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**JAMSESSION – A  
DECENTRALISED  
ARCHITECTURE FOR  
VIRTUAL WORLDS AND  
THE WEB 3.0**

# JamSession?



# Jam Session

- ◎ New York, 40's and 50's
- ◎ JAM – Jazz After Midnight
  - After playing in different Clubs, Restaurants, etc. jazz musicians used to get together at specific places, such as the legendary Minton's in New York, for a last drop and to play freely and for fun. Those were the moments when they played for pleasure, exercised their creativity innovated and excelled in their art.

# JamSession – Motivation



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- Muhammad Yunus  
(2006 Nobel Peace Prize)
  - ***Economic inclusion through managed incentive to entrepreneurship***
  - In Yunus case, the Grameen Bank and microcredit

# JamSession – Motivation

- Muhammad Yunus  
(2006 Nobel Peace Prize)
  - *Economic inclusion through managed incentive to entrepreneurship*
  - In JamSession, advanced IT to enable low entry cost entrepreneurs, based on web mediated services

# The Web 3.0



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- Web 1.0 – Static Web
- Web 2.0 – Interactive Web:  
collaboration, services
- Web 3.0 – Assistive Web: autonomous  
agents, deep web, web for all, web by all



# The Web 3.0

## ⦿ Interaction centric:

- Interactions are guarded by semantics
  - Verification
  - Specification
  - Safety and reliability
  - Security

## ⦿ Ergonomics:

- Web for all, web by all
- Natural interfaces: gestures, 3D simulations

# The JamSession Project



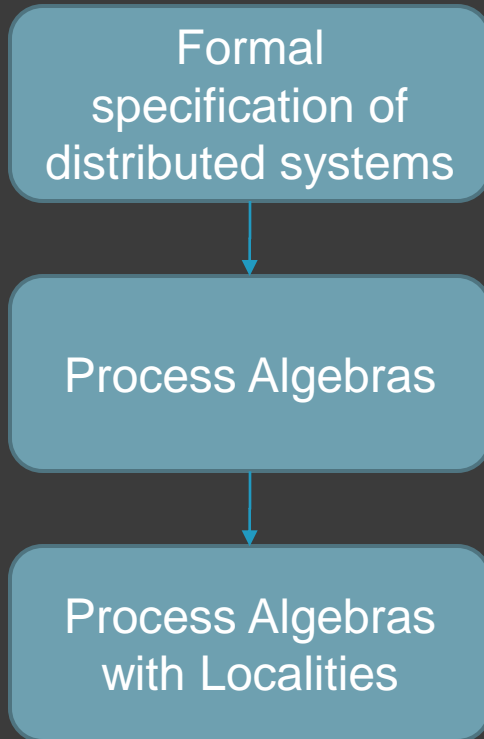
# The JamSession Project

- An innovative confluence of existing research efforts, which shall be combined to build a novel platform for the Web 3.0, based on 3D virtual worlds and semantics-based specifications of interactions, and aiming at specialised services featured as low footprint, secure, scalable and highly accessible.

