



# Vue – Virtual University of Edinburgh

A multi-disciplinary virtual organisation  
exploring the potential of virtual worlds for  
e-learning, research, collaboration & outreach  
related to the University of Edinburgh

<http://vue.ed.ac.uk>











Welcome to  
**THE VIRTUAL UNIVERSITY of EDINBURGH**

Vue - Virtual University of Edinburgh

The Vue group is a virtual educational and research institute bringing together all those interested in the use of virtual worlds for teaching, research and outreach related to the University of Edinburgh. [[4 page PDF handout on Vue](#)]



[ [Vue Wiki](#), [Plan](#), [Status](#), [Current Map](#), [Plot Requests](#), Images: [Vue at Sunset](#), [15-May-2007](#), [26-Jun-2007](#) ]

Location	Description	Group	SLurl	Teleport
Vue	<a href="#">Virtual University of Edinburgh</a>	Vuer	<a href="#">SLurl</a>	<a href="#">teleport now</a>
Alumni & Development	The Venue	Vue Development	<a href="#">SLurl</a>	<a href="#">teleport now</a>
ACE	<a href="#">Branded Meeting Place</a>	We are ACE	<a href="#">SLurl</a>	<a href="#">teleport now</a>
Education	Holyrood Park	Edinburgh	<a href="#">SLurl</a>	<a href="#">teleport now</a>
Informatics Tower	<a href="#">informatics@edinburgh</a>	Informatics	<a href="#">SLurl</a>	<a href="#">teleport now</a>
AIAI2	<a href="#">AIAI2 at Vue</a>	AIAI	<a href="#">SLurl</a>	<a href="#">teleport now</a>
Management School	<a href="#">Virtual Management School</a>		<a href="#">SLurl</a>	<a href="#">teleport now</a>
Vue Associates	<a href="#">Contact Details</a>			
More...	Send entries to <a href="#">Austin Tate</a>			

# UoE Departments in Vue

- Development & Alumni
- Information Services
  - IT User Services
  - Library and Collections
- School of Informatics
  - Commercialisation Unit
  - Edinburgh-Stanford Link
  - AIAI
  - HCRC/ICCS
- School of Education
  - MSc in e-Learning
  - Higher & Community Education
  - Child Development
- Management School
- School of Arts, Culture & Environment
  
- Coming Soon
  - Disability Office
  - Geosciences
  - School of Medicine
  - Divinity
  - Informatics Forum InSpace





# Vue Uses of Virtual Worlds

- Now
  - Awareness, Recruitment & Promotional Activities
  - e-Learning and Social Networking Course Support
  - Distance Learning
  - Continuing Professional Development
  - Innovative Assessment Practices
  - PhD Research Projects using Simulations
  - Collaboration
  - Links from Real to Virtual Meeting Spaces & Teleconferences
  - Alumni Networking
  - Courses:
    - MSc in Entrepreneurship – Business Building
    - MSc in Design & Digital Media
    - MSc in e-Learning
    - Management School Courses
- Coming Soon
  - Live Event Streaming into Virtual Worlds
  - 3D View onto Historical Materials, Arts and Museum Style Access
  - Further MSc and other courses, Field Trips
  - Communication for Autism
  - Disability awareness
  - Arts Informatica & InSpace Link





