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Travelling in the Metaverse

Defining Your Travel Outfit and Travel Pack

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Travel Outfit and Travel Pack…

For the Metaverse
I would like to see…

- Notion of a single Metaverse
- With various locations, platforms or worlds
- Interconnected parts where feasible
- with a single instance (shard) world
- with unique locations accepting duplication for scale.
- Where travel is possible with a common identity
- and shared avatar appearance via a “travel outfit”

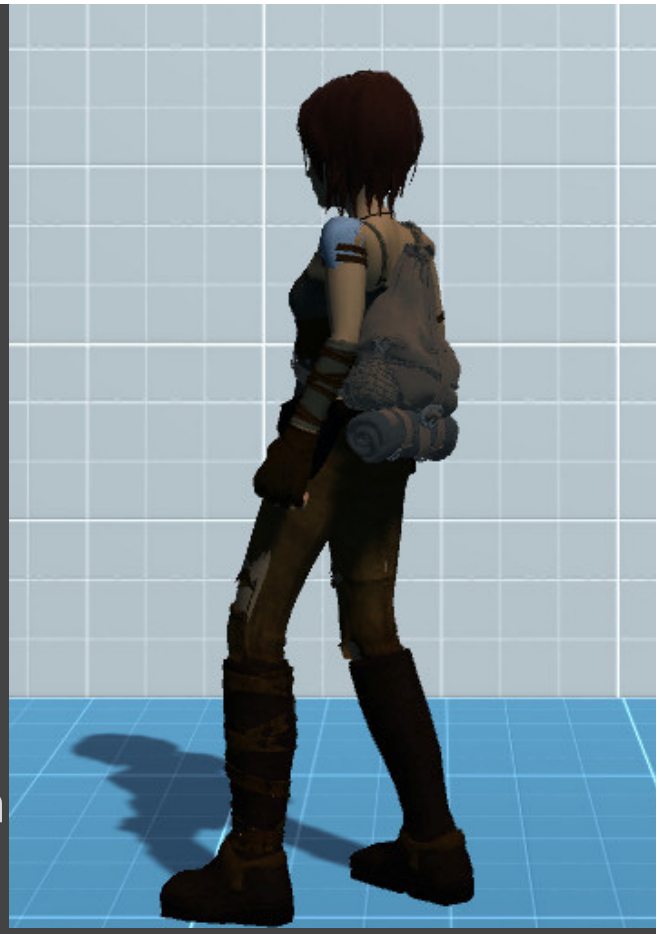
Suitcase Clipart: artvex.com

Travel Pack…

- Carrying a suitable “travel pack” or “suitcase” (intelligently filtered, permissions-based and adapted as needed between source and destination).
- Where radically different (or newer) technologies and user interactivity modalities can be introduced alongside legacy facilities
- Which can gradually build strong communities and shared content.

Travel Pack Might Contain…

- One initial outfit worn for the trip
- Other outfits for the destination (evening party wear, business meeting attire, space suit or scuba gear).
- Travel ID/credentials
- Travel wallet and funds, cryptocurrencies
- Other objects (gifts to use at the destination or space for souvenirs obtained there).
- The pack protocol might allow for appropriate export checks from the source location/platform, conversion requirements, and entry checks to the destination.
- We can even envisage a pre-travel pack checking service to advise on compatibility of the contents.



Travel Pack Might Contain…

- Initial outfit for the trip.
- Other outfits for the destination (evening party wear, concert gear, business meeting attire, space suit or scuba), Fallback Avatar
- Travel ID/credentials, wallet and funds/crypto.
- Other objects (gifts to use at the destination or space for souvenirs obtained there).
- Comms Hub to indicate presence, handle synchronous & /asynchronous comms, etc.
- Cache
- Add-on “packs” or “pockets”
- The pack protocol might allow for appropriate export checks from the source location/platform, conversion requirements, and entry checks to the destination.
- We can even envisage a pre-travel pack checking service to advise on compatibility of the contents.