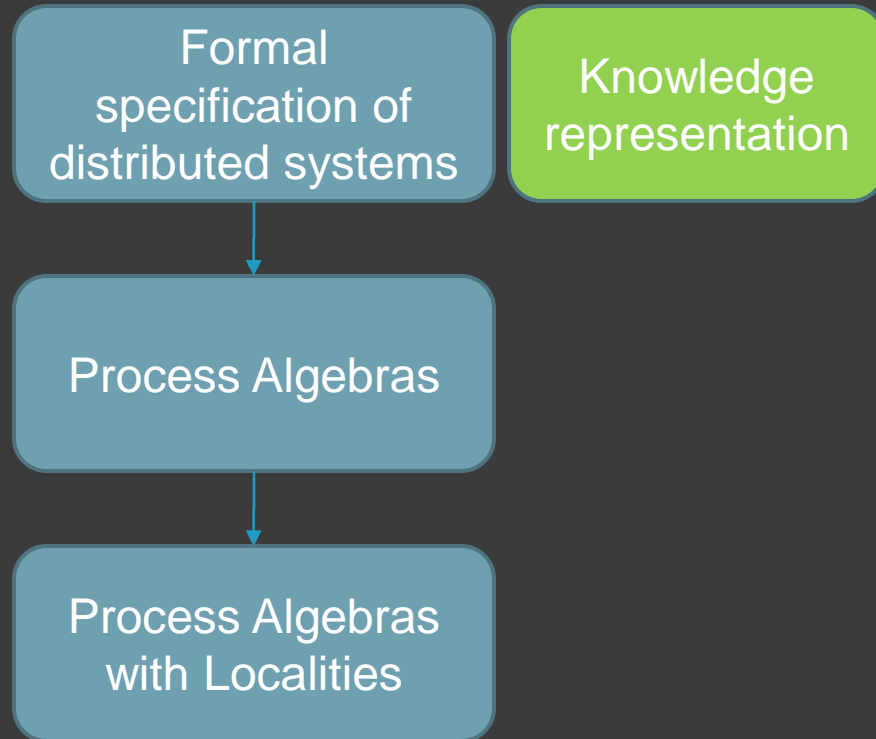
# The JamSession Project

Formal  
specification of  
distributed systems

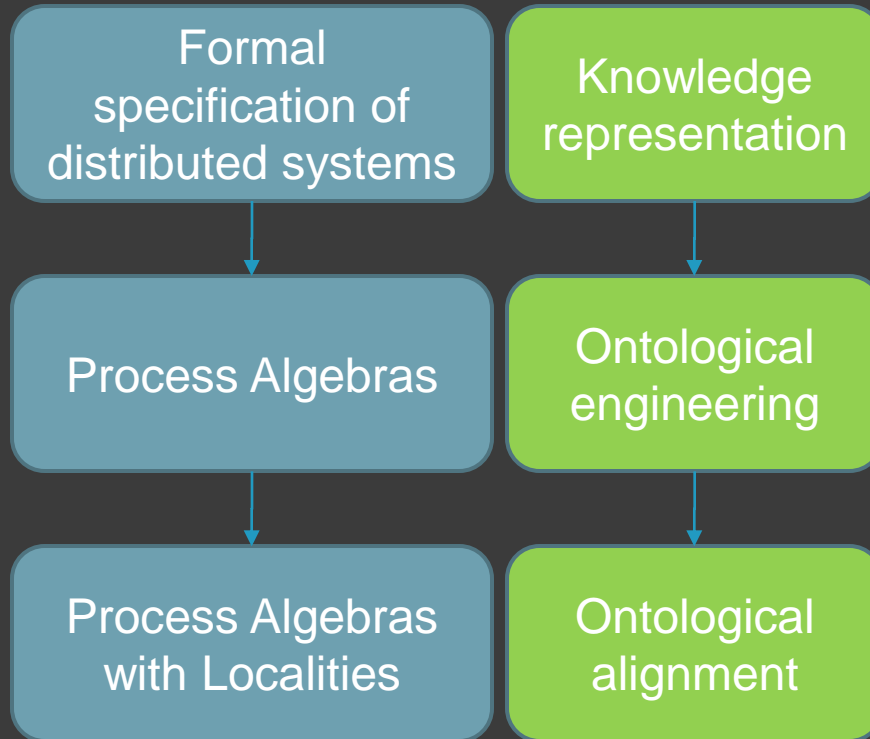