Vue NW

Vue North

Edinburgh North

Edinburgh Uplands

Vue

Edinburgh University

Edinburgh East

Vue South

Informatics













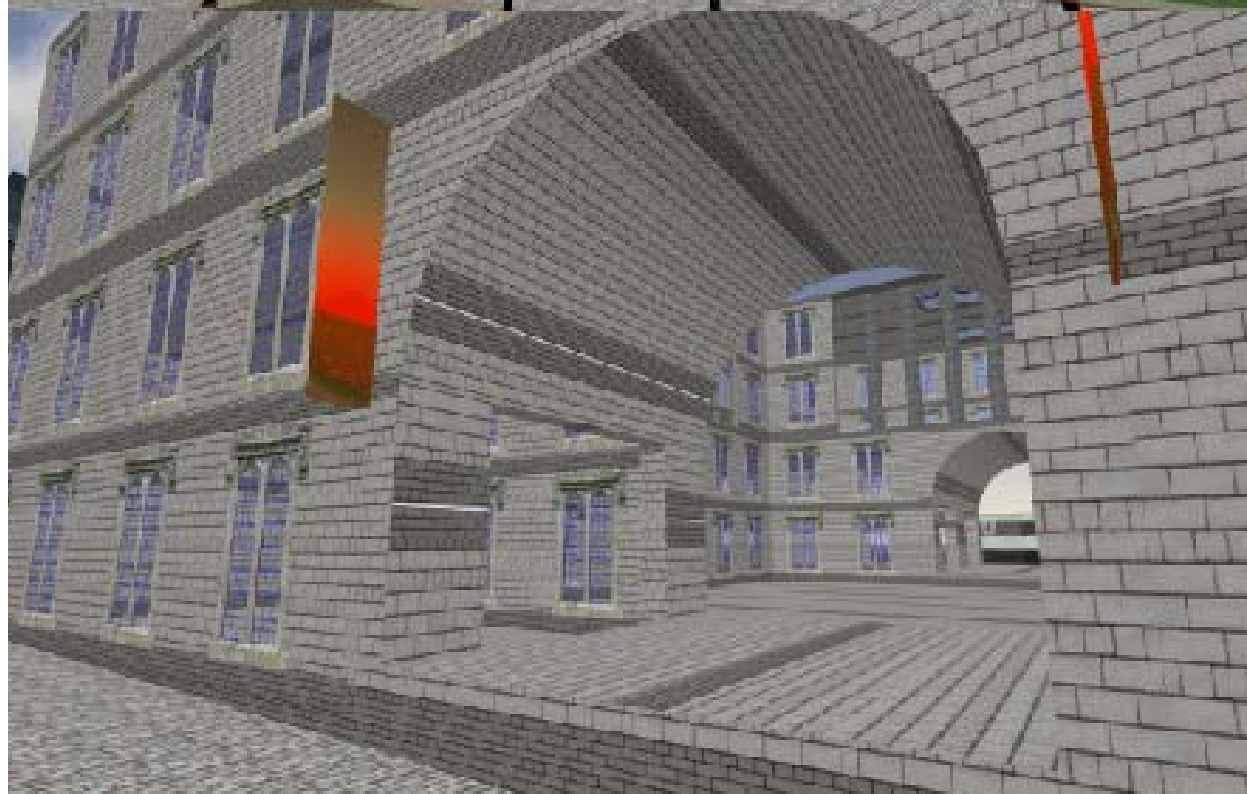
**Vue**  
Virtual University of E

Welcome











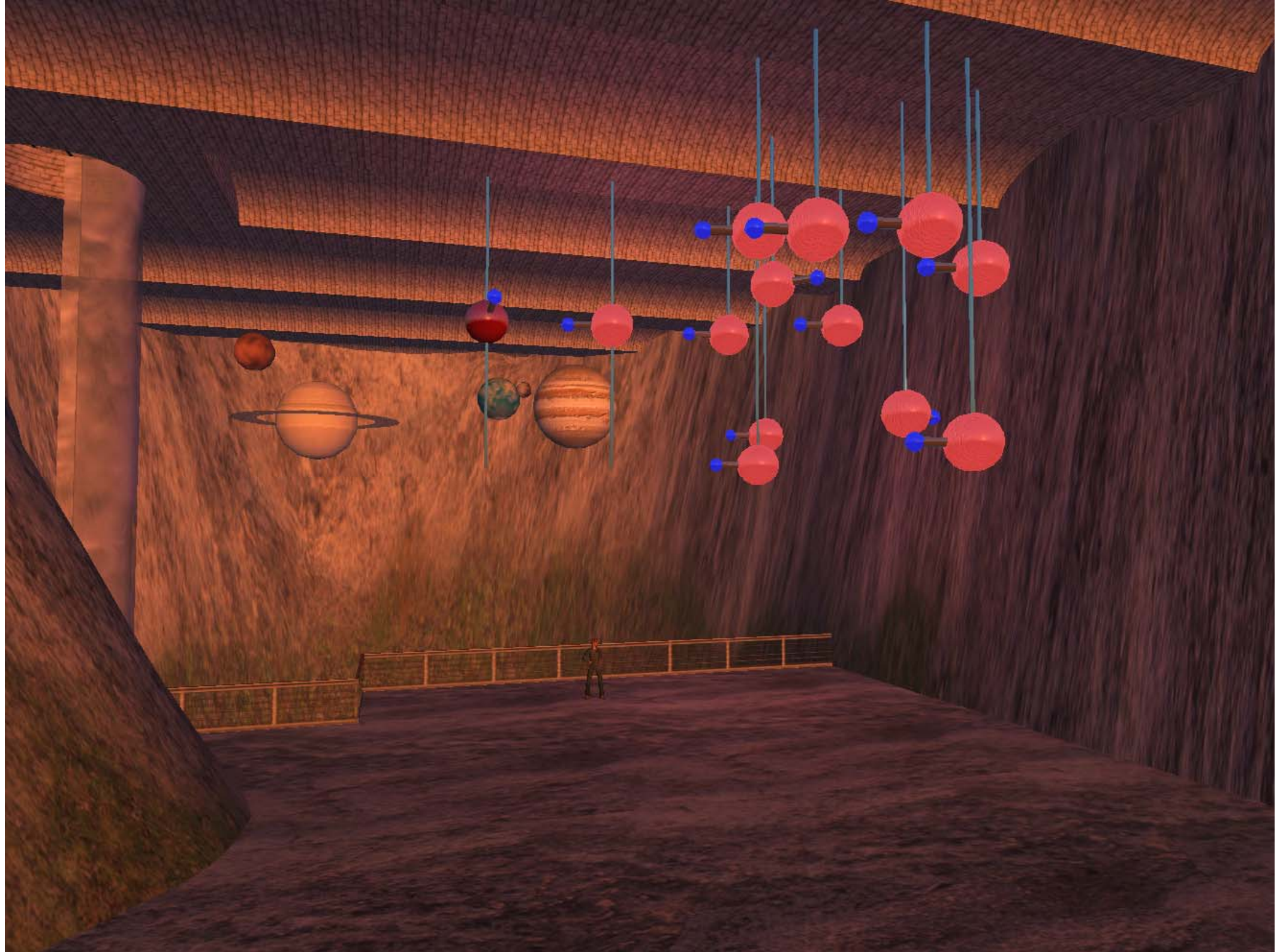




























©2007 Linden Research, Inc.

