

- [Home](#)
- [About](#)
- [AI – Avatar Identity](#)
- [GA-MMA Ethnography](#)
- [I, PI, ... Eye](#)
- [I, Robot](#)
- [Life Wall](#)
- [Lifestream](#)

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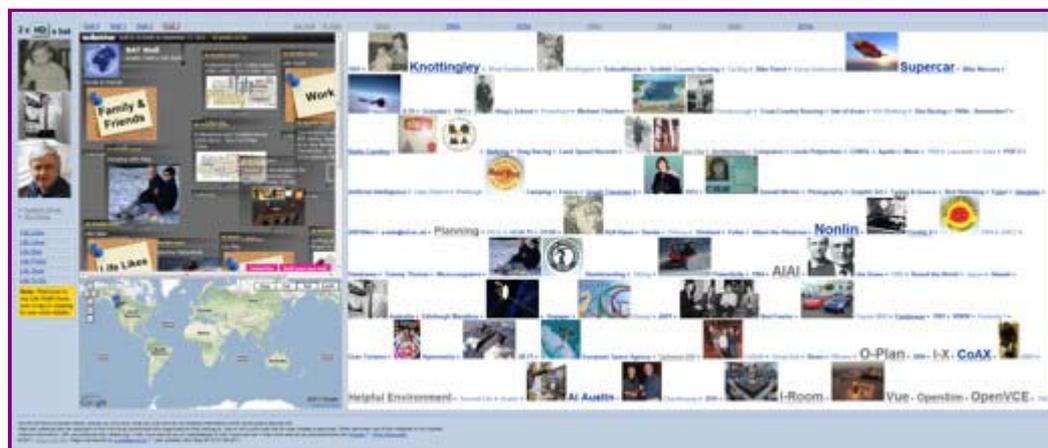
Dec 02 2011

Lifestream Summary – Digital Cultures 2011 – Austin Tate

By [Austin Tate](#) ([Edit](#))

I, Me – Course Introductions

I was intrigued by the course introductions and it gave me a change to bring out some of my interests, many of which have involved Internet collaboration on shared digital artworks and models. This kicked off some work on a personal “Life Wall” which was fun. Only a small number of Lifestream events were triggered by this work, but it was a fun exercise. I thought originally it would be a way to get ahead with a digital artifact for the course exercises... but eventually decided to do that on more interesting topics as the readings and discussions progressed.

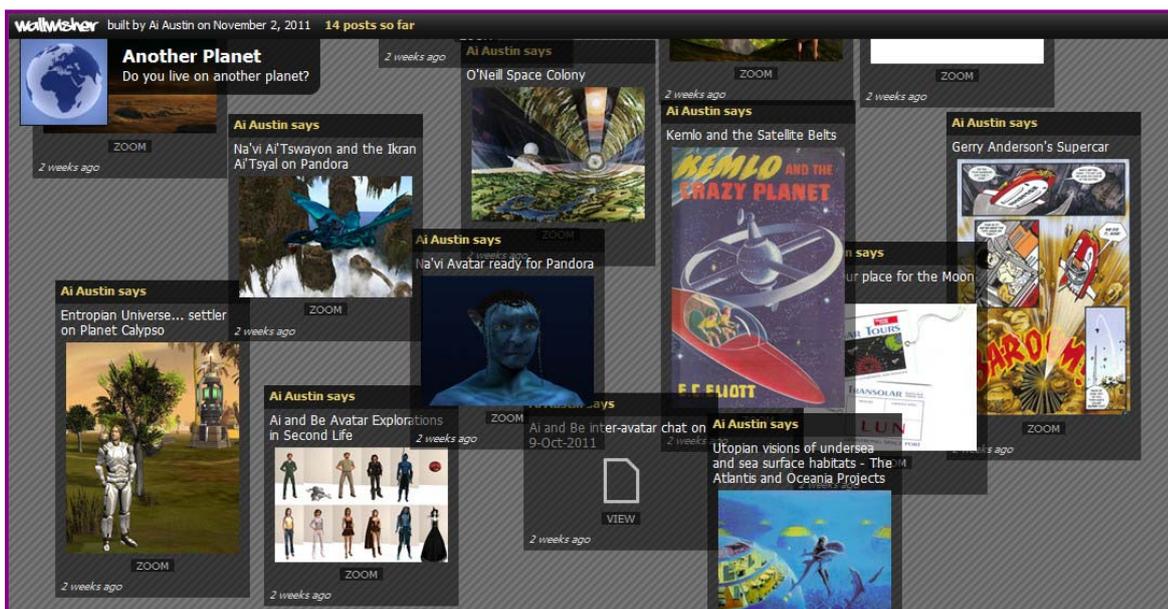


I, Ai – Personal Identity, Avatar Identity

- [bat Life Wall](#)
- [Another Planet – Experimental Digital Artifact](#)
- [Austin, Ai and the Personal Satellite Assistant – Blog Post](#)
- [Posthuman – Connected – Blog Post](#)
- [AI, Cyborgs and Robots – Blog Post](#)
- [By the Side of a Methane Lake on Titan – Blog Post](#)
- [Ai's Home Page – Na'vi and Beyond](#) (work prior to Digital Cultures Course and expanded during the studies)

WallWisher Walls

I have been an enthusiastic contributor to the Wallwisher walls set up at the start of Digital Cultures and IDEL11 for participant introductions, and used for a number of exercises through the course.



