

## UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

### PHD PROGRAM IN INFORMATION TECHNOLOGY AND ELECTRICAL ENGINEERING

#### Seminar Announcement

Thursday, December 16<sup>th</sup>, 2021 – 08:30am-10:30am

Room CL II-1 - Via Claudio 21, NAPOLI

On-line on MS Teams: <https://bit.ly/31NOtPE>



#### Dr. Lorenzo Miniero

Lorenzo is the chairman and co-founder of [Meetecho](#), a company offering consulting services on everything related to real-time multimedia, while also regularly providing streaming and remote participation services for well-known events around the world (e.g., IETF and ACM). Lorenzo received his degree and Ph.D. from the Computer Engineering Department of the University of Napoli Federico II, where he started working on multimedia conferencing and met the colleagues with whom he co-founded Meetecho as an academic spin-off. He is an active contributor to the Internet Engineering Task Force (IETF) standardization activities, especially in the framework of real-time multimedia applications. He is most known as the author of the Janus WebRTC Server, an open source WebRTC server-side implementation.

## “All roads lead to WebRTC: an introduction to Janus”

WebRTC stormed the telecommunications world and opened the doors to many different application scenarios that were quite hard, if not impossible, to implement before. This is one of the main reasons why Lorenzo started his work on Janus a few years ago. Janus is a powerful yet flexible enough media server which allows to cover considerably different scenarios via WebRTC, from SIP “gatewaying” to conferencing, broadcasting, IoT, telehealth, gaming and so on. Janus, the two faced Roman god of gates and transitions, is a fitting icon for Meetecho’s WebRTC server. This open source technology does more than bridge the gap between one person and another, making real time communication over the web more secure and reliable. The Janus media server implementation is also designed to provide WebRTC access to a greater array of technologies. It can integrate traditional telecommunications with the browser, enable web developers to create better multimedia experiences, and even connect users with IoT for real world impact.

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