

Fact #1: collaborative usages are diversified.

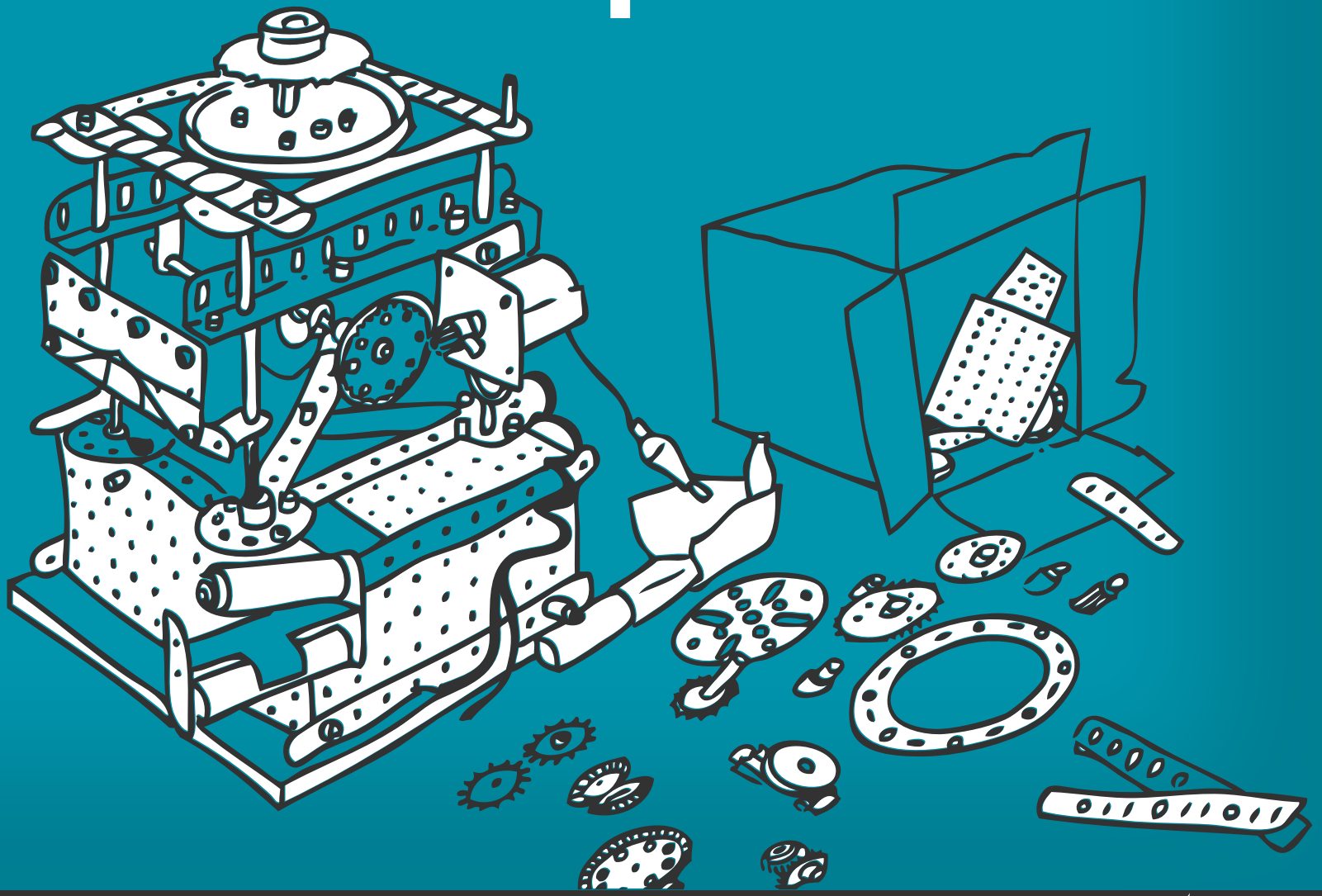
Even so, applications are focused on the tools…



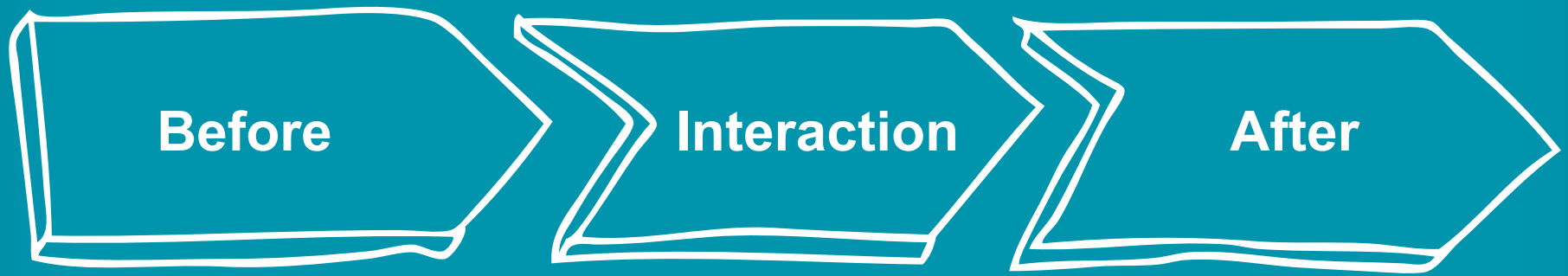
…and all user interfaces are alike.



We want a customized collaboration experience!



Fact #2: effective collaboration generates action.



- Organize
- Communicate

- Interact
- ProdUCE content

- Archive
- Search
- Find
- Replay

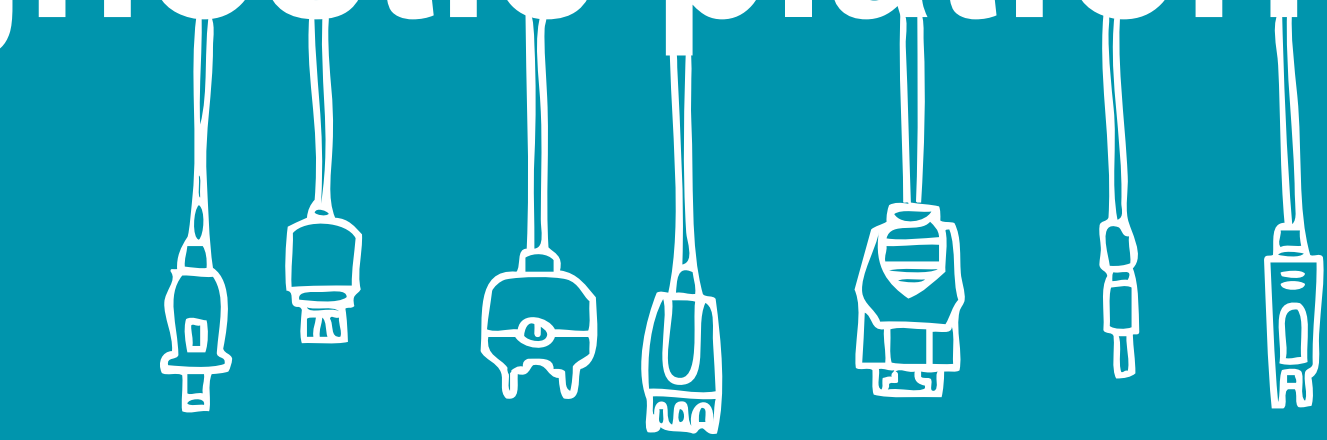
But archiving features are non-existent.

