

Hypergrid Safari Visit

Additional Information



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Ai Austin
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I-Room: a Virtual Space for Intelligent Interaction

Operations Centres, Brainstorming Spaces, Team Meeting Rooms, Training and Review Areas – USJFCOM, US Army, DARPA



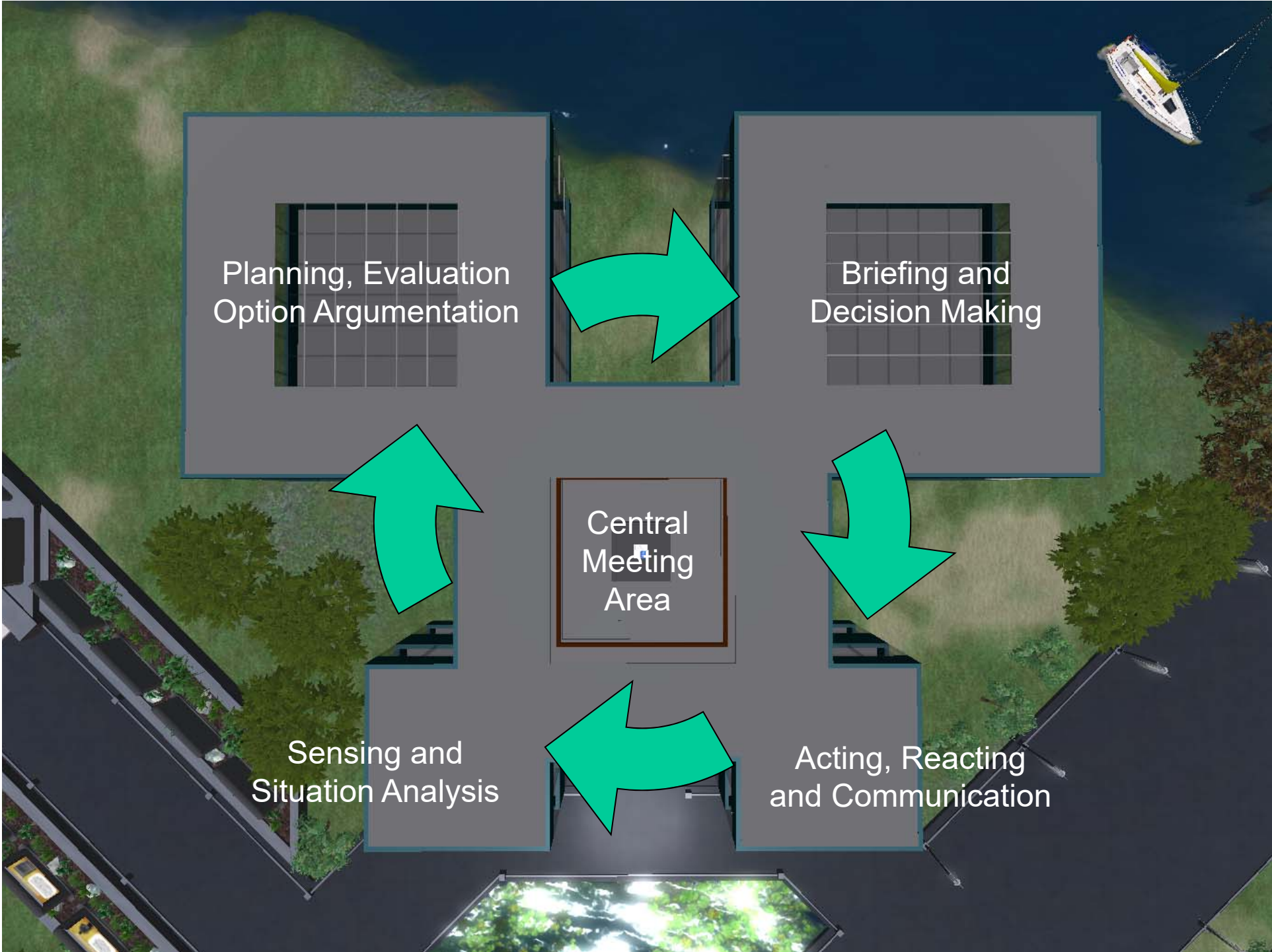
I-Room: a Virtual Space for Intelligent Interaction