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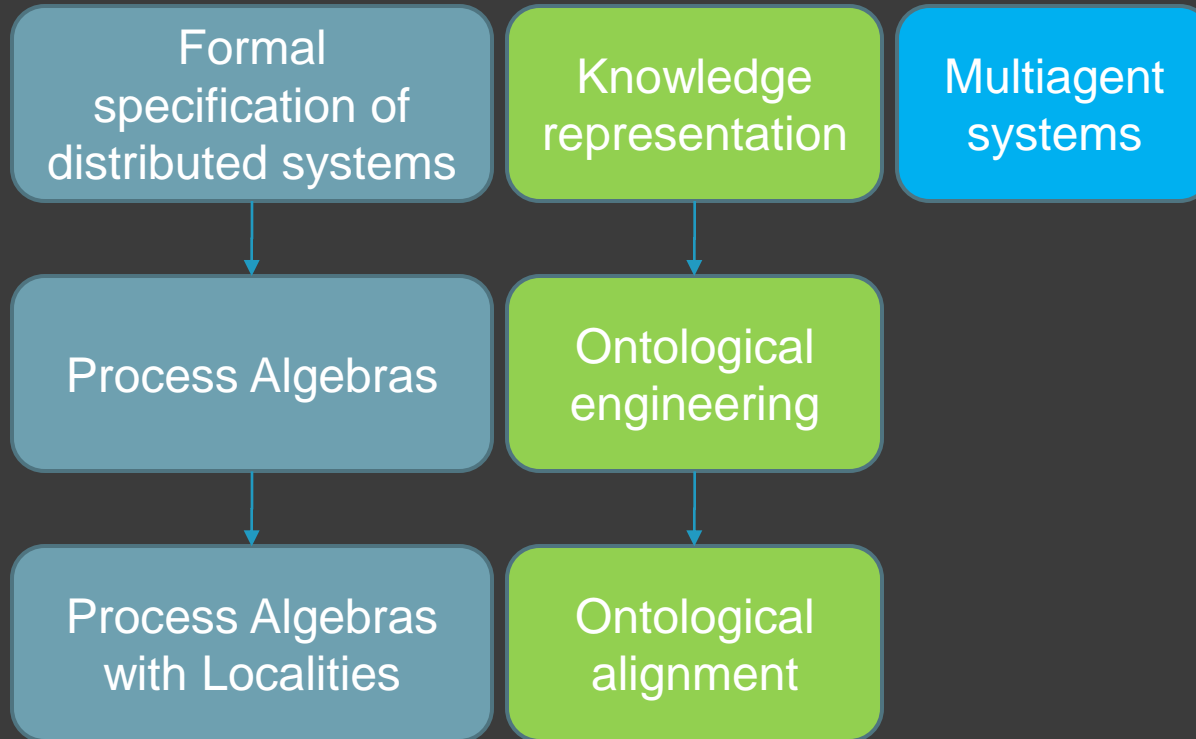
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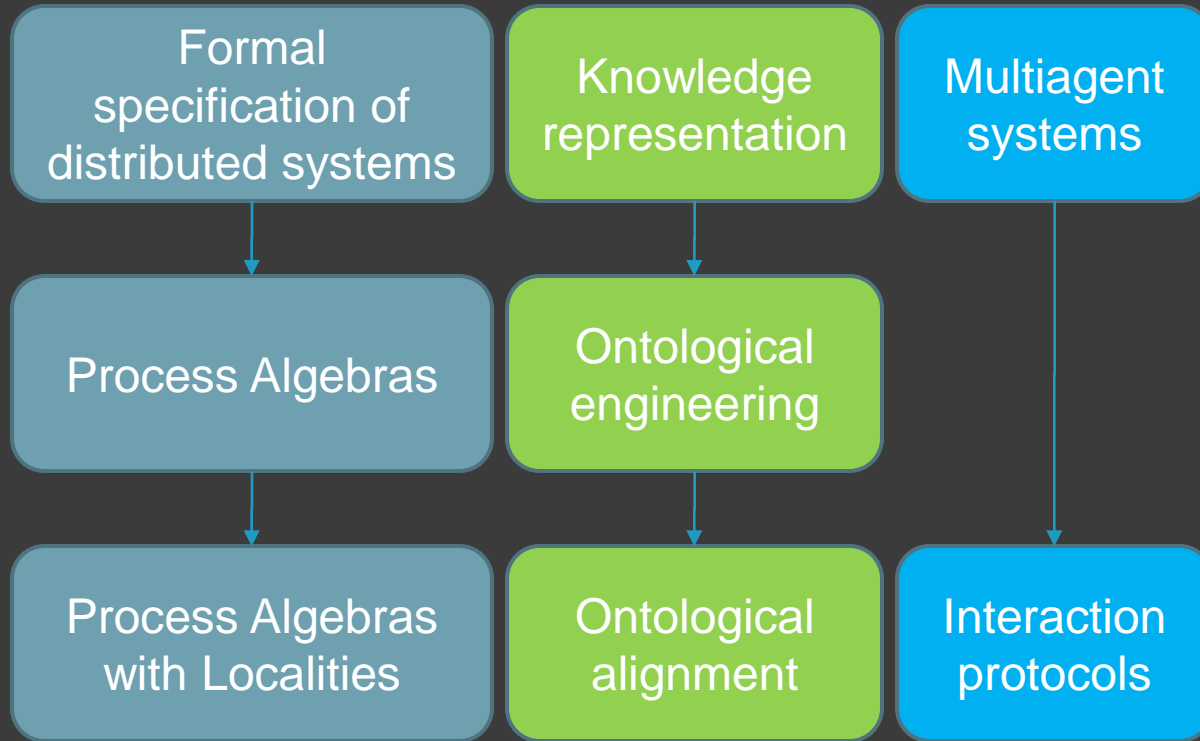