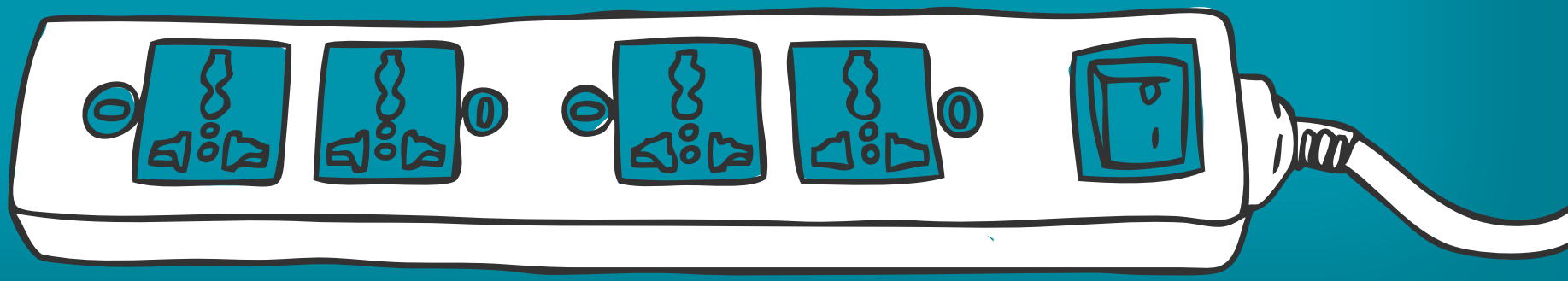
We want smart search and analytics capabilities!

Fact #3: Collaboration technologies are various and evolving

Packaged solutions cannot ship best-of-breed tools for each features

We want a technology agnostic platform…






and we want
an open-source
ecosystem.

Our wish list:


