Vue – Virtual University of Edinburgh
OpenVCE – Virtual Collaboration Environment
I-Room – a Virtual Space for Intelligent Interaction

Social Web + Agents + Plans + Virtual Worlds

http://vue.ed.ac.uk
http://openvce.net
http://openvce.net/iroom
Open Virtual Collaboration Environment

• Web-based Collaboration Portal
  – Drupal CMS
  – Also explored Facebook, Google Groups, Yahoo Groups, Ning Groups, Grou.ps, Joomla CMS, Moodle VLE
  – Linkups to external web services and gadgets

• Virtual World 3D Space
  – Second Life
  – OpenSim (potentially behind a firewall)

• Virtual Collaboration Protocol
  – Standard Operating Procedures
  – FAQ and Tips
  – Protocol (Rob Cross, University of Virginia)

• Community Tools
  – AIAI I-Room – a Room for Intelligent Interaction
  – CMU Catalyst Community Knowledge base
  – Concept Maps, and Experimental 3D Model Visualizations
Virtual University of Edinburgh based on OpenSimulator

Opnvue (OpenSim 0.7.6 Dev)
Virtual Worlds – Multiple Levels

Publicly Accessible Grids (e.g. Second Life)

Privately Managed Grids (e.g. Opensim) (allows Firewall)

Specialised Simulations (e.g. CRISP, Vega Prime)
Virtual Worlds Components

- Virtual World Viewers (e.g. Firestorm)
- Virtual Worlds Service (OpenSim)
- Voice Service (e.g. Vivox)
- 3D Terrain (DTED)
- 3D Models (via Collada)
- NPCs
- Scale (Intel DSG)
- Easy Deploy (USB Stick to Cloud)
- Role Play Scenario
More Information on OpenVCE and Openvue

http://vue.ed.ac.uk/openvue/
http://openvce.net
http://openvce.net/iroom
http://opensimulator.org