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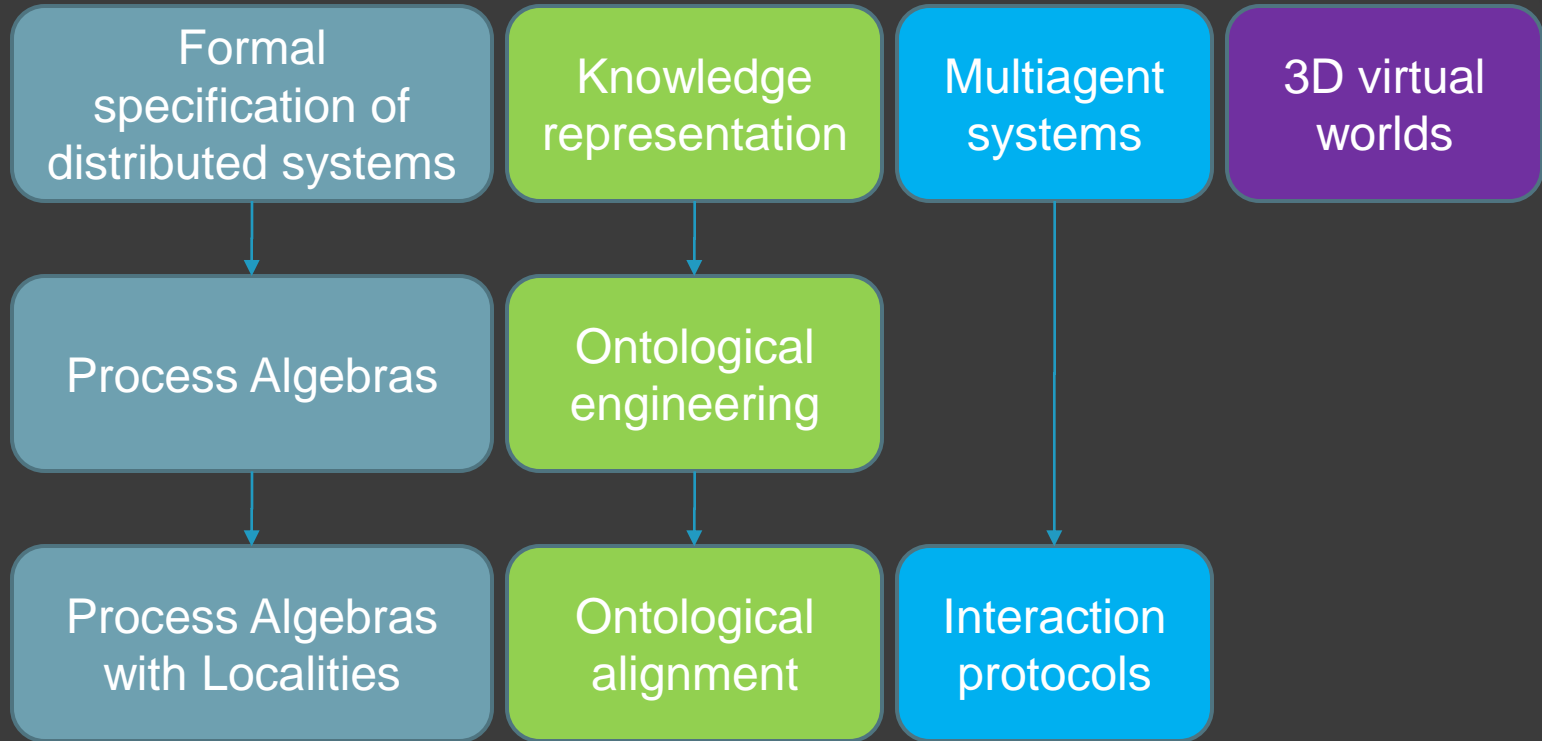