A customizable real time collaboration experience

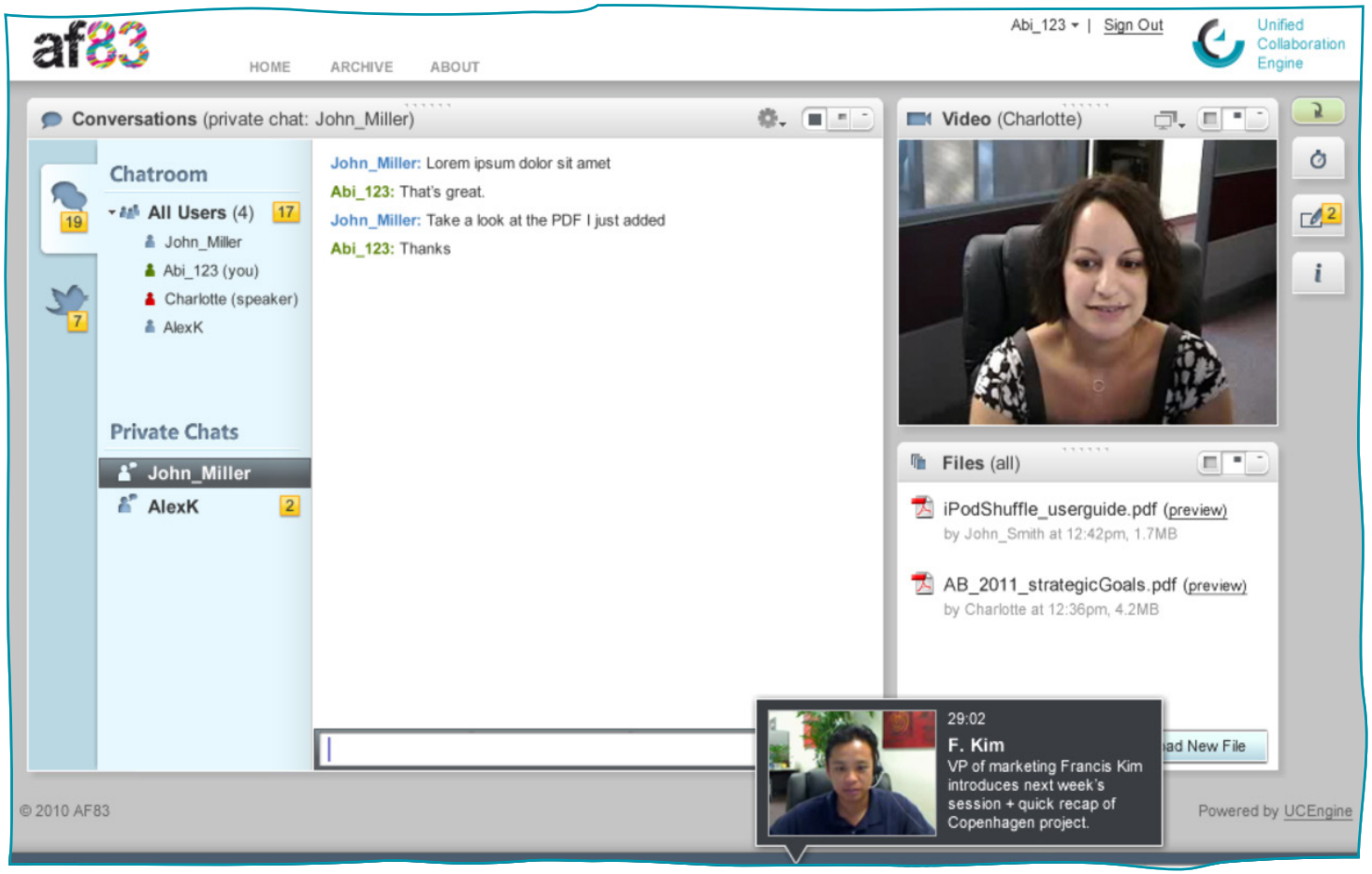

Smart archiving, search and analytics capabilities


A technology agnostic and interoperable platform

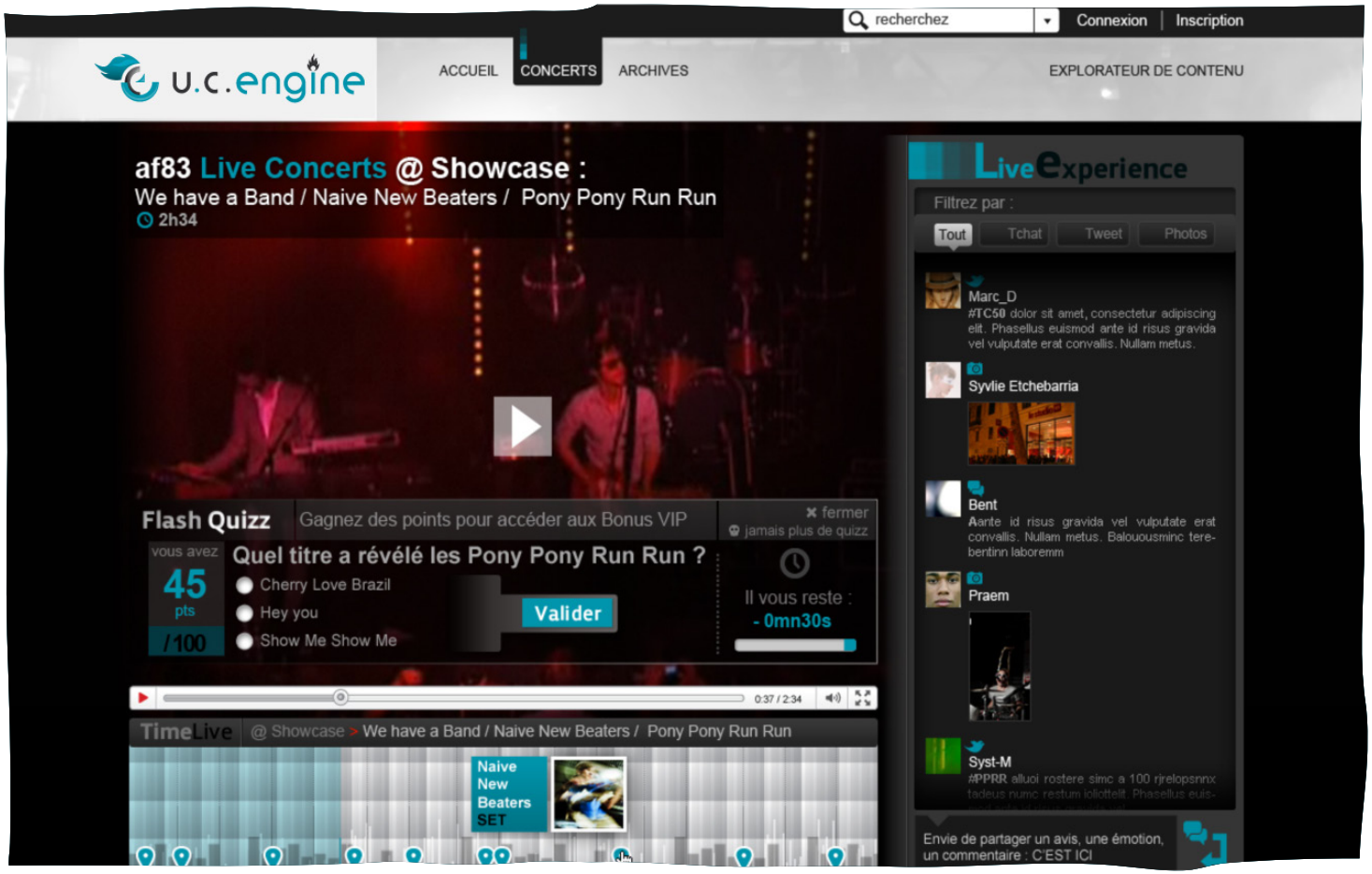

An open source ecosystem

What can you do with U.C.Engine

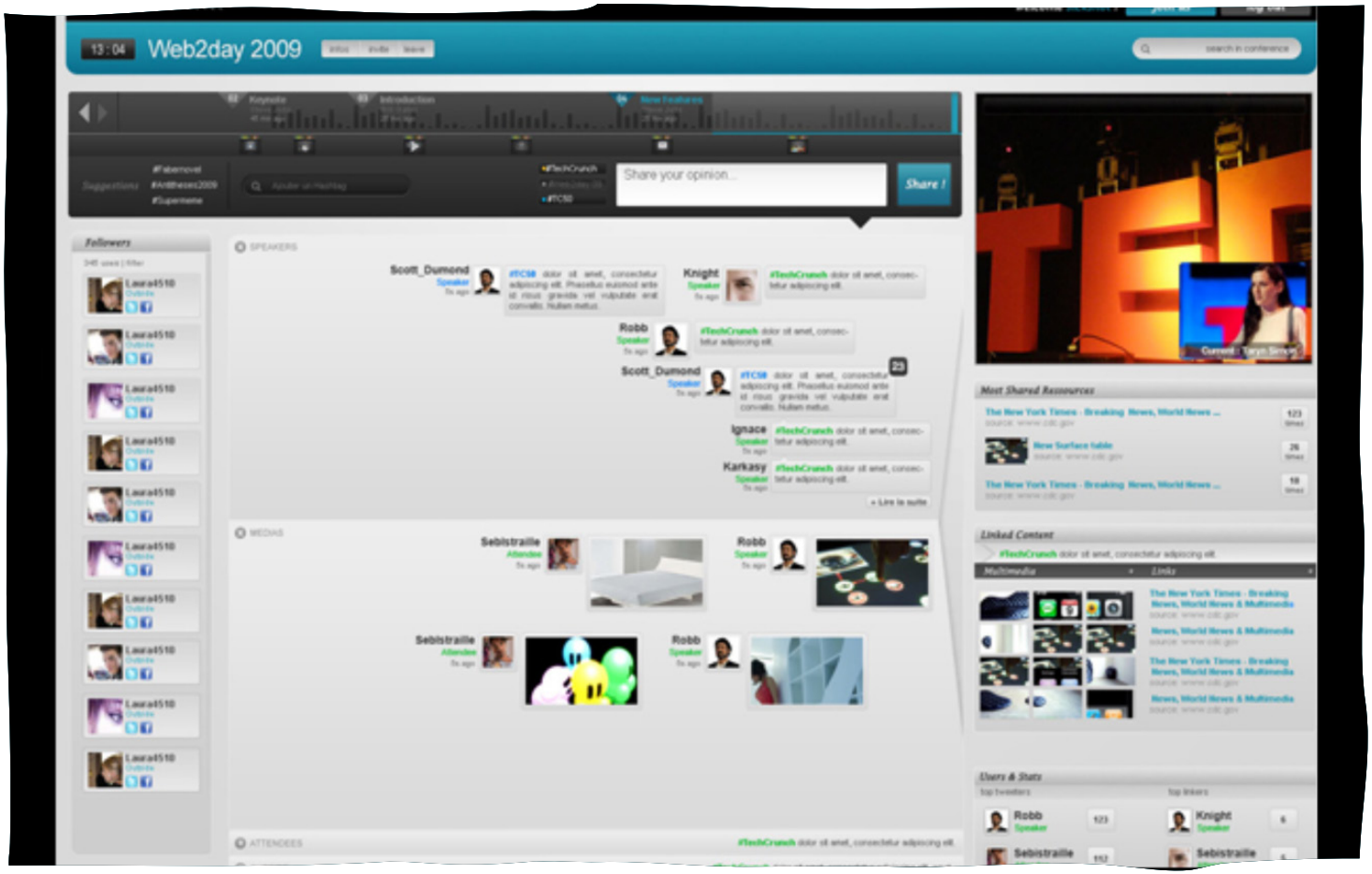
A web meeting application.



A live concert application…



A conference application…
(Design by faberNovel)