<b>GRID STATUS:</b>	<b>ONLINE</b>
Second Life Time:	8:35 am PDT
Total Residents:	6,667,444
Logged In Last 60 Days:	1,737,273
Online Now:	31,501

**Want to Learn More About Second Life?**

1. [Tech Support at Your Fingertips](#)
2. [Secrets of Scripting](#)
3. [Tools, Tutorials and Templates](#)
4. [Organize Your Out-of-control Inventory](#)
5. [Attend a Class going on now!](#)



**News & announcements from [blog.secondlife.com](http://blog.secondlife.com):**

<a href="#">The Plan for Voice</a>	Thu 24 May 19:06 PM PDT
<a href="#">Grid Slowdown Experienced</a>	Thu 24 May 17:31 PM PDT
<a href="#">Second Life Sculpted Prim Contest: Show Us Your Sculpties!</a>	Thu 24 May 09:10 AM PDT
<a href="#">Update aftermath...</a>	Wed 23 May 13:11 PM PDT

First Name: 
 Last Name: 
 Password:

Start Location: 
 Remember password

New Account...

Preferences...

Connect

Quit



### Appearance

**Body Parts**

- Shape
- Skin
- Hair
- Eyes
- Clothes
- Shirt
- Pants
- Shoes
- Socks
- Jacket
- Gloves
- Undershirt
- Underpants
- Skirt

**Body**

**Head**

**Eyes**

**Ears**

**Nose**

**Mouth**

**Chin**

**Torso**

**Legs**

Female  Male

Focus Move Edit Create Land  
Click and drag to change view

Zoom  Orbit (Ctrl)  Pan (Ctrl-Shift)

**Ai Male Shape v2**  
Located in /My Inventory/Clothing/Male/Ai Male Base

Short Tall

Height  68

Body Thin Body Thick

Body Thickness  20

Save As Revert



General Object Features Texture Content

Edit object parameters:

Locked  Physical  Temporary  Phantom

Building Block Type: **Box**

Path Cut Begin and End: B: 0.000 E: 1.000

Hollow:  0.0

Hollow Shape: **Default**

Twist Begin and End: B: 0 E: 0

Taper: X: 0.00 Y: 0.00

Top Shear: X: 0.00 Y: 0.00

Position (meters): X: 146.242 Y: 222.592 Z: 23.815

Size (meters): X: 0.500 Y: 0.500 Z: 0.500

Rotation (degrees): X: 0.00 Y: 0.00 Z: 0.00

Material: **Wood**

### World Map

Objects Terrain

NW N NE

W E

SW

Vue (128, 128, 0)

You Home Go Home

Classifieds Popular

Person Land For Sale

Infohub Events

Telehub Events (M)

Land For Sale Auction

My Friends

My Landmarks

Vue Search

Search Results:

Vue

Location:

### Inventory

File Create Sort Filters

Type here to search

All Items Recent Items

- Build - Vue
  - AIAI2
  - Education
  - Inf2
  - Shared Areas
  - The Venue
    - Light Ring
    - Paved Area 10x10
    - Seat 5m - Sculpted with Pads
    - Seat 5m 60deg
    - Seat 10m 60deg
    - Seat Pad
    - UoE Black
    - uoe-2colour-256x256-square
    - uoe-2colour-512x512-square
    - uoe-2colour-1024x1024-4x3
    - Vue Banner - Horizontal
    - Vue Banner - Vertical
    - Vue Freebies Box
    - Vue Texture Box
    - Vue UoE Coffee Mug
    - vue-base-128x512
    - vue-base-1024x256
    - vue-uoe-vue-1024x256
- Calling Cards
- Clothing
- Gestures
- Landmarks

Chat Friends Fly Snapshot Search Build





Meet & Chat



# Shopping

## HAIR COLOR DEMOS

Not sure what color to buy?  
Simply purchase a color pack  
below to try the colors out.  
Packs include a demo for  
men and women.

