CLAIMS

1. A method enabling deep link security implemented by at least one server computer comprising at least one processor and memory, the method comprising:

receiving a deep link generation request;

generating a deep link corresponding to a videoconferencing meeting slot of a videoconferencing session, wherein the deep link is configured to, upon activation, direct a participant to a location of the videoconferencing meeting slot within a videoconferencing space;

fragmenting the deep link into data fragments, wherein a first data fragment comprises a majority of the data of the deep link and wherein a second data fragment comprises a minority of the data of the deep link;

distributing the data fragments of the deep link to at least two different storage locations, wherein the first data fragment is stored in at least a first storage location and wherein the second data fragment is stored in at least a second storage location;

generating an assembling link configured to, upon activation, initiate a deep link assembling process that assembles the deep link from the data fragments; and

sending the assembling link to an inviter client device.

2. The method of claim 1, wherein the videoconferencing space comprises a 2D videoconferencing environment with each videoconferencing meeting slot representing a tile thereof, or wherein the videoconferencing space comprises a 3D virtual environment with each videoconferencing meeting slot representing a position including 3D coordinates within the 3D virtual environment.

3. The method of claim 1, wherein the deep link assembling process comprises:

retrieving, upon validation from the participant, the first data fragment of the deep link from the first storage location and the second data fragment of the deep link from the second storage location;

assembling the first and second data fragments of the deep link; and

sending the assembled deep link to grant an invitee access to the videoconferencing session.

4. The method of claim 1, further comprising inserting a user graphical representation of the invitee, generated from a live data feed captured by at least one camera, into a 3D coordinate position of a 3D virtual environment.

5. The method of claim 4, wherein the videoconferencing session is a public videoconferencing session hosted in a public 3D virtual environment in a public communication instance, or is a private videoconferencing session accessed through a private communication instance.

6. The method of claim 1, wherein the second storage location comprises one or more private user servers or client device local memories, or wherein the second storage location is configured within a distributed ledger network.

7. The method of claim 1, further comprising encoding in the deep link an expiration factor, wherein the expiration factor is one of a session-based, or time-based, or click-based expiration factor, or a combination thereof.

8. The method of claim 1, wherein the first storage location comprises the memory of the at least one server computer.

9. The method of claim 1, further comprising:

receiving a videoconferencing meeting slot list, wherein the videoconferencing meeting slot is included in the videoconferencing meeting slot list and comprises the location within the videoconferencing space;

receiving a participant list comprising a plurality of participants, wherein each of the participants has one or more associated attributes; and

creating a meeting slot protocol by allocating a videoconferencing meeting slot to each of the participants based on the one or more associated attributes of the respective participants.

10. The method of claim 9, further comprising:

providing one or more entitlements to each videoconferencing meeting slot; and

providing the one or more entitlements to the participant of the corresponding videoconferencing meeting slot.

11. A system enabling deep link security comprising:

at least one server computer comprising at least one processor and memory comprising instructions configured to cause the at least one server computer to:

receive a deep link generation request;

trigger the generation of a deep link corresponding to a videoconferencing meeting slot of a videoconferencing session;

divide the deep link into data fragments, wherein a first data fragment comprises a majority of the data of the deep link and wherein a second data fragment comprises a minority of the data of the deep link;

generate an assembling link configured to, upon activation, initiate a deep link assembling process that assembles the deep link from the data fragments; and

send the assembling link to an inviter client device.

12. The system of claim 11, wherein the videoconferencing space comprises a 2D videoconferencing environment with each videoconferencing meeting slot representing a tile thereof, or wherein the videoconferencing space comprises a 3D virtual environment with each videoconferencing meeting slot representing a position including 3D coordinates within the 3D virtual environment.

13. The system of claim 11, wherein the deep link assembling process comprises:

retrieving, upon validation from a participant, the first data fragment of the deep link from a first storage location;

retrieving the second data fragment of the deep link from a second storage location;

assembling the first and second data fragments of the deep link; and

granting access to the participant to the videoconferencing session.

14. The system of claim 13, wherein the second storage location comprises one or more private user servers or client device local memories.

15. The system of claim 13, wherein the second storage location is configured within a distributed ledger network.

16. The system of claim 13, wherein the first storage location comprises the memory of the at least one server computer.

17. The system of claim 11, wherein, after granting access to a participant to the videoconferencing session, a videoconferencing platform inserts a user graphical representation of the participant, generated from a live data feed captured by at least one camera, at a 3D coordinate position of a 3D virtual environment.

18. The system of claim 17, wherein the videoconferencing session is a public videoconferencing session hosted in a public 3D virtual environment in a public communication instance, or is a private videoconferencing session accessed through a private communication instance.

19. The system of claim 11, wherein the instructions are further configured to cause the at least one server computer to:

receive a videoconferencing meeting slot list, wherein the videoconferencing meeting slot is included in the videoconferencing meeting slot list and comprises a location within the videoconferencing space;

receive a participant list comprising a plurality of participants, wherein each of the participants has one or more associated attributes;

create a meeting slot protocol by allocating a videoconferencing meeting slot to each of the participants based on the one or more associated attributes of the respective participants;

provide one or more entitlements to each videoconferencing meeting slot; and

provide the one or more entitlements to the participant of the corresponding videoconferencing meeting slot.

20. At least one non-transitory computer-readable medium having stored thereon instructions configured to cause at least one server computer comprising a processor and memory to perform steps comprising:

receiving a deep link generation request from an administrator entity of a videoconferencing platform;

generating a deep link corresponding to a videoconferencing meeting slot of a videoconferencing session of the videoconferencing platform, wherein the deep link is configured to, upon activation, direct a participant to a location of the videoconferencing meeting slot within a videoconferencing space;

dividing the deep link into data fragments, wherein a first data fragment comprises a first portion of the data of the deep link and wherein a second data fragment comprises a second portion of the data of the deep link;

distributing the data fragments of the deep link to at least two different storage locations, wherein the first data fragment is stored in a first storage location and wherein the second data fragment is stored in a second storage location;

generating an assembling link configured to, upon activation, initiate a deep link assembling process that assembles the deep link from the data fragments; and

sending the assembling link to a participant client device.