Huge variety of possibilities

Meetings

Conferences

Live events

Project management

Idea generation

E-learning

Customer support

Medical diagnostic

Product demonstration

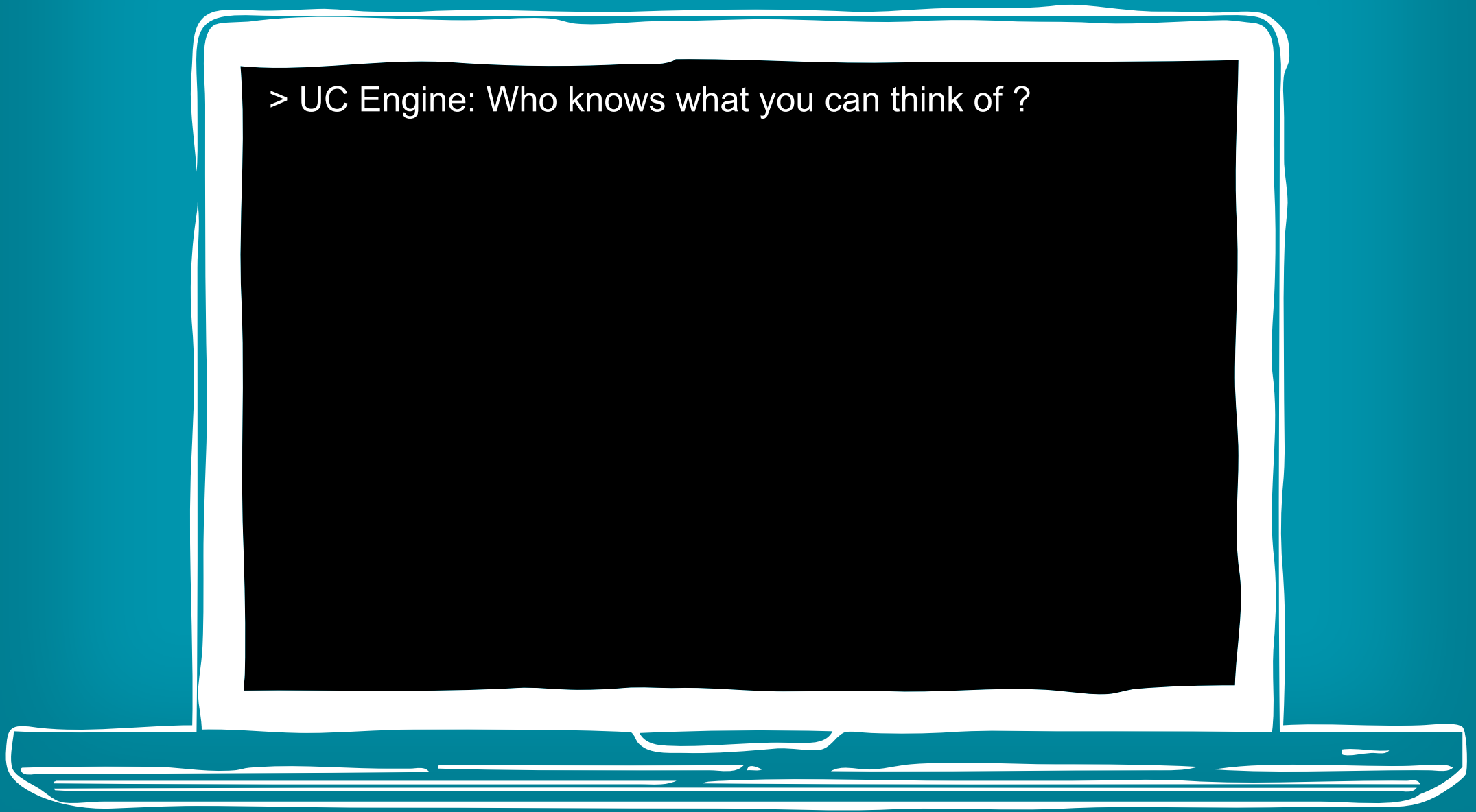
User research

Games

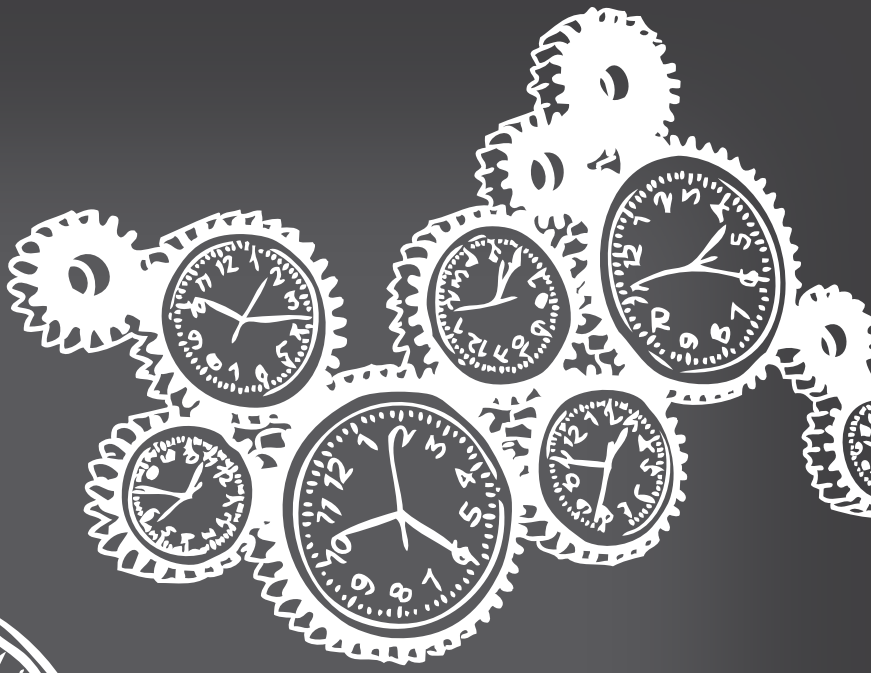
Analytics

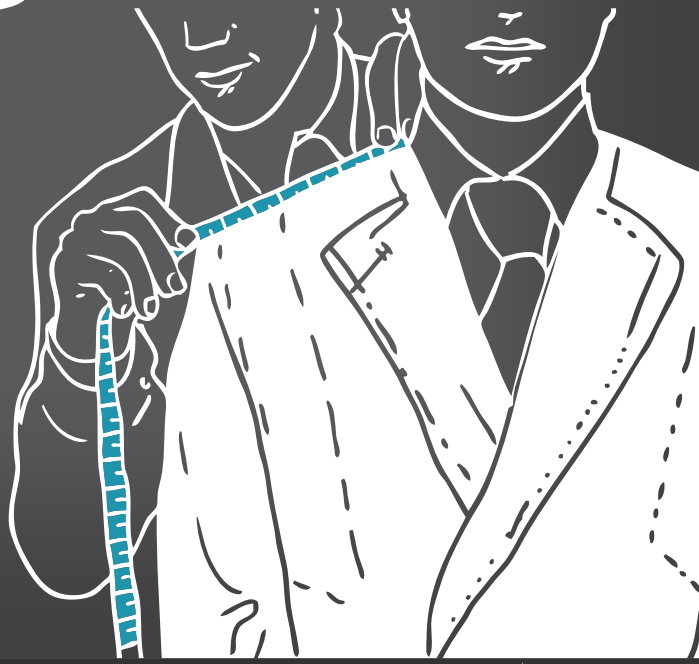
Interactive web TV or radios

And even more...



