Social Weaver (SoWe) - Prototype Concept based use case

Some web page or application 5. SoWe-P. applies content to webpage 1. user opens an URL (if exisiting) SoWe-Browser-Plugin (SoWe-P.) 4. returns 9. redraw content results WWW 2. client sends (UserID, 6. user adds/modifies timestamp, social content content) 7. send changes SoWe-Server www SoWe-P. 8. recieve response 3. checks content for UserID and return new content (if existing) SoWe-DB