Operations Centres for Mixed Agency Operations – with EADS/Airbus



I-Room Applications

- Virtual collaboration centre
- Business teleconferencing
- Team Meetings for project and product reviews
- Product Help Desks
- Design to Product - product lifecycle support
- Environment, building and plant monitoring
- Health and safety at work, disability awareness
- Intelligent tutors, guides and greeters
- Active demonstration pavilions





Virtual Worlds for Simulation & Training

- MOSES – Military Metaverse, US Army and other US government agencies
<http://moses.militarymetaverse.org>
<http://blog.inf.ed.ac.uk/atate/moses>



- VOICCE – Virginia's Operational Integration Cyberspace Center of Excellence
<http://openvce.net/voicce>



- International Virtual Emergency Exercises (IVEE) and Multinational Planning Augmentation Team (MPAT)
<http://openvce.net/event-ivee1> <http://openvce.net/mpat>

- Simudyne SimuGrid in OpenSimulator





Collaboration

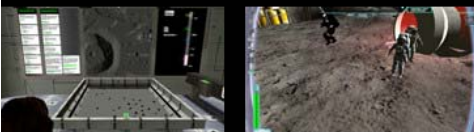
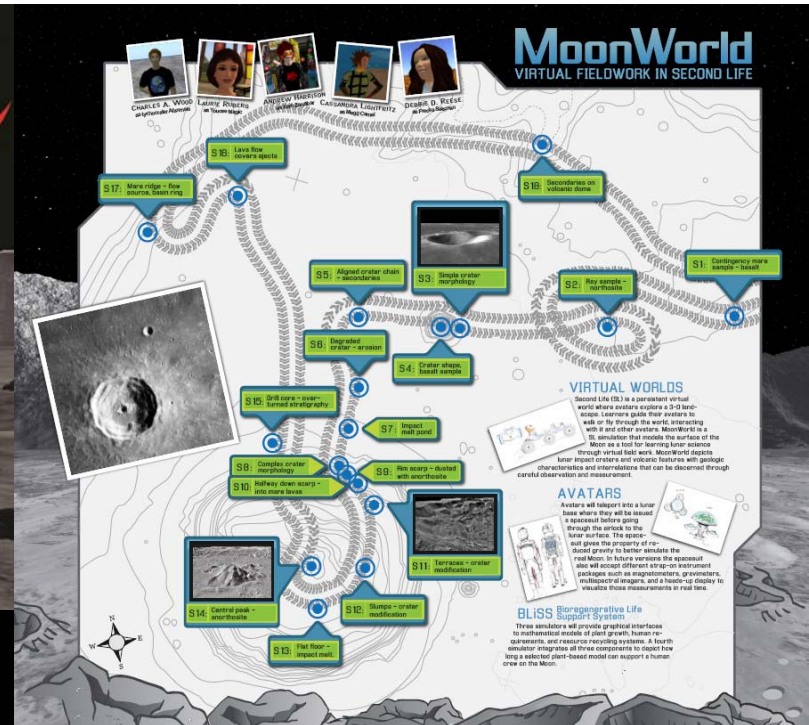