Main Features

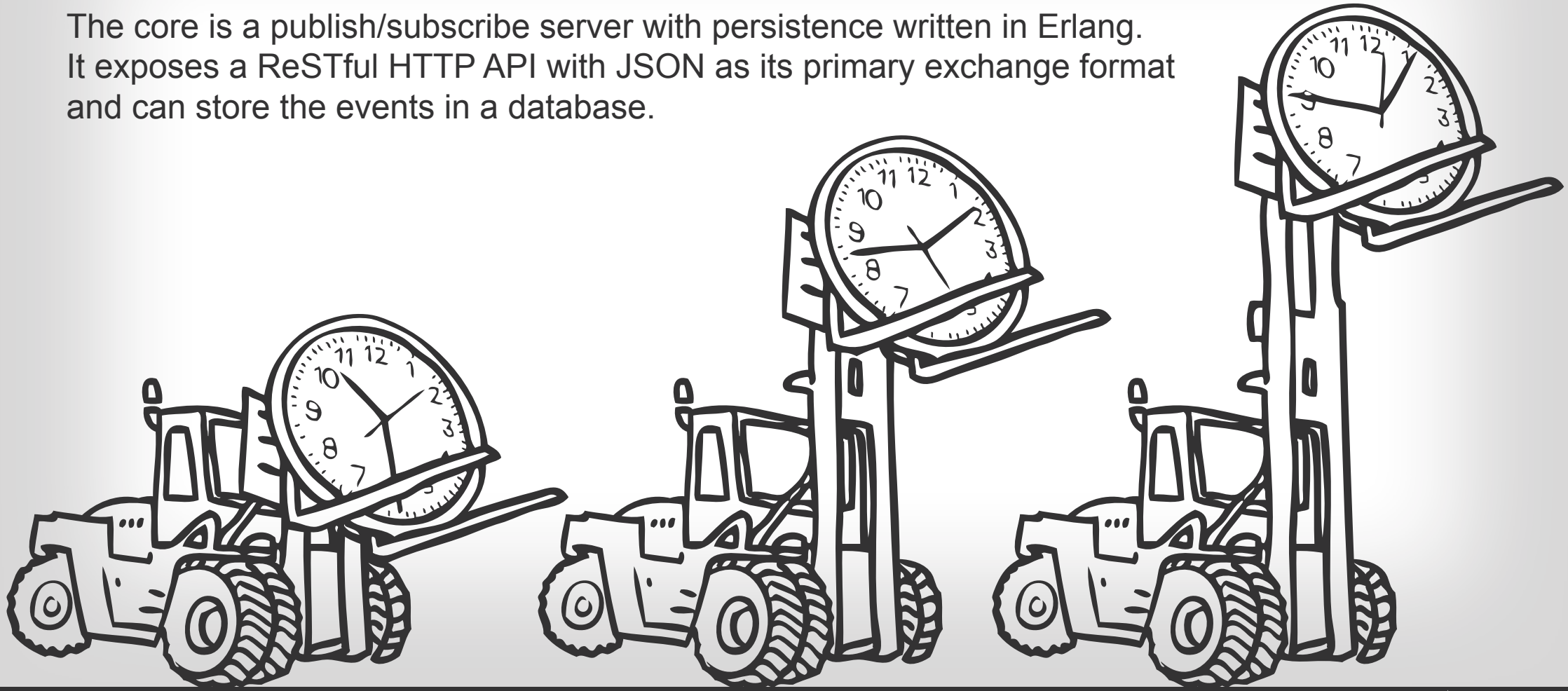




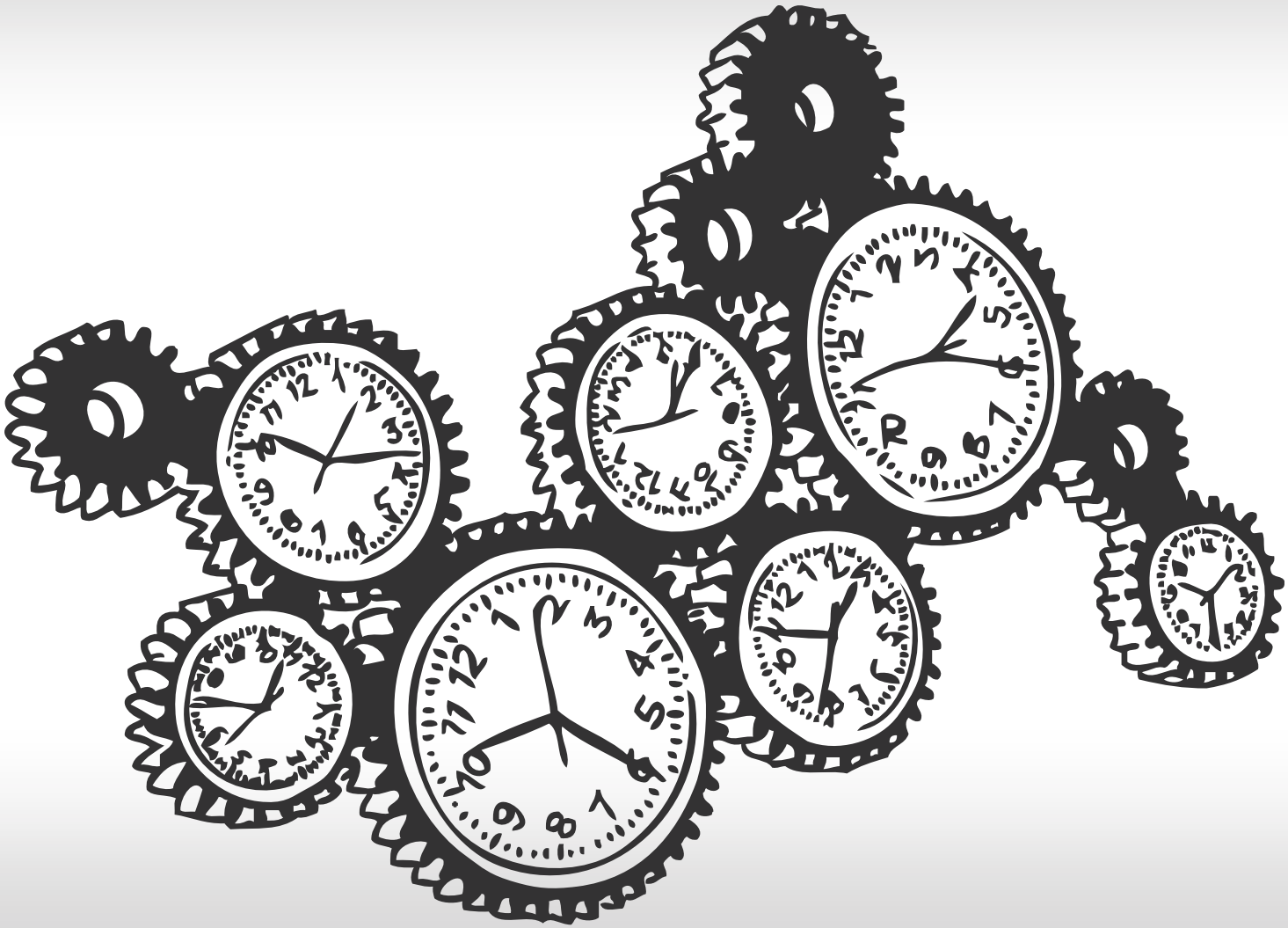
A persistent publish/subscribe server

The core conducts in real time the massive flow of interactions and contents.

