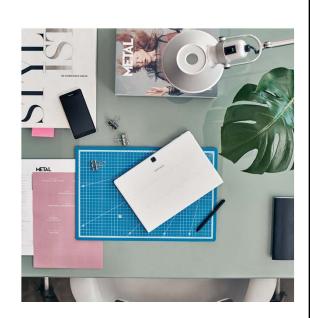


Users have multiple devices

60% of users in US, China, India and Brazil use a PC, Phone *and* Tablet

~42% begin an activity on one device and finish on another

82% of consumers live in a heterogeneous environment





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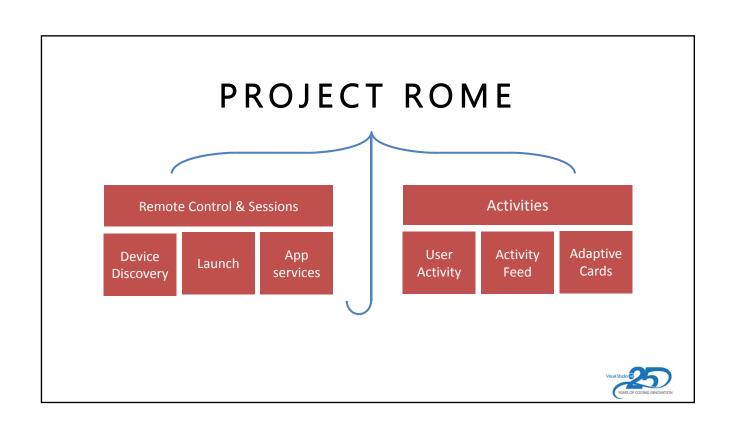
Enables the user to connect, manage and control any connected app or device, proximally or from the cloud

Exposes the user's device graph, enabling the app developer to pivot on the devices, apps, platforms and services

Empowers human centric experiences that evolve with understanding of the individual's environment







Smart Glass

Added a second screen to Xbox apps

Connects Phone and PC to Xbox

Cross platform on Windows/iOS/Android

Proximal connections on the same network



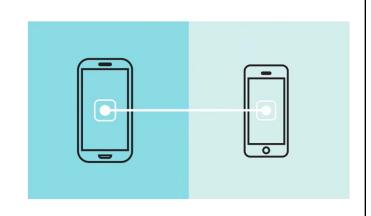


App2App Communications

Launch apps via Contract or Uri

Simple communication between apps

Background services that can share functionality between apps





Handling Web Links

Custom protocol handlers have been available for a while

Reroute web links to native apps

Provide ability to filter routes





DEMO

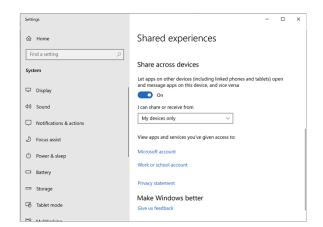
Implementing AppUriHandlers

Enabling Shared Experiences

User can enable sharing between their devices or others around them

Have the ability to enable/disable certain apps

Enable Nearby Share

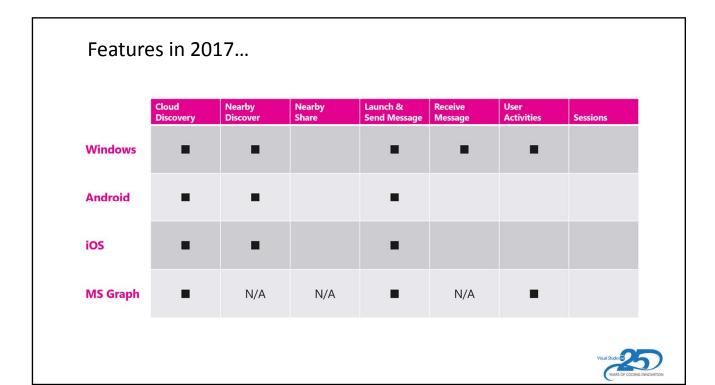




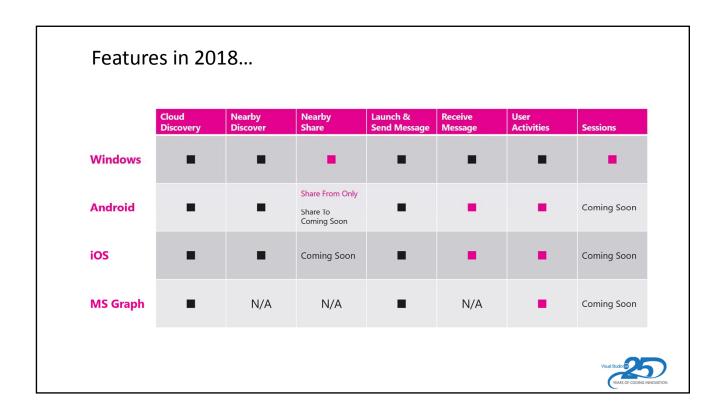
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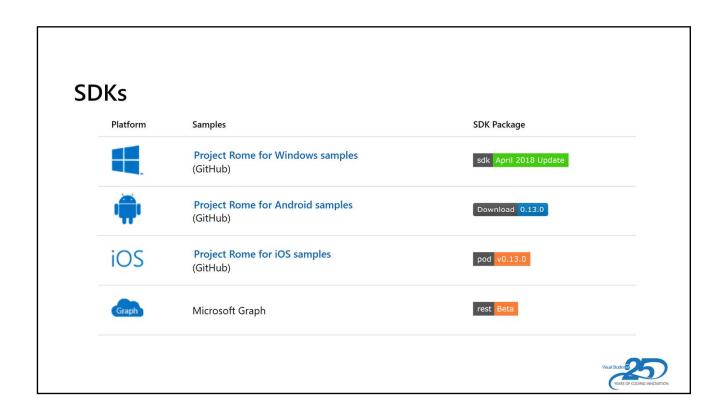


CURRENT STATE



Visual Studio Live! San Diego 2018





Learn more about Project Rome

https://aka.ms/ProjectRome

- Documentation
- Code Samples





THANK YOU

QUESTIONS OR COMMENTS?

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