In order to exploit event semantics we strive for a multidimensional classification schema. To achieve this, two steps are required:

1. A server system in our case is only a degenerated decentralized architecture. In order to enable the development of a framework for optimization based on event semantics, we use a P2P based architecture, as a client/server system in our case is only a degenerated decentralized architecture.

2. Centralized vs. Decentralized Architectures for Massive Multiuser Virtual Environments (MMVEs):

Centralized vs. Decentralized Architectures

- Centralized Architectures: Current state of the art. These architectures rely on the current trend by usage of different optimization techniques.
- Decentralized Architectures: In the case of scalability further. Besides of clients on a client service based system the server system here is:
  - Event dissemination optimization (e.g. area of interest management).

Hybrid/P2P Architectures: How to exploit the potential of scalability further. Besides of clients on a client service based system the server system here is:

Event-based architectures: In the case of scalability further. Besides of clients on a client service based system the server system here is:

- Event dissemination optimization (e.g. area of interest management).

We examined some existing P2P based approaches for MMVEs in order to test their classification. Each approach in detail, whether it provides an optimization mechanism for local or for the corresponding dimension of our classification. As the table shows, there is no approach considering all proposed dimensions, hence their relevance in optimization of MMVEs architectures.

Exemplary Classification

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Mission
  - Virtual Environments

- Event Semantics in Event Dissemination Architectures for Massive Multiuser Virtual Environments

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Server System

- Event-based Architectures

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Event Semantics

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Scenario

Event Semantics

Event Semantics

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments

- Scenario

Massive Multiuser Virtual Environments (MMVEs):

- Mission
  - Virtual Environments