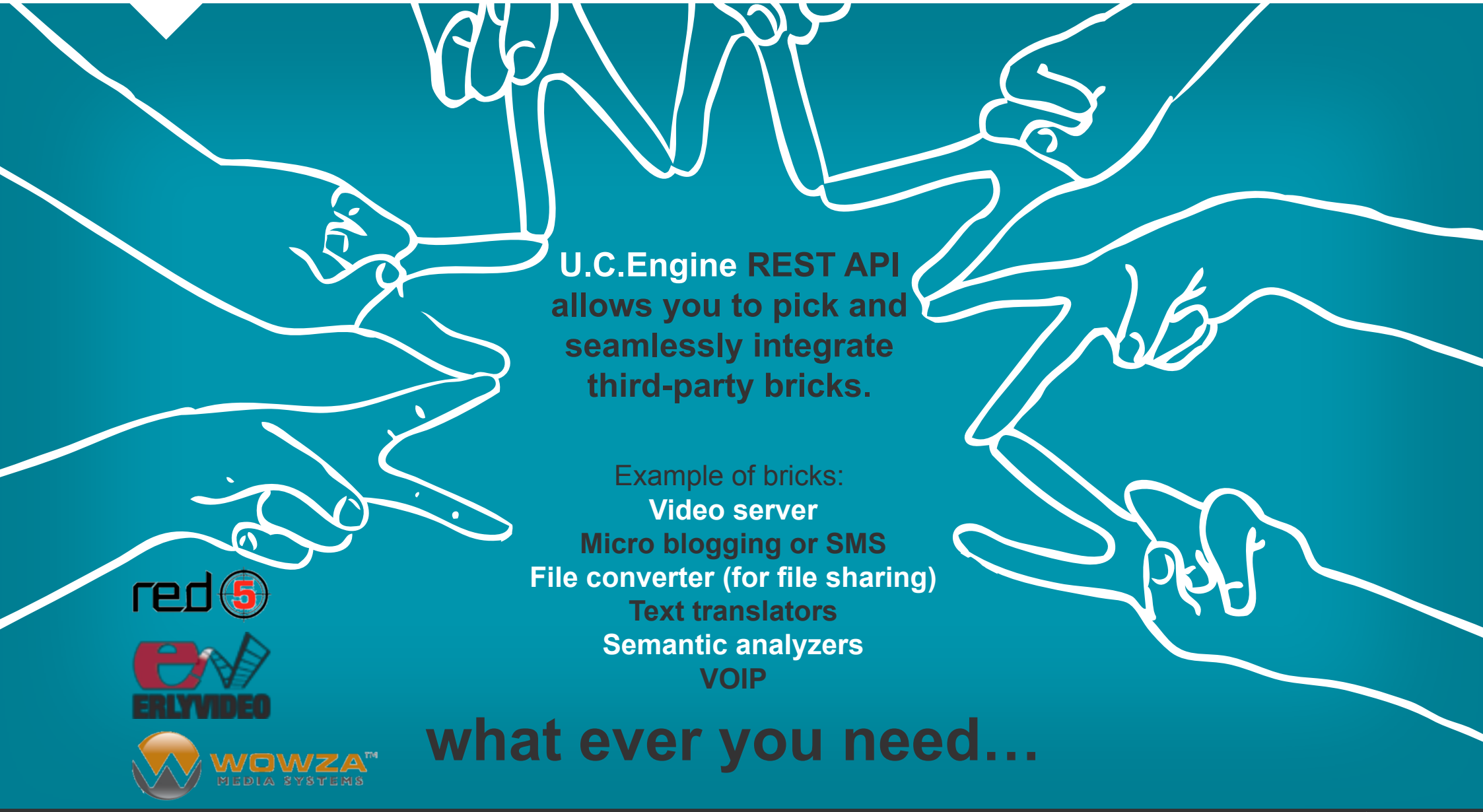
The core is a publish/subscribe server with persistence written in Erlang.
It exposes a ReSTful HTTP API with JSON as its primary exchange format and can store the events in a database.



A time coder for smart archiving



An interoperable backend



U.C.Engine REST API allows you to pick and seamlessly integrate third-party bricks.

Example of bricks:

Video server
Micro blogging or SMS
File converter (for file sharing)
Text translators
Semantic analyzers
VOIP

red5

ERLYVIDEO

WOWZA™ MEDIA SYSTEMS

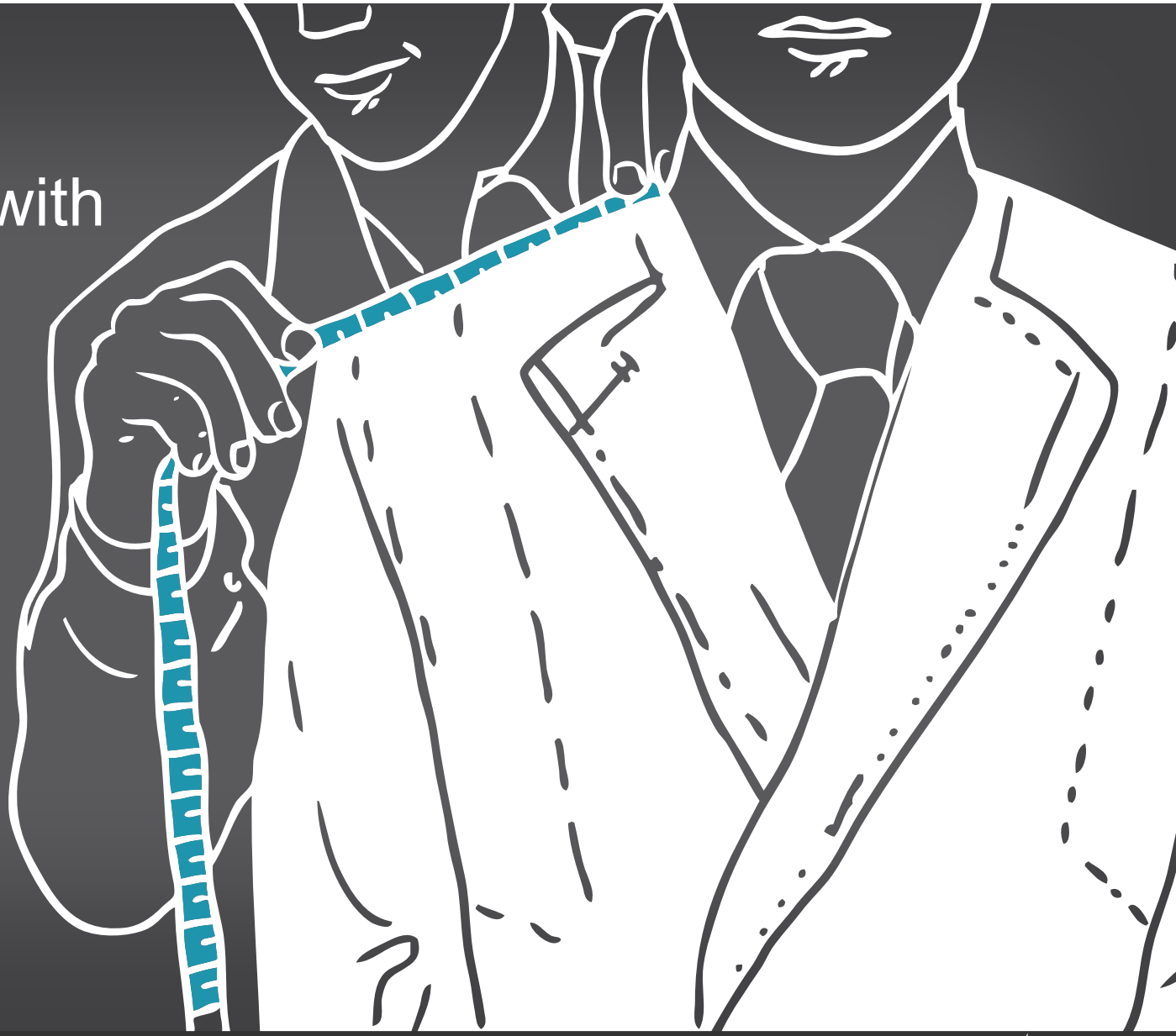
what ever you need…

An adaptable user interface

Custom lightweight clients can be built with the UI framework.