Virtual Field Trips



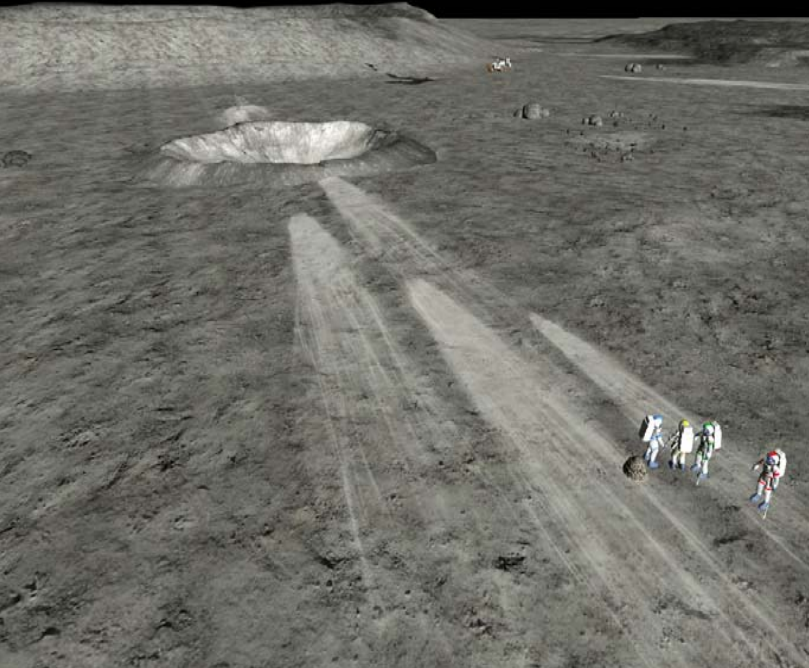
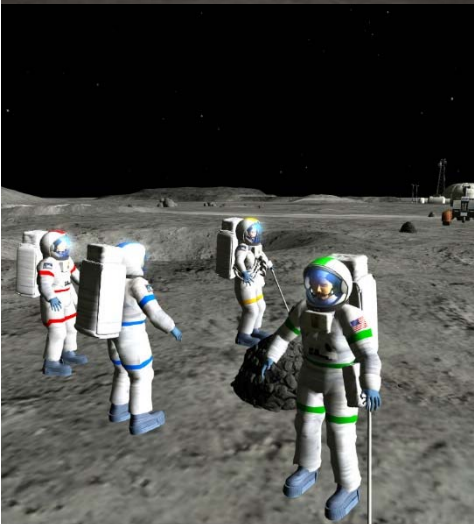
Virtual World for Inquiry and Planetary Geology Field Work

