

CLAIMS

1. A computer-implemented method of hosting an asynchronous messaging service on a server for use by users via client devices in communication with the server, the client devices executing an application for originating and sharing, asynchronously amongst users, messages comprising image data, audio data, and gesture data, the server comprising hardware components adapted for performing steps of:
 - receiving, at the server from an originating client device, a first transmission comprising audio data and gesture data relating to a message;
 - storing the first transmission at the server in association with a second transmission comprising image data to which the first transmission relates; and
 - distributing the stored first transmission to a recipient client device from the server;wherein the received first transmission is recorded at the originating client device in association with the second transmission and distributed to the recipient client device for reproduction by the recipient client device in association with the second transmission.
2. A method according to claim 1, further comprising receiving the second transmission from an originating client device at the server, and distributing the second transmission to a recipient client device.
3. A method according to claim 1, wherein the second transmission is received at the same time as or before the first transmission is recorded.
4. A method according to claim 1, further comprising receiving the second transmission from a client device at the server.
5. A method according to claim 1, wherein gesture data comprises panning, zooming and rotating of the image data.
6. A method according to claim 1, wherein gesture data comprises visual annotations layered on the image data.
7. A server for hosting a messaging service for use by users via client devices in communication with the server, the client devices executing an application for originating and

sharing amongst users messages comprising image data, audio data, and gesture data, the server comprising hardware components adapted for performing steps according to claim 1 .

8. A computer-implemented method of using a client device for interacting with a messaging service hosted on a server via an application executing on the client device for originating and sharing amongst users messages comprising image data, audio data, and gesture data, the application adapted for performing steps of:

- uploading, to the server using the client device, a second transmission comprising image data;

- recording, using the client device, a first transmission comprising audio data and gesture data which relate to the second transmission; and

- uploading the first transmission from the client device to the server for storage in association with the second transmission to which the first transmission relates.

9. A method according to claim 8, wherein the second transmission is uploaded before or at the same time as the first transmission is recorded.

10. A client device for interacting with a messaging service hosted on a server via an application executing on the client device for originating and sharing amongst users messages comprising image data, audio data, and gesture data, the application adapted for performing steps according to claim 8.

11. An application configured to execute on a client device and according to claim 8.