HAUTE COLLECTION  
HAIR COLOR DEMOS

Ai Austin

Heidi Hinkle

Gift Cards

Pony Tails

Tails





# Shopping



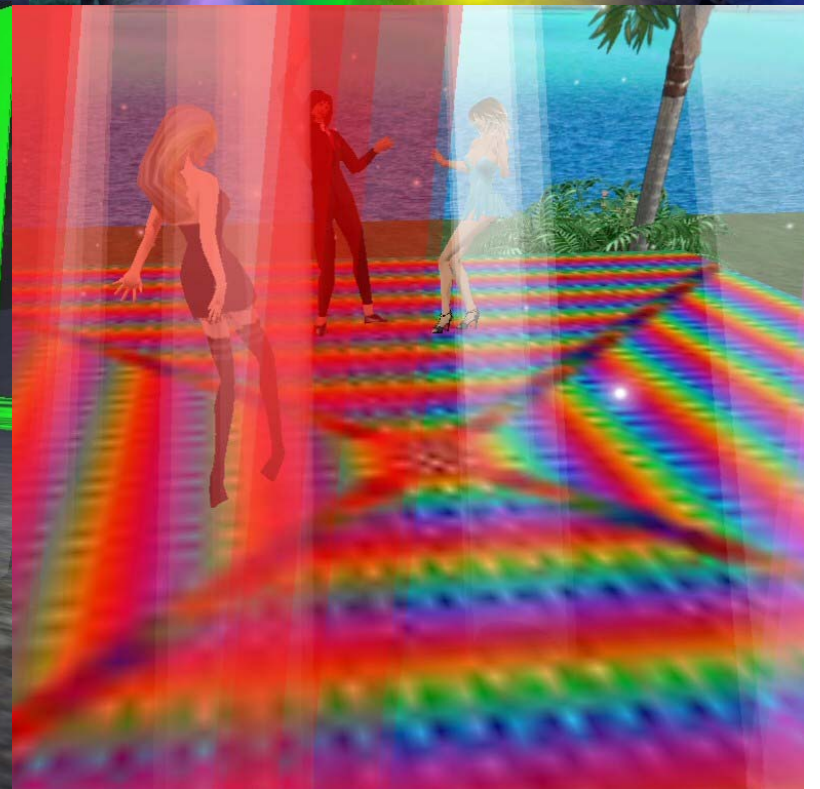
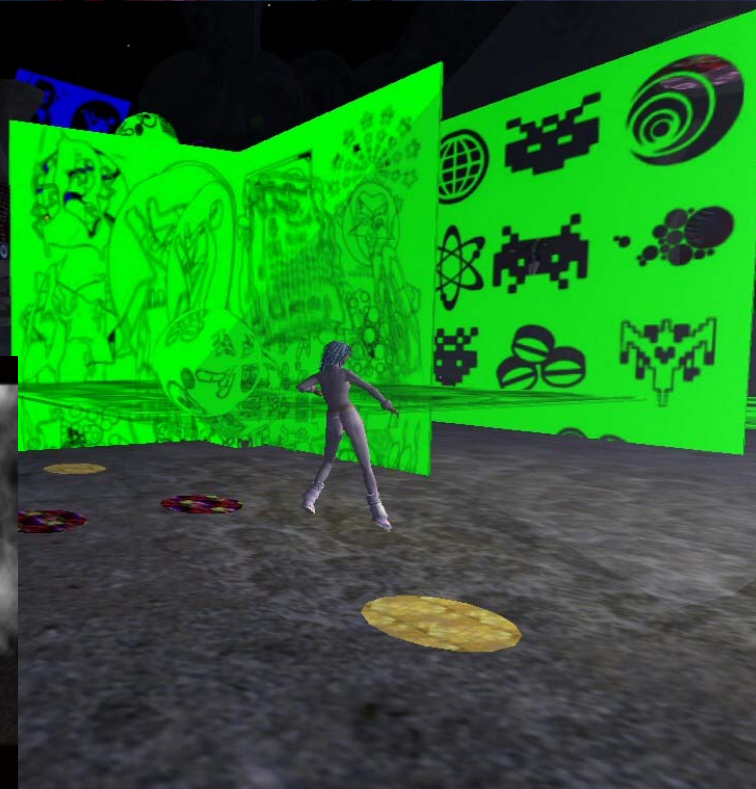
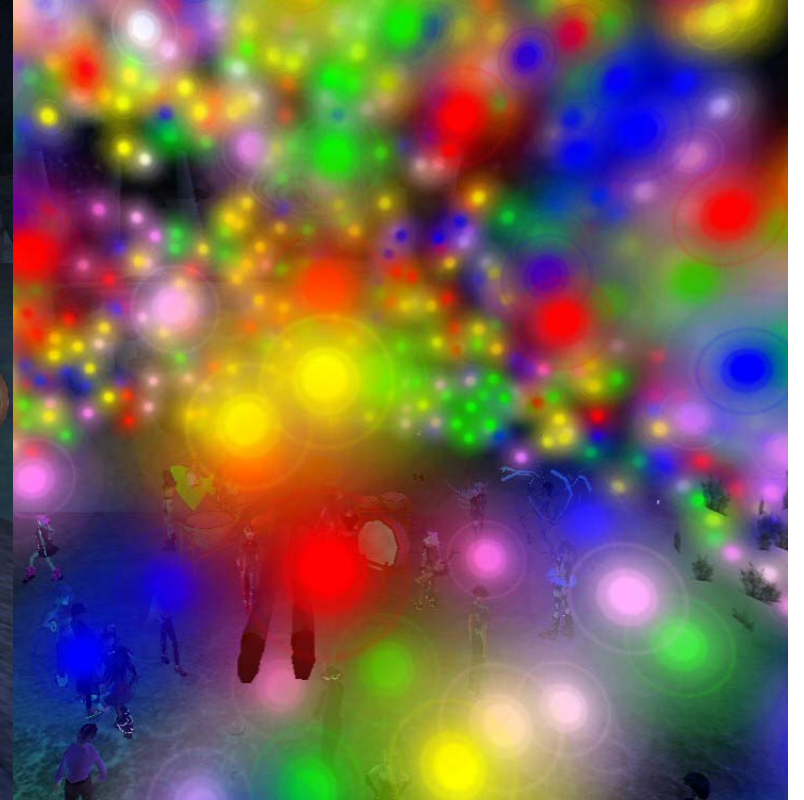