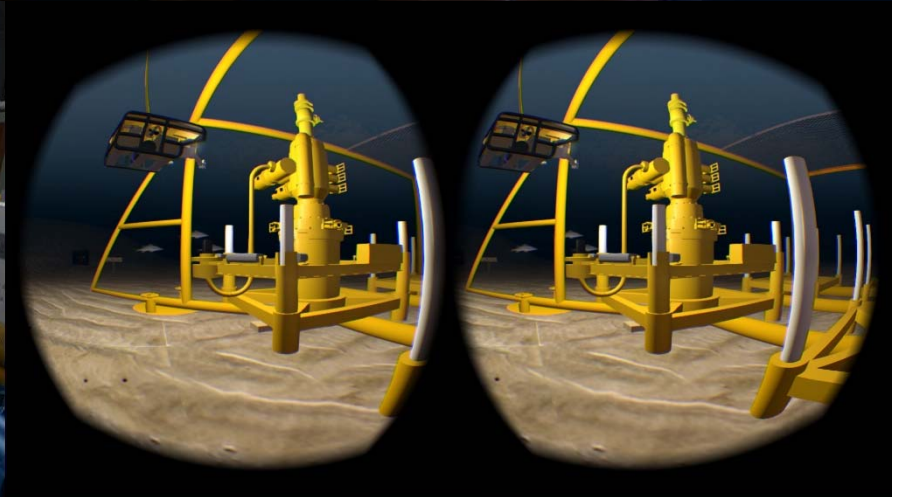
MoonWorld





COTF
 Classroom of the Future
<http://moonworld.cet.edu>



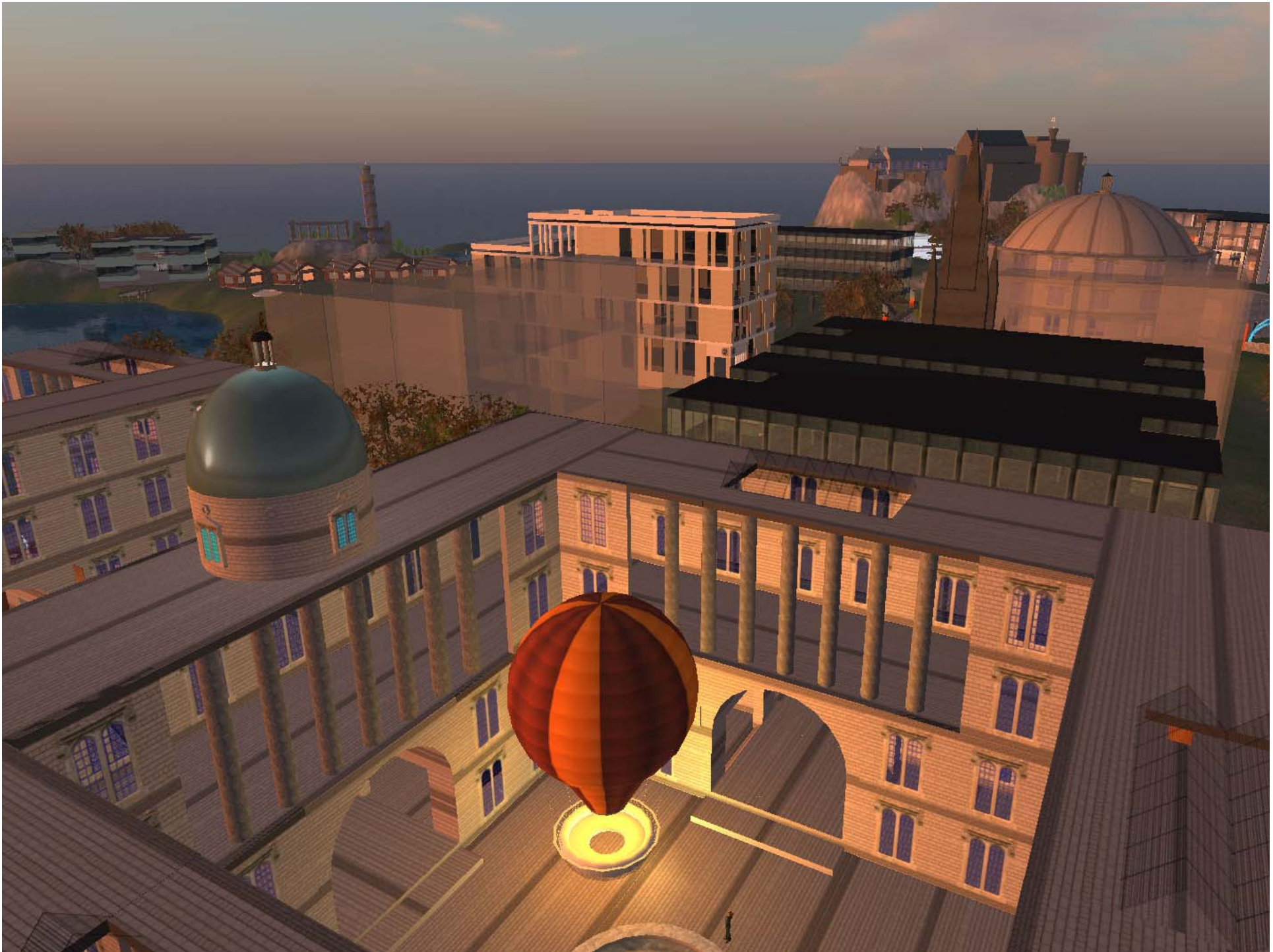




Vue – Virtual University of Edinburgh

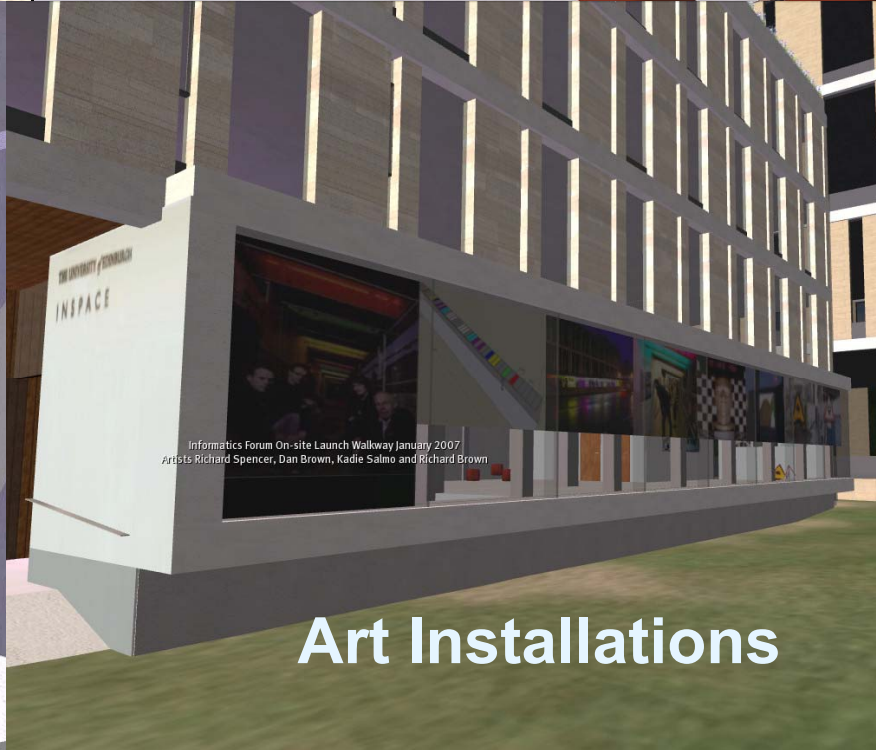
A multi-disciplinary virtual organisation
exploring the potential of virtual worlds for
e-learning, research, collaboration & outreach
related to the University of Edinburgh

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



Vue Virtual Graduation





Art Installations





Sandbox

Venue
Amphitheatre

I-Zone B

Expo Pavilion

Project
Space

Orientation Area

Central Plaza

Project
and
Team
Suites

I-Zone A

Hill Top
Meeting Spaces



Lockheed Martin Simulation, Training and Support defense contract for the Defense Advanced Research Projects Agency given on 1/25/2011