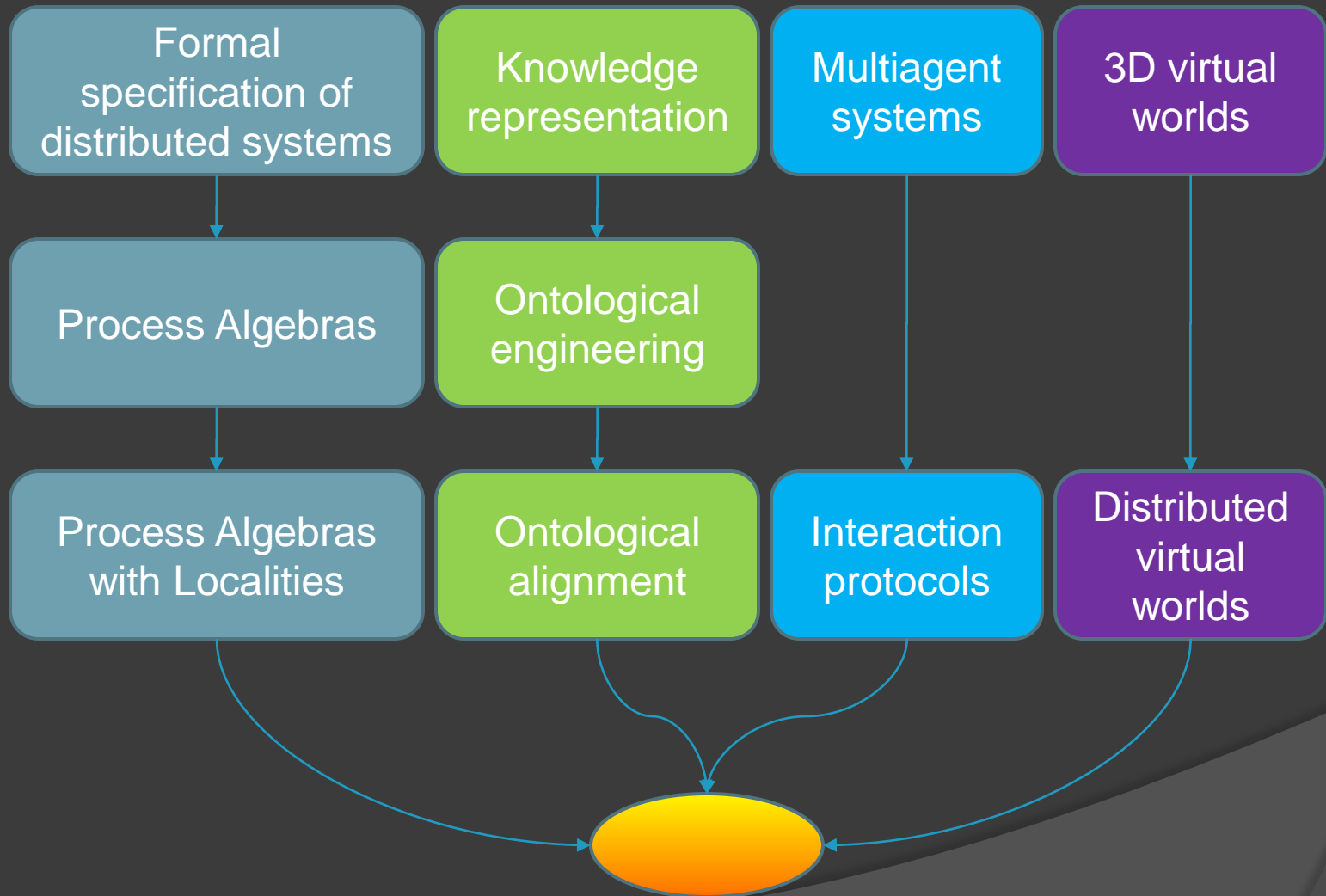
# The JamSession Project



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- ⦿ Planned experiments
  - Digital entertainment
    - Gesture based interactions
    - Characters with sense of humour, personality and emotions
    - Intelligent autonomous characters (scalable algorithms, evolutionary algorithms)

# The JamSession Project

- ⊙ Planned experiments
  - Smart environments
    - Reliable and secure environments
    - Mixed reality (augmented/virtual/physical)
  - Interactive systems
    - E-Gov
    - E-Learning
    - Digital marketplaces
    - etc.

# JamSession – final remarks



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*“The new IT is still in its infancy. We can’t even imagine where it will take us in the next generation or two. But I don’t even want to think in terms of “where it will take us”. That’s a very passive view of life. I would rather think about “where we want IT to take us.” It’s our job to figure out where we want to go and to guide the world’s IT makers, designers, and marketers toward those goals.”*

*Muhammad Yunus*

Thank you

