

## WHAT IS CLAIMED IS:

### 1. A networking cooperation method, comprising steps of:

combining a plurality of unified matters together into a projectable space instance, which is provided by a promotor to a machine, for modeling a relational synchronization workspace according to an operational demand from the promoter; and

projecting the relational synchronization workspace in a first electronic device operated by the promotor and at least a second electronic device associated with at least a participant, wherein the projected relational synchronization workspace is built by a projector by projecting the projectable space instance transmitted from the machine,

wherein the projector is loaded in an engine on the electronic devices,

wherein the plurality of unified matters added to the projectable space instance include at least one unified tool and/or at least one unified information unit, wherein the at least one unified tool and/or the at least one unified information unit are produced by unifying corresponding original matters from external information sources, and

wherein during cooperative implementation of a task, the projected relational synchronization workspace projected in the first electronic device and the projected relational synchronization workspace projected in the second electronic device associated with the participant synchronously change in response to a synchronization command generated and transmitted in between.

2. The networking cooperation method according to claim 1, wherein the change in the projected relational synchronization workspace is made by any of the promoter and the at least one participant.

3. The networking cooperation method according to claim 1, wherein the synchronization command is synchronously transmitted to the associated

relational synchronization workspaces through a client-server architecture or a peer-to-peer architecture.

4. The networking cooperation method according to claim 1, wherein an operating mode of the projected relational synchronization workspace includes a one-user-to-one-user mode, a one-user-to-multiple-user mode or a multiple-user-to-multiple-user mode.

5. The networking cooperation method according to claim 1, wherein at least one original tool corresponding to the at least one unified tool includes a utility, a widget, an agent, an application, or a service, and at least one original information corresponding to the at least one unified information unit includes a file, a web page, a database row, a policy, a rule, or a policy of the relational synchronization workspace.

6. The networking cooperation method according to claim 1, wherein the projecting step comprises sub-steps of:

acquiring the projectable space instance through a uniform resource identifier; and

using a projector to parse the projectable space instance to build a working environment, so that the projected relational synchronization workspace is executed in the working environment.

7. The networking cooperation method according to claim 1, wherein the projector is loaded into an engine that provides a compatible environment to execute the projector.

8. The networking cooperation method according to claim 7, wherein the engine includes at least one of a Javascript engine, a Windows application or a Linux application.

9. The networking cooperation method according to claim 1, wherein the

projectable space instance is an object, an extensible markup language document, or an instance which is instantiated with a structured language or a structured protocol.

10. A networking cooperation system, comprising at least a first machine, a second machine and a third machine, wherein:

the first machine stored therein a projectable space instance, wherein a plurality of unified matters are added into the projectable space instance for modeling a relational synchronization workspace according to an operational demand from the promoter;

the second machine is operated by the promotor and includes a projector, wherein the projected relational synchronization workspace is built therein by the projector by projecting the projectable space instance transmitted from the machine;

the third machine is operated by a participant and includes the projector for building the projected relational synchronization workspace therein by projecting the projectable space instance transmitted from the machine;

wherein the projector is loaded in an engine on the second and third machines,

wherein the plurality of unified matters added to the projectable space instance include at least one unified tool and/or at least one unified information unit, wherein the at least one unified tool and/or the at least one unified information unit are produced by unifying corresponding original matters from external information sources, and

wherein during cooperative implementation of a task, the projected relational synchronization workspace projected in the second machine and the projected relational synchronization workspace projected in the third machine associated with the participant synchronously change in response to a synchronization command generated and transmitted in between.

11. The networking cooperation system according to claim 10, wherein the change in the projected relational synchronization workspace is made by any of the promoter and the at least one participant.

12. The networking cooperation system according to claim 11, wherein the synchronization command is synchronously transmitted to the associated relational synchronization workspaces through a client-server architecture or a peer-to-peer architecture.

13. The networking cooperation system according to claim 10, wherein an operating mode of the projected relational synchronization workspace includes a one-user-to-one-user mode, a one-user-to-multiple-user mode or a multiple-user-to-multiple-user mode.

14. The networking cooperation system according to claim 10, wherein:  
*the projectable space instance is an object, an extensible markup language document, or an instance which is instantiated with a structured language or a structured protocol.*

15. The networking cooperation system according to claim 10, wherein the projecting step comprises sub-steps of:

acquiring the projectable space instance through a uniform resource identifier (URI); and

using a projector to parse the projectable space instance to build a working environment, so that the projected relational synchronization workspace is executed in the working environment; wherein the projector is loaded into an engine that provides a compatible environment to execute the projector.

16. The networking cooperation system according to claim 15, wherein the engine includes at least one of a Javascript engine, a Windows application or a Linux application.