

The Online gaming revolution by Sveinn Johannsson

uVme that is posed for launch, is thrust upon to start a new revolution on World Wide Web and Internet via medium of online gaming by the amalgamation of Online Gaming, Social Networking, and Web 2.0 by the regime of online skill games to be propagated on new genre of network marketing.

uVme that already have started a new beginning by clubbing the three hottest sectors of Internet into a single unit of online gaming, social networking and Web 2.0. And the number of internet cafes which have sharply risen in recent years has said to be figured to bring 30% to 40% revenues for online gaming, is only an idea what online gaming has treasure in disguise. However, it is the skill games, which have contributed to the financial activities on the Internet in multiple ways.

uVme that have exploited the interactive appeal of social networking in its online and skill game modules is set to provide unique and mesmerizing games to millions of users of social sites like Facebook, MySpace, Orkut, etc and have received huge success by registering a good number of users even before the launch and brought together online gaming and social networking (based on the fundamentals of Web2.0)

The uVme in its online gaming consoles have used strength of Web 2.0 that is weaved around on the principle of Wikis, where a parent company hardly provide content on the website, instead is filled by users. So interactivity of users with application and further interaction with other users is the core of Online Skill Games presented by uVme The other feature of Web 2.0 is affiliate marketing, where a site owner lets other users advertise their products on the website. Here uVme has customized games that are played by players, mutually challenging each other on instant messaging thus using utilities of Web 2.0 and Social Networking. And for the benefit of users and online enthusiast to play game online uVme is owned by same Tom Brodie and Len Fitzgerald, who are well known among online fraternity for creating and popularizing Virtual World Direct e-lottery network that presently have more than 160, 000 members world wide and have used their extensive experience in forming uVme online game portal. There are three ways for you to become a part of uVme revolution after its official launch and become part of \$5.2 billion market. You can be a: a) uVme Player b) uVme Game Promoter c) uVme Associate. As a player after the launch of the uVme you can join it for free but would have to pay fee for the games in order to play them. Next you can be an uVme online promoter and can earn attractive commissions by bringing online players on skill game board after paying a nominal license fee.

written by Sveinn Johannsson

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