This was a new shared media and social tool to me, and it works very well. I have also used Wallwisher walls in a number of my own digital artifacts. The Lifesteam events do not reflect Wallwisher contributions very well, and only seem to post a single even for the initial post onto a wall.

Lifesteam Access

My Lifesteam is at <http://edc11.education.ed.ac.uk/austint/my-lifestream/>

Technically the Lifestream events for many types of feed from Delicious, some blogs, Wallwisher, etc leave a lot to be desired and often only state the blog title as the source with little indication of the real content I am afraid.

A PDF format archival copy is available at <http://atate.org/mscel/archive/EDC11-Lifestream-Austin-Tate.pdf> though the printed version is not laid out as well as the original WordPress blog.

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Archives

- [December 2011](#)
- [November 2011](#)
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Meta

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- [Entries RSS](#)
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- [GA-MMA Ethnography](#)
- [I, PI, ... Eye](#)
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- [Life Wall](#)
- [Lifestream](#)

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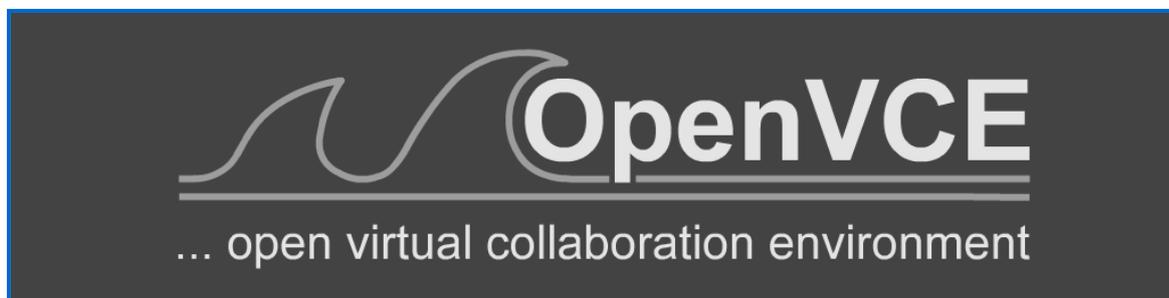
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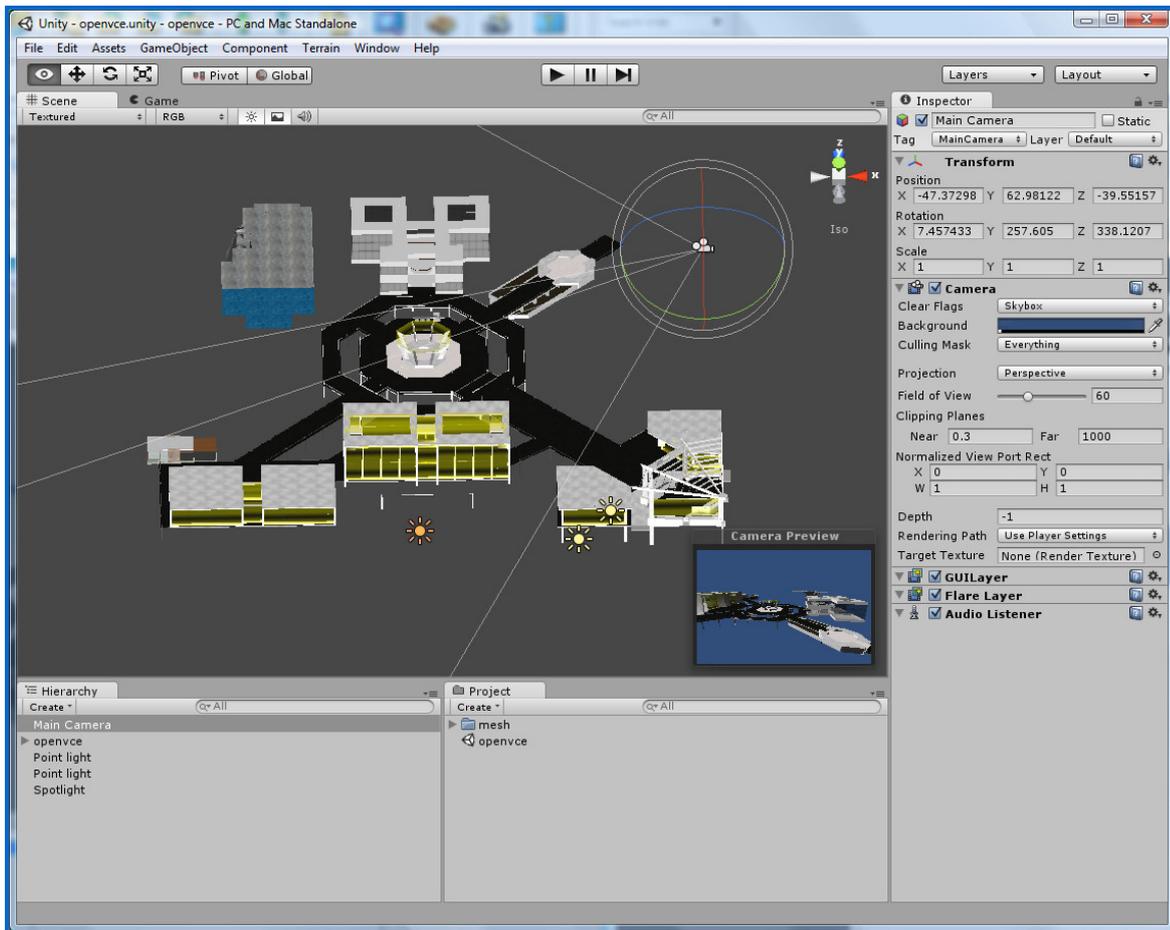
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Lifestream Week 11