Available client:

- A full Javascript client

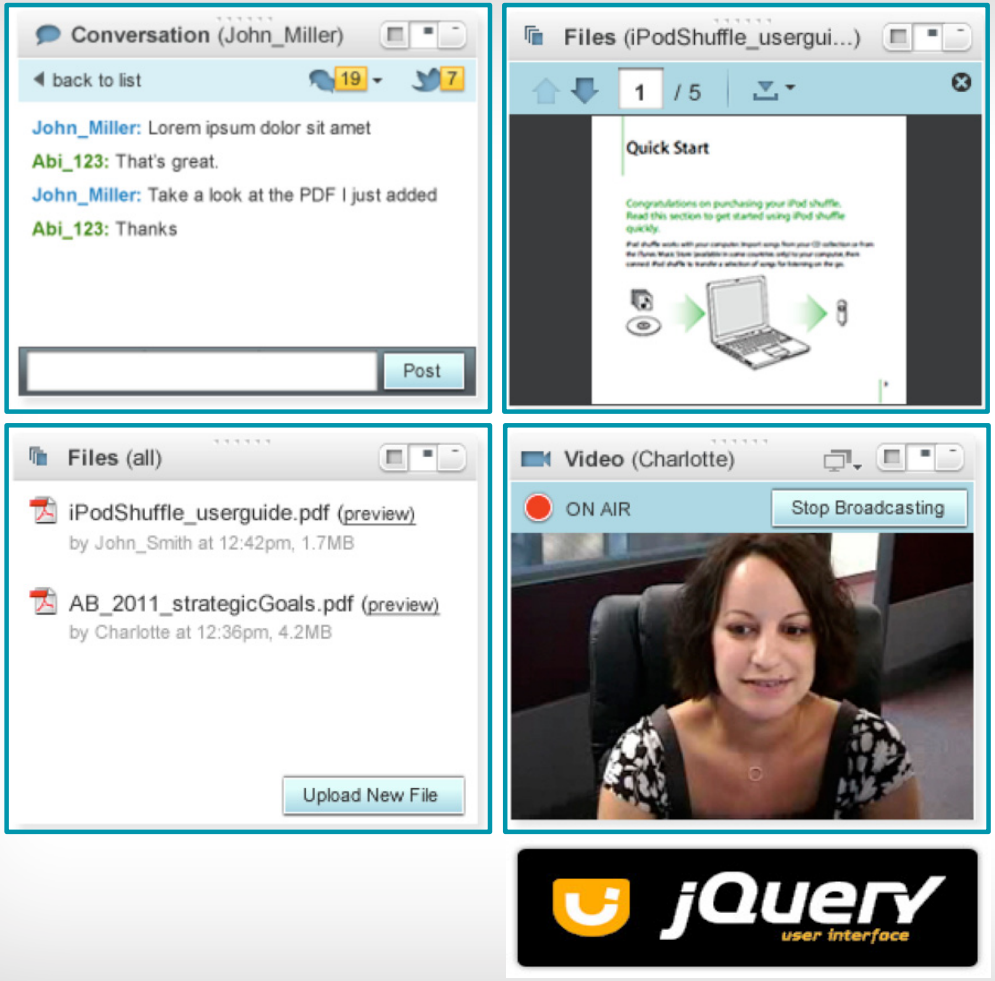


A multi-screen experience

Depending on the usage context, several frontends can live together:

- web browsers
- mobiles
- tablets
- video projectors
- web TV
- whiteboards

A collection of widgets

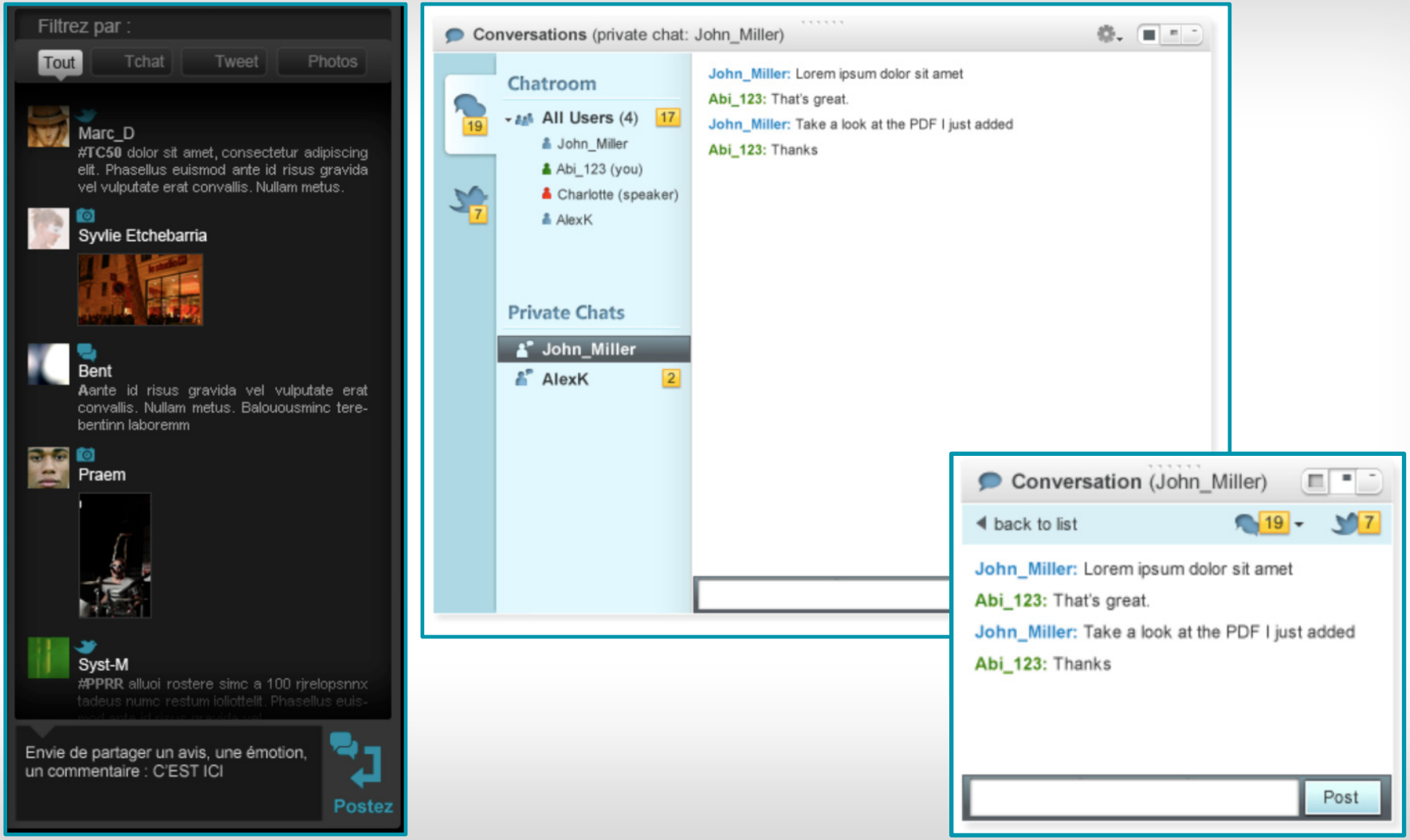


Widgets are end-user features available as jQuery UI widgets.

They allow easy integration of new custom features to the frontend application.