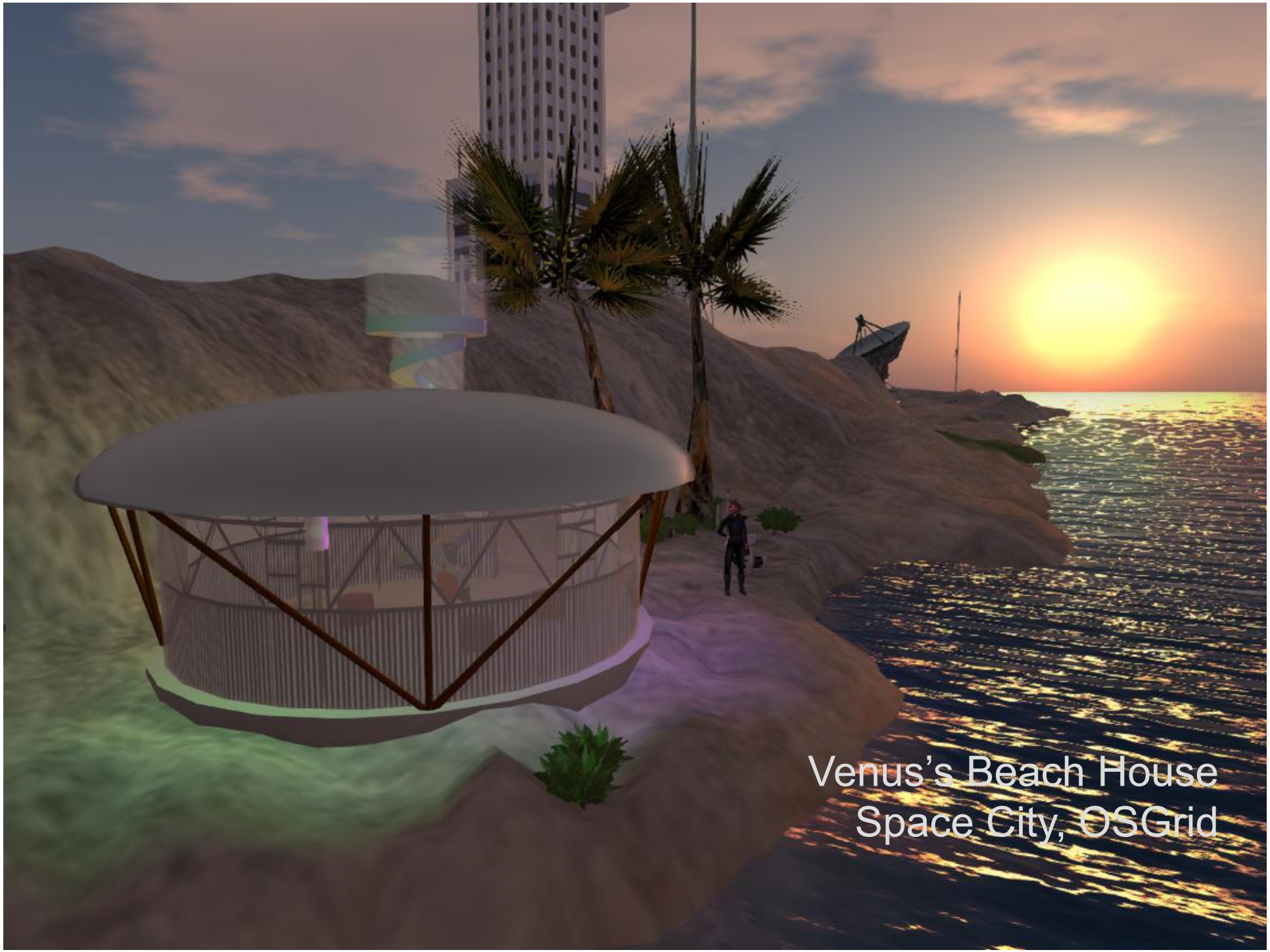
Things to Consider…

- Concept of a “Home Base” for the user.
- Form of user or avatar “presence” on home grid when travelling.
- Mitre CVW idea of IMPs (Intelligent Multimodal Participants) that could co-exist in virtual spaces to monitor activity, give assistance in the room, or relay information to users whose attention was elsewhere.
- “Travel Kit” specific to a type of destination could be intelligently managed to allow items to be obtained and used at destination, but packed safely for storage when returning home.