By [Austin Tate](#) ([Edit](#))



On my research project related to supporting the OpenVCE communities I was engaged in setting up a new group portal on the APAN (All Partners Access Network) hosted by the US Government for non-classified work between government agencies, NGOs, organisation and individuals across the world. This replaces the previous HarmonieWeb portal. the APAN network uses the Telligent Collaboration framework to provide the usual blogs, discussion forums, wikis, group chat, etc. And then provides an Adobe Connect service attached to that for the supported communities. We provide “web observer” meeting access to virtual words meeting spaces via Adobe Connect services through these portals. I was involved in a number of training programmes and setup exercises which led to a range of events in the Lifestream as I took on the group owner role on APAN.



I did some further experimentation with the Unity3D platform, and used a Collada mesh translation of the OpenVCE OpenSim region buildings created via a converter service from Tipodean technologies in the USA. We are further experimenting also with the OpenSim-based MOSES grid hosted by the US Government also for work with non-government agencies internationally.

We believe that a combination of the APAN OpenVCE Group for a community web portal and a simplified meeting space in either the OpenSim-based MOSES grid or on a Unity3D setup might offer a long term stable basis for continuing work in the OpenVCE.net community. Currently a Drupal server at Edinburgh is used for the community web portal, and the virtual words service is hosted on the VCE region in Second Life.

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Archives

- [December 2011](#)
- [November 2011](#)
- [October 2011](#)
- [September 2011](#)

Meta

- [Site Admin](#)
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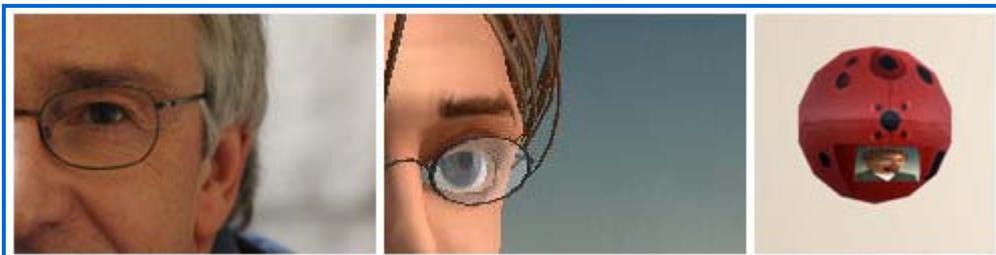
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Nov 28 2011

I, PI, ... Eye

By [Austin Tate](#) ([Edit](#))



I have been working on my Digital Cultures course final project for a couple of weeks now. It is a study of Identity, Avatar and On-line Identity, Community Identity and the use of an Analytical Eye over these topics.

<http://atate.org/ai/pi/>

I would welcome feedback from anyone who has a look at the artifact in its current state. I am still working on elements of it.

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- [December 2011](#)
- [November 2011](#)
- [October 2011](#)
- [September 2011](#)

Meta

- [Site Admin](#)
- [Log out](#)
- [Entries RSS](#)
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- [Life Wall](#)
- [Lifestream](#)

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