Entertainment



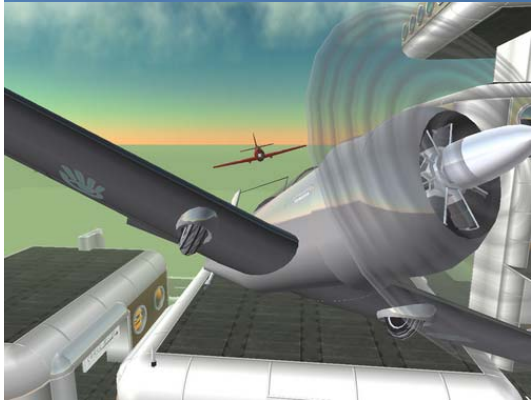
# Clubs & Dancing



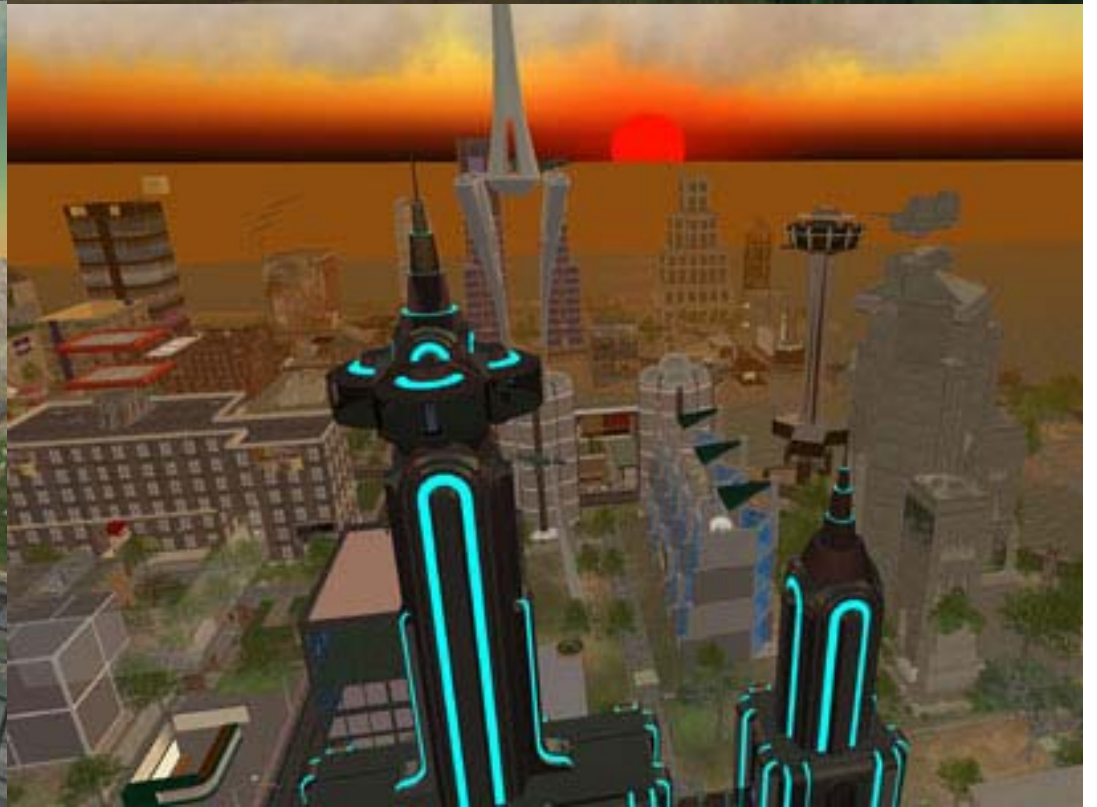
A new soundscape...