U.C.Engine provides several widgets such as conversations, file sharing, whiteboard, video, replay and search.
More to come in 2011…

Widgets can be customized



U.C.Engine technology benefits

Scalability

- Erlang core

Customization

- UI framework
- JS library
- JQuery widgets

Interoperability

- Rest API
- Bricks

Persistence

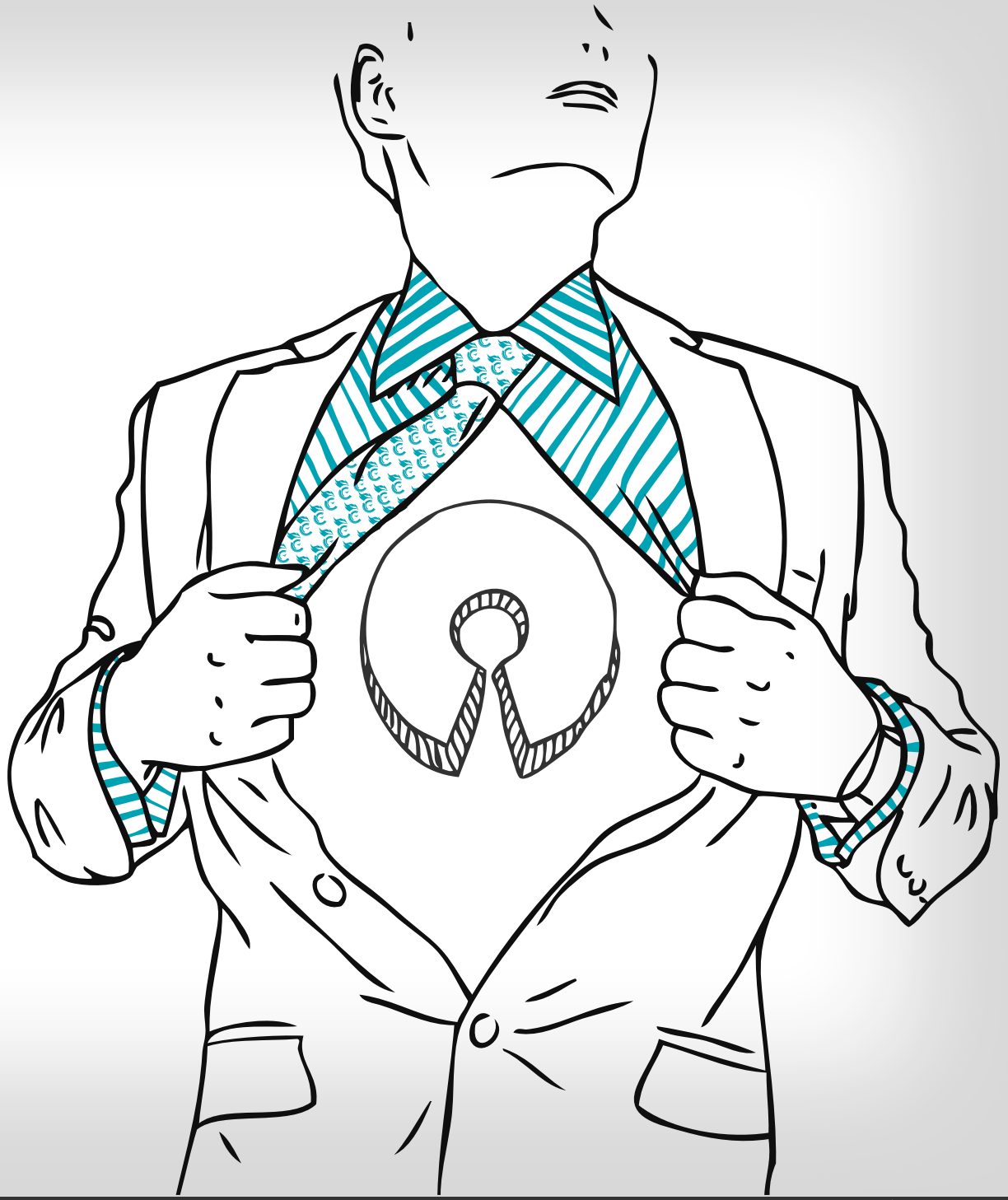
- Timeline
- Database

Dev friendly

- Rest API, language agnostic
- UI framework, jQuery
- Open source

we are an

open source believer



U.C.Engine is a young open source project

Open source licenses:

- Engine is AGPL
- UX framework is MIT or GPL

Our community:
http://www.ucengine.org/

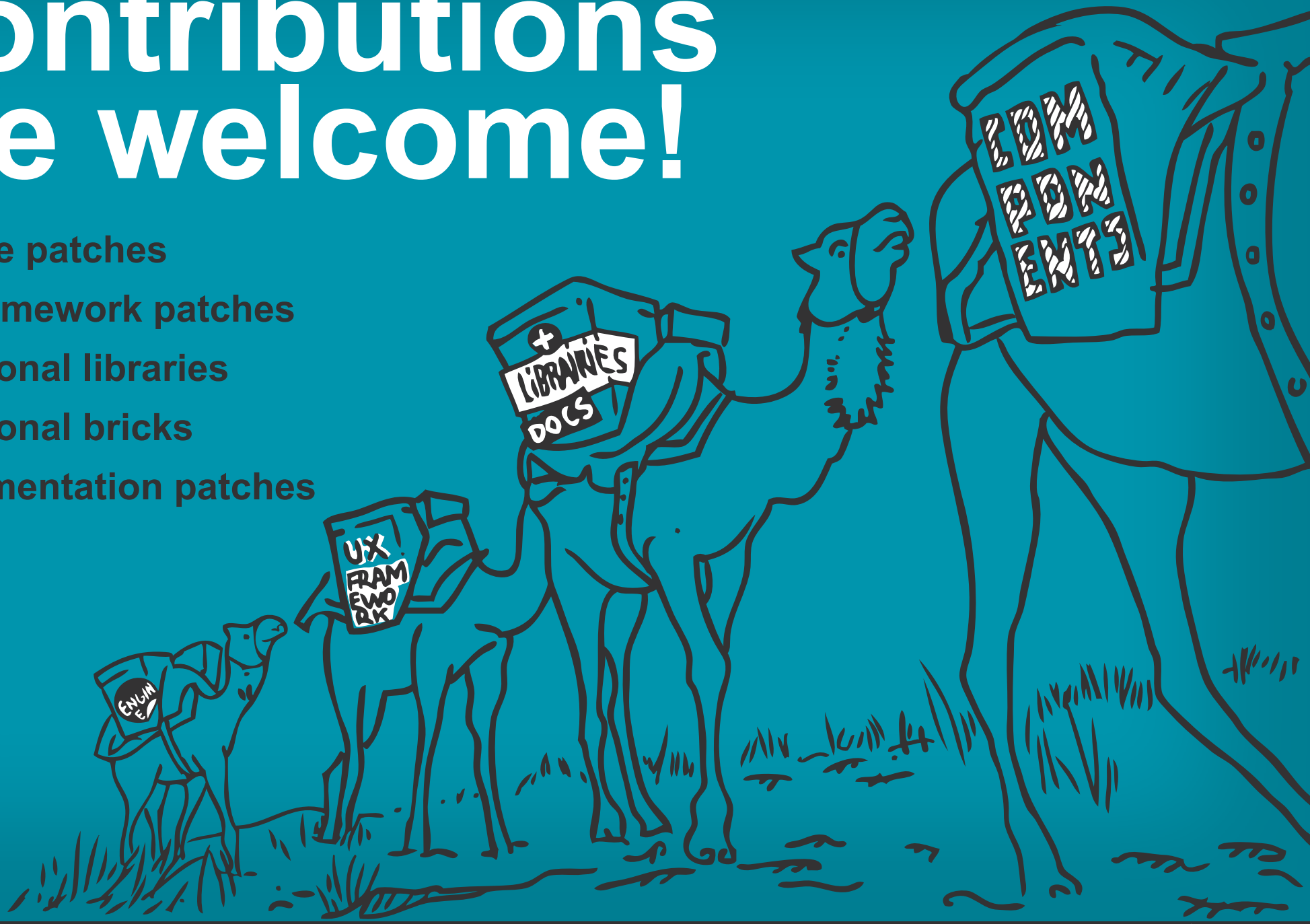
- **Fork the code:**
https://github.com/AF83/ucengine

- **Find documentation:**
http://docs.ucengine.org/

- **Discuss and propose:**
http://groups.google.com/group/ucengine

Contributions are welcome!

- Engine patches
- UX framework patches
- Additional libraries
- Additional bricks
- Documentation patches



This is just the beginning...