** 1994-97: Mitre Collaborative Virtual Workspace Intelligent Multimodal Participants


Social Web + Agents + Plans + Virtual Worlds


Social Networking
Collaborative Systems
Instant Messaging
Community Knowledge
Agent Presence
Semantic Web
Content Management
Teleconferencing
Intelligent Agents
Web Services
3D Views onto the Internet
VoIP


Venus's Beach House
Space City, OSGrid

Other Slides…

- Emergence of Standards
- OpenSimulator Contribution
- Social Web + Agents + Plans + Virtual Worlds

Emergence of Standards…

- Standards need to allow for radical growth and should not ossify current ideas.
- Open and developing standards needed.
- Beware of industry driven limitations.

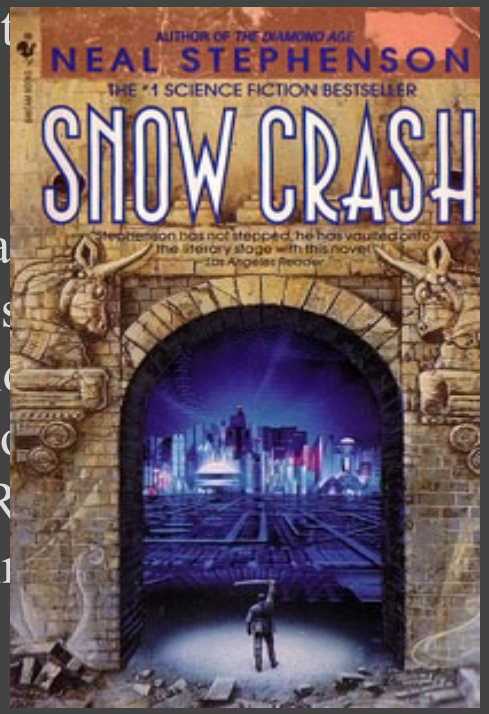
- VERY early stage for standards.
- Consider approach taken for other N <-> M interoperability scenarios (e.g. NIST Process Specification Language)…
- Use an Intermediate Interchange Format (see PIF)
- Allow for development by version numbers.

Emergence of Standards…

- **LibOMV – LibOpenMetaverse** – is a collection of .NET libraries written in c# for interacting with 3d virtual world simulators. The core library implements the protocol, networking and client functionality.
- **OpenSimulator** – http://opensimulator.org – OpenSimulator is an open source multi-platform, multi-user 3D application server.
- **OpenMetaverse Roadmap Group** – https://www.metaverseroadmap.org – Wiki from 2006 onward.
- **Open Grid Protocol** – Proposals 2008 (Linden Lab Wiki)
- **3D Web Think Tank** – Brainstorming – Kick Starting the Future of the Metaverse – Blog Post onMay 5, 2013
- **Open Metaverse Interoperability Group** – https://omigroup.org – Bridging virtual worlds by designing and promoting shared protocols.
- Consider **Ontology** of terms and concepts involved.

[*From http://opensimulator.org*]

- OpenSimulator is an open source multi-platform, multi-user 3D application server. It can be used to create a virtual environment (or world) which can be accessed through a variety of clients, on multiple protocols. It also has an optional facility (the Hypergrid) to allow users to visit other OpenSimulator installations across the web from their 'home' OpenSimulator installation. In this way, it is t
nascent distributed Metaverse.



- Out of the box, OpenSimulator can be used to simula
environments similar to Second Life™, given that it s
SL's messaging protocol. As such, these virtual worl
with the regular SL viewers. However, OpenSimulat
become a clone of the Second Life server platform. R
aims to enable innovative feature development for vi
and the Metaverse at large.


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
Federal Virtual Worlds Challenge
2010
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/resources/

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