Authored By **Staff Writer** | Last Updated: 1/25/2011

Principle Contractor: Lockheed Martin Simulation, Training and Support

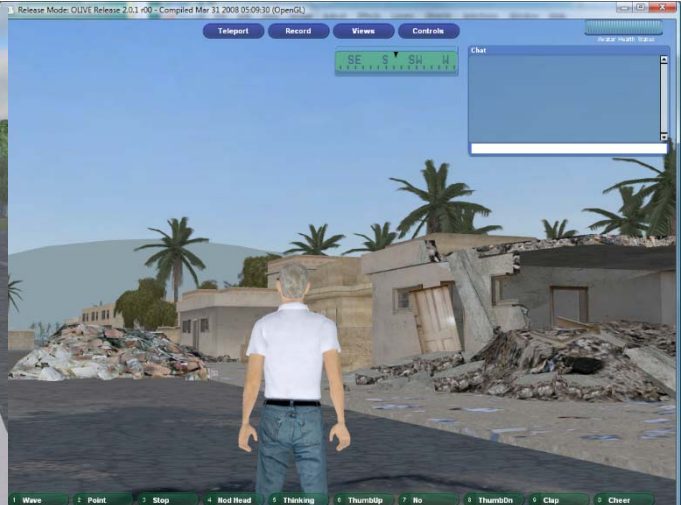
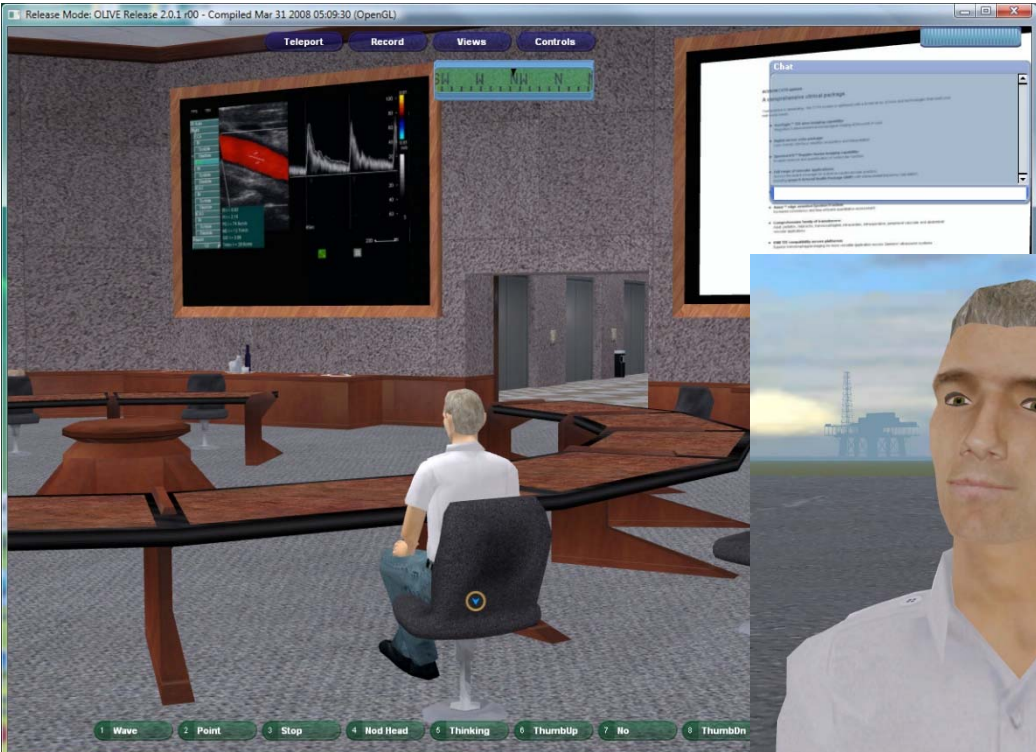
Date Reported: 1/25/2011

Department: Defense Advanced Research Projects Agency

Contract Details: Lockheed Martin Simulation, Training & Support, Orlando, Fla., is being awarded a \$7,360,467 modification to a cost plus fixed-fee contract (HR0011-10-C-0042). This award is for the National Cyber Range (NCR) program. The contractor will build on the preliminary design created in Phase I and tasks that have been accomplished in Phase II to date. At the completion of the revised Phase II program, the contractor will demonstrate the capabilities of the flexible automated Cyber Test Range NCR. The Phase I and Revised Phase II deliverables including the Concept of Operations and the Detailed Engineering Plan (DEP) are the basis of the revised Phase II effort. Work will be performed in Orlando, Fla. (69.810 percent); Cherry Hill, N.J. (16.262 percent); Princeton, N.J. (4.073 percent); Columbia, Md. (0.120 percent); Albuquerque, N.M. (1.033 percent); San Antonio, Texas (0.002 percent); Washington, D.C., (8.700 percent). The work is expected to be completed July 7, 2011. The Defense Advanced Research Projects Agency is the contracting activity.

Total Contract Value: \$7,360,467

Other Virtual Worlds SAIC Forterra OLIVE





MOSES OpenSim Grid with Intel DSG Immersive Training

MOSES - IntelSTTC User Scalability Experiment 1 - STTC

https://107.7.21.233/redmine/projects/moses/wiki/IntelSTTC_User_Sc..

IntelSTTC User Scalability Experiment 1 - Fri

REGISTER HERE: <http://107.7.21.233/form.php>
MOSES DSG Client: MosesDSG_4-4-0-33429_Setup.exe

IntelSTTC User Scalability Experiment 1 - Friday March 22, 2013 - 1800EST

Goals and Objectives

- Background and Hypothesis
- Scalability Experimentation Goals
- March 22 2013 Event Experimental Objectives

Experimental Design

- Independent Variables
- Dependent Variables
- Experiment Details

Scenario

- Background
- Roles
- Observer Roles (10 Players)
- Blue Force Roles (40 Players)
- Neutral Roles (50 Players)

References

Goals and Objectives

Background and Hypothesis

Properly representing the operational environment for Army training is believed that virtual world technology may be used to achieve the experiment is the first step to prove and demonstrate more than 100 mission.