# Sports.





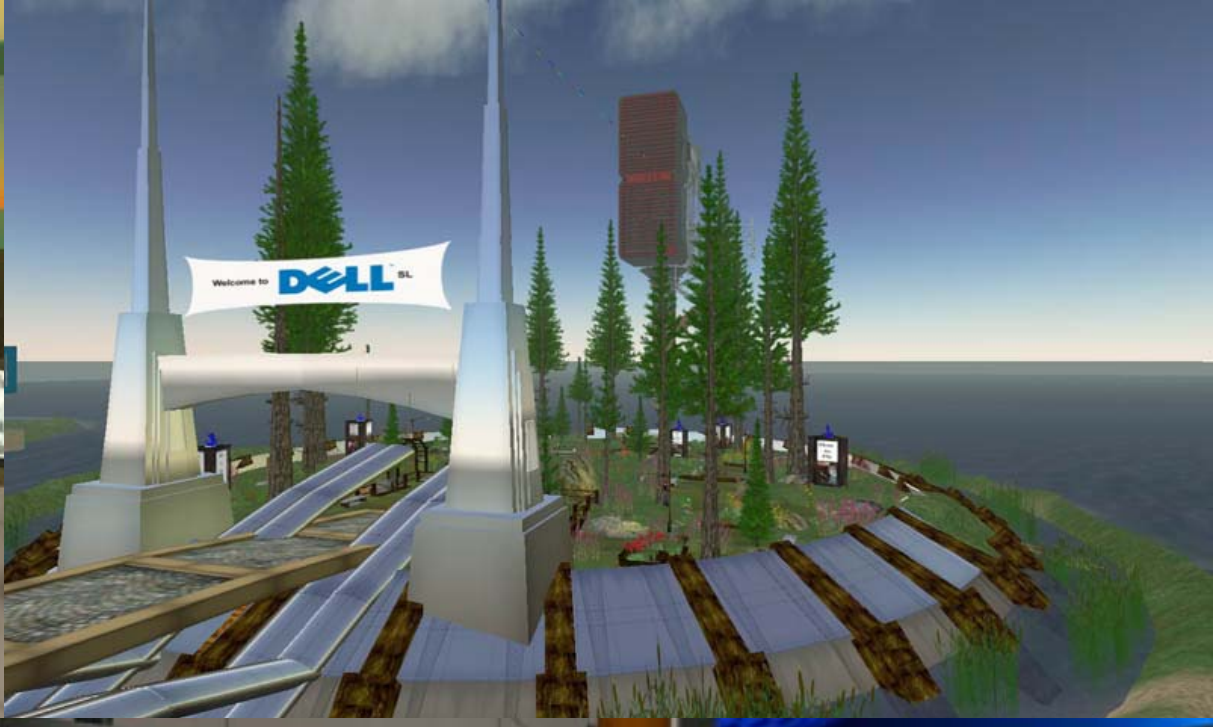


Locations









Corporates





Corporates



# Education







- C.C. Owner Justin Mc Dille
- Continental Director Claudius Ronmark
- Wendy's Husband Buckaroo Mu
- Bruck's Wife Wendy Foxchase
- Bootyliciouz VIP Xandar Peccable
- Erik Statosky (Away)
- Priya Dollinger
- ISM Museum Director Troy McLuhan
- Echo Iddinja
- Pier Pitney
- Linux User
- Duke McDonnagh
- Member Zen Zeddmore
- Residential Member
- Veeyawn Spoonhammer (Away)
- Danielle Bradley (Away)
- Lulzsmith Nidol Slazar
- Bird of a Feather Avariel Falcon
- Danica Palmer
- Kip Avres

# Special Events





Space CoLab Officer Kame Soleil

Space CoLab Member Ai Austin

Construction Boss Camden Mitchell

Badabing Pro

ISM Museum Director Kat Lemieux

Rocket Sellers

Piet Garfield

Grapeskin Enoch

SCM Member Gus Plisskin

Space CoLab Member Dragonfire Kelly

Space CoLab Member Troy McLuhan

Space CoLab Owner Drew Frobozz

Math is going to be a link

Space Rigger Ing Link

Oregon L5 Researcher Sine Arrow (Away)

Space CoLab Officer Paradox Olbers

Ariel Miranda

Si Arcadia

Oregon L5 Researcher Png Flagstaff

Tactical Operations and Simulations: Si arcadia

Stand Up

Kelly: ok, so we email Concierge and tell them to move us where Kat says :)

