

For the past decade social network sites emerged rapidly and effect not only online communication and social experience but also businesses, media and governments.

However, their greatest deficiency, closed and centralized character, remains unnoticed among the general public.

This thesis discusses and evaluates open and decentralized alternatives for them and draws attention to one particular - buddycloud.

While leveraging the use of XMPP protocol, buddycloud with its Channel protocol appears to be a promising approach for opening ecosystem of social networks.

It enables them to work in federated manner like e-mail network does today.

As a contribution to the buddycloud project this thesis presents SocialDesktopClient, a desktop client for multiple social network services.

It deals with modular client architecture and a Channel protocol implementation as the client's first social network service.