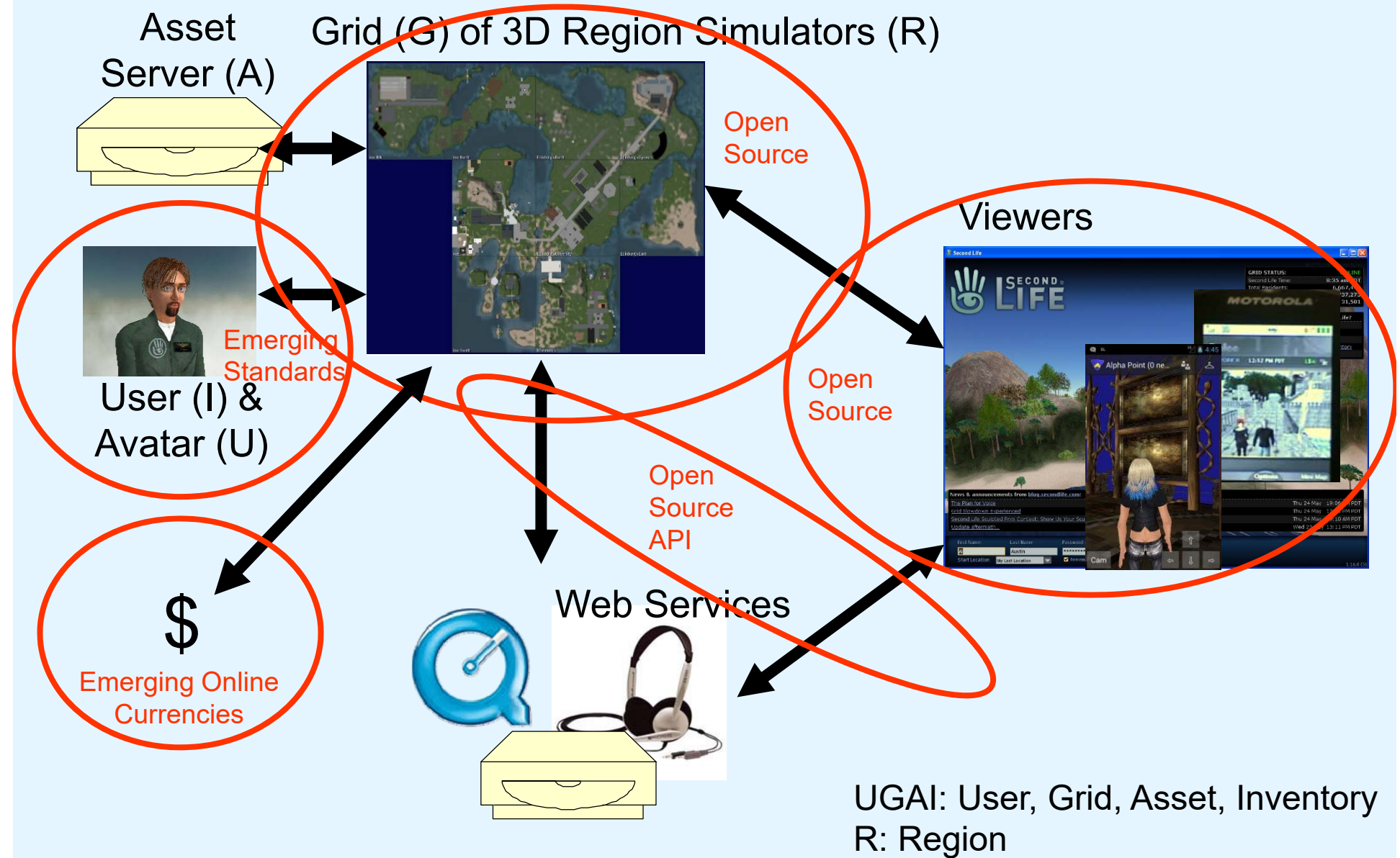
Scalability Experimentation Goals

ARL/HRED/STTC has identified a need for scalability and flexibility for 2015¹. Scalability can be examined in three different categories: **size**, **complexity of the environment**. The next generation of training applications operational environments. This experiment will focus on the number of acceptable performance.