# Collaboration





Tutor  
Sian Pankhurst

Student  
Mikey Kelly

Student  
Steve Chambers

Associate of SoA  
Andrewsides Sanders

Student  
Christine Sanders  
Kimberley Pascal

Student  
Tony Oumionna

Tutor  
Frank Lassard

Adso Santos

Tutorials

Stand Up

Movie control





Seminars – RL ↔ SL





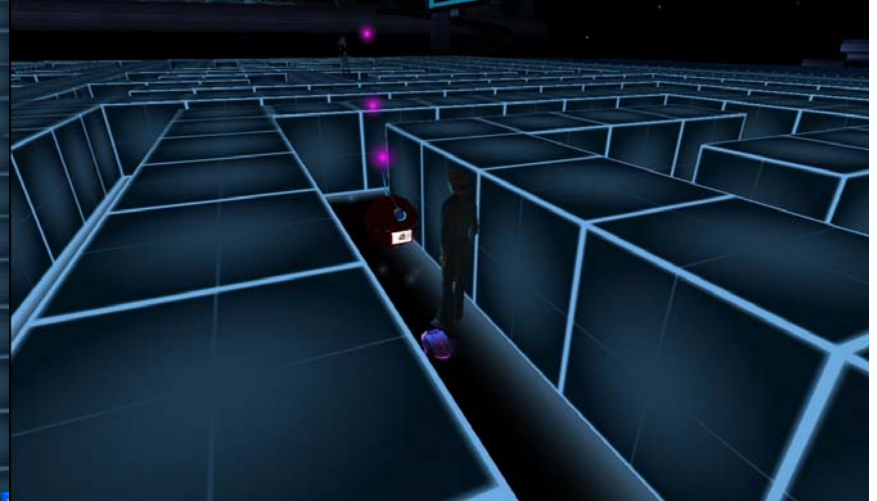
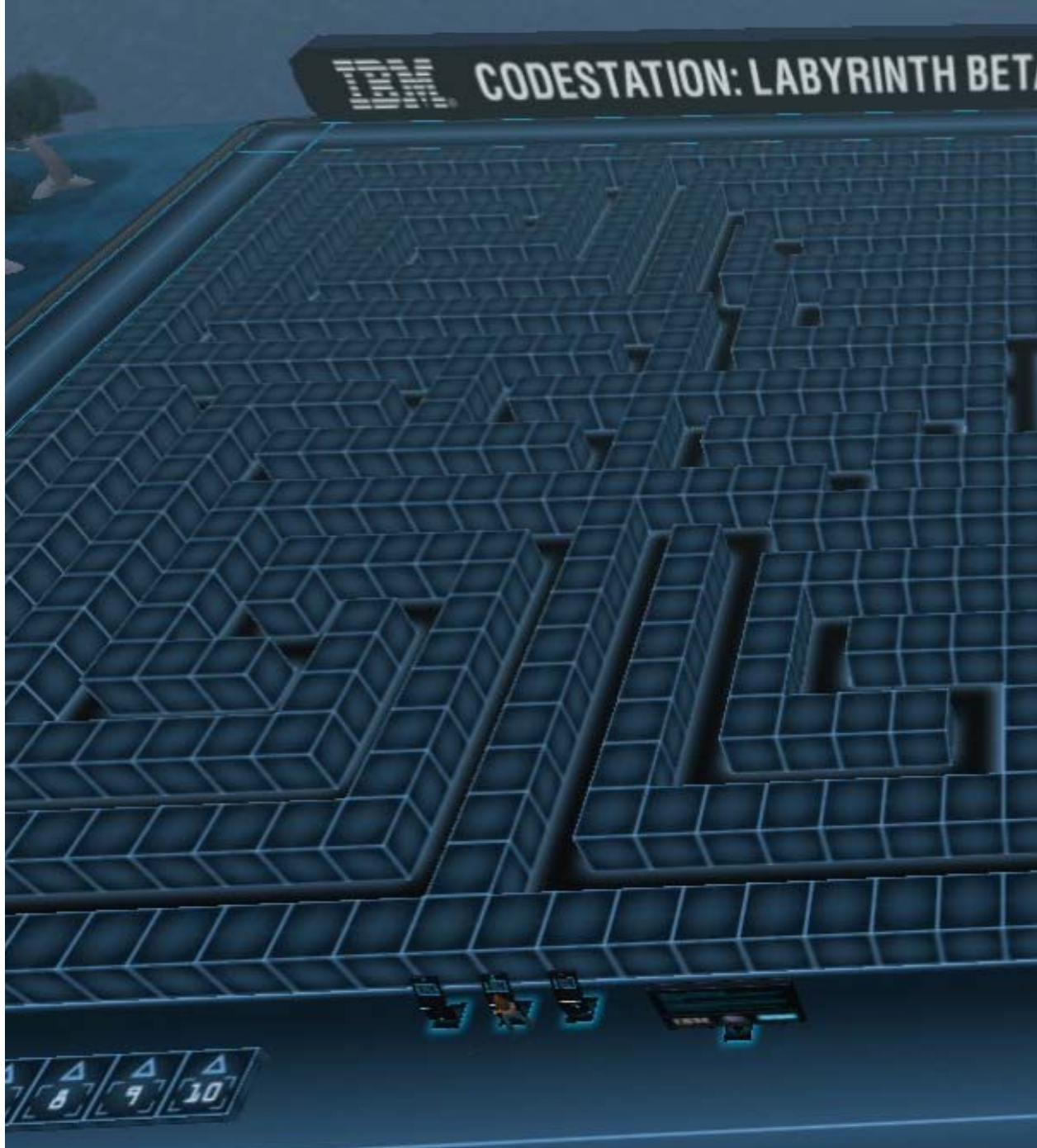
Telepresence - RL<sup>N</sup> ↔ SL





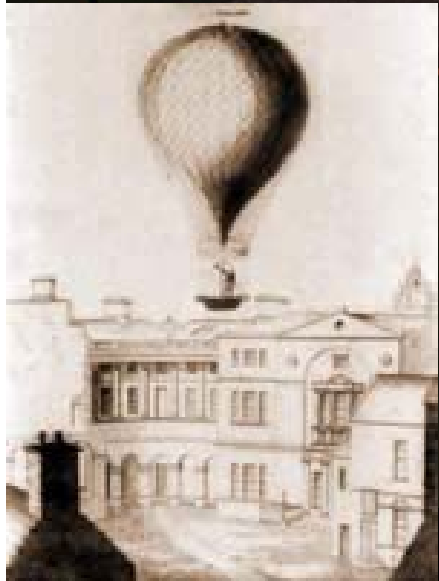
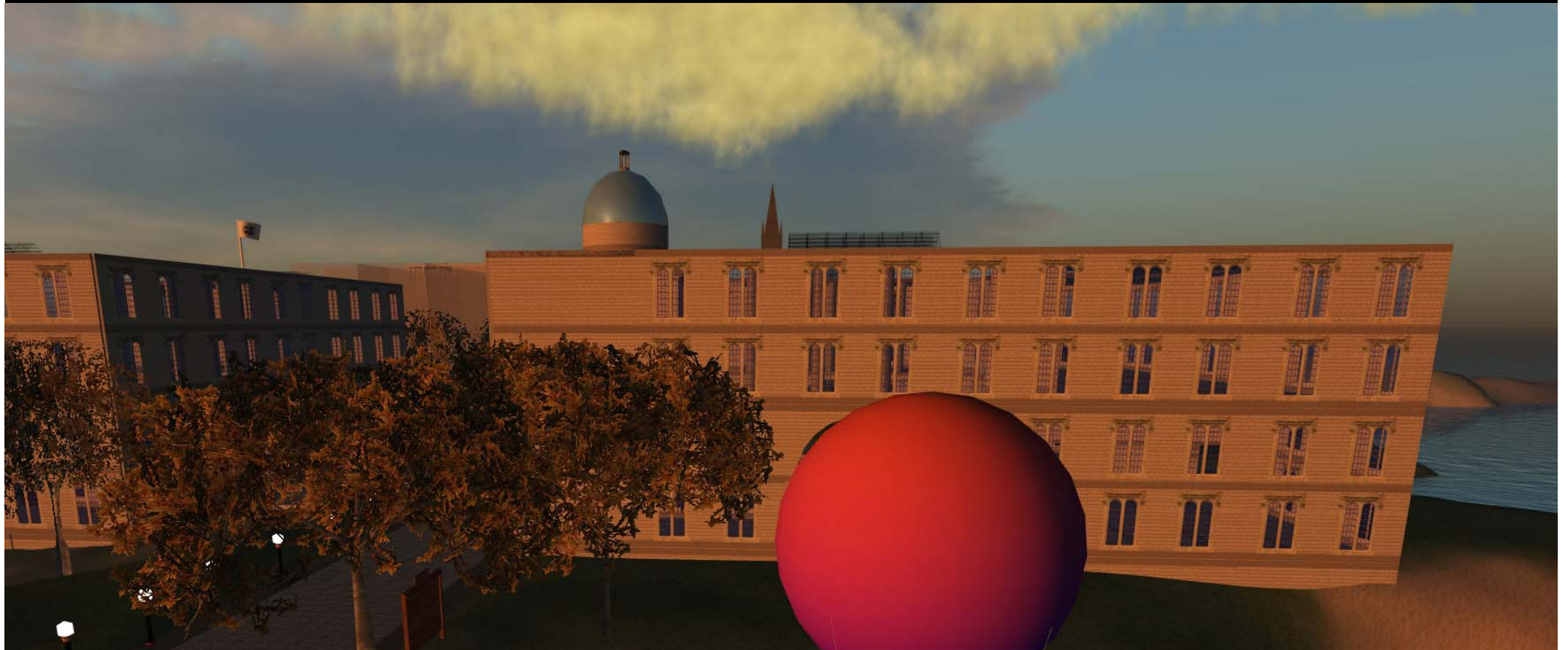
**Video & Audio Streaming**