The majority of current simulation based virtual environment training The reason for this is the inability for current systems to handle large means there is limited system resources left over for opposing forces more operationally accurate and persistent worlds for the soldiers to



Virtual Worlds - Systems Architecture



Virtual Worlds – Multiple Levels

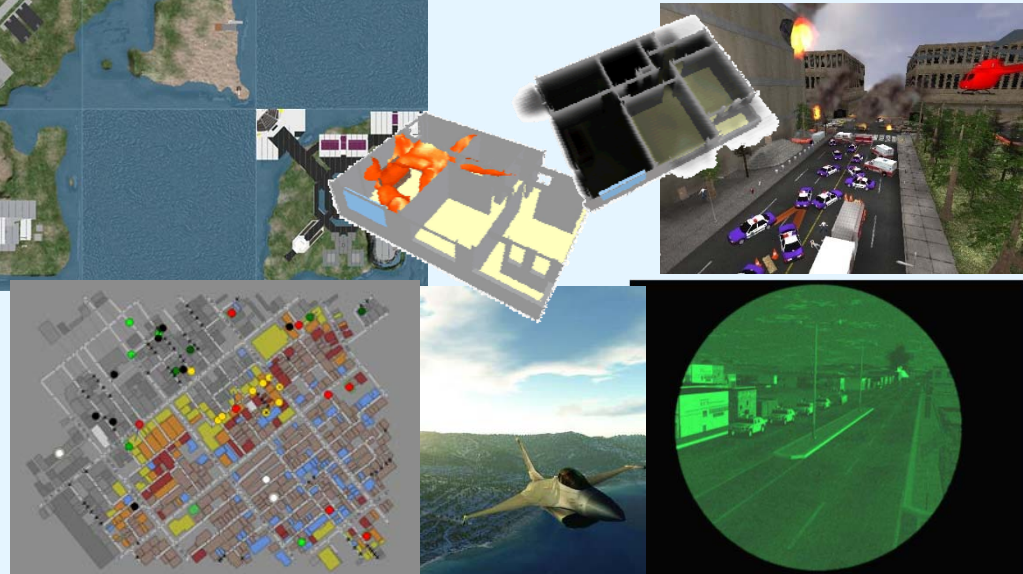
Publicly Accessible Grids
(e.g. Second Life)



Privately Managed Grids
(e.g. Opensim)



Specialised Simulations
(e.g. CRISP, Vega Prime)

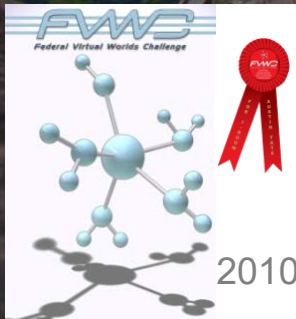


Components

- Virtual World Viewers (e.g. Firestorm)
- Virtual Worlds Service (OpenSim)
- Voice Service (I shall say no more)
- 3D Terrain (DTED)
- 3D Models (via Collada)
- NPCs
- Easy Deploy (e.g. DreamGrid)
- Role Play Scenario

Vue – Virtual University of Edinburgh
OpenVCE – Virtual Collaboration Environment
I-Room – a Virtual Space for Intelligent Interaction
Blog Posts of Simulation and Training Exercises

Social Web + Agents + Plans + Virtual Worlds



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

<http://openvce.net>

<http://openvce.net/iroom>

<http://blog.inf.ed.ac.uk/atate/>

This presentation is available on-line at:
<http://www.aiai.ed.ac.uk/~ai/>

Thanks to Second Life, OpenSim and other VW residents
for their help in collecting materials for this talk
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