Projects





**Guided Tours & Tutorials**





**Last Updated: Tuesday, May 29, 2007**

### Population

Residents Logged-In During Last 7 Days	463,733
Residents Logged-In During Last 14 Days	689,866
Residents Logged-In During Last 30 Days	1,086,080
Residents Logged-In During Last 60 Days	1,745,906
Total Residents <sup>1</sup>	6,806,381

### Land

#### Land Sales by Resident

Month	Total Square Meters Sold by Residents	Avg L\$ Paid Per Square Meter
April 2007	72,537,664	10.3266
May 2007 - MTD	68,197,520	9.2288

#### Islands Added

Month	Islands Owned (End of Month)	Islands Added (During Month)
April 2007	6557	940
May 2007 - MTD	7300	743

#### Land for Sale Today

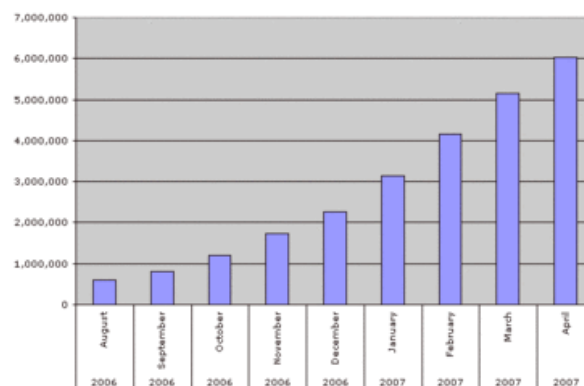
Residents With Parcels for Sale	6,028
Total Parcels For Sale	32,284
Total Square Meters for Sale	23,148,880

#### Square Meters Auctioned

Month	Square Meters
2007 April	37,264,160
2007 May - MTD	20,189,936

### Economic Statistics

Second Life: "Total Residents" by month, August '06-April '07



### CHARTS

Linden Dollar vs US Dollar  
272.9 L\$/USD as of 7:00am PDT



US Dollars spent in Second Life over last 24 hours  
\$1,507,377 as of 7:00am PDT





REUTERS 

 SECOND LIFE NEWS CENTER



- Gartner group sees 80% virtual world penetration by 2011.
- Tech consultancy Gartner, whose “Hype Cycle” has been used to gauge Second Life adoption, thinks that 80 percent of active Internet users will be in non-gaming virtual worlds like Second Life by the end of 2011 — a huge increase from current levels.
- “By the end of 2011, 80 percent of active Internet users (and Fortune 500 enterprises) will have a ‘second life,’ but not necessarily in Second Life,” the company said in April 2007.
- According to Nielsen/NetRatings, there were about 330 million active Internet home users in March, 2007.
- “There is significant probability that, over time, market pressures will lead to a merging of current virtual worlds into a smaller number of open-sourced environments that support the free transfer of assets and avatars from one to another with the use of a single, universal client,” the company added.
- <http://secondlife.reuters.com/stories/2007/04/25/gartner-sees-80-virtual-world-penetration-by-2011/>





Social Networking

Collaborative Systems

Instant Messaging

Community Knowledge

Content Creation

Semantic Web

Teleconferencing

Intelligent Agents

Web Services

3D Views onto the Internet

VoIP



<http://secondlife.com>

<http://vue.ed.ac.uk>

Thanks to Second Life residents for their help in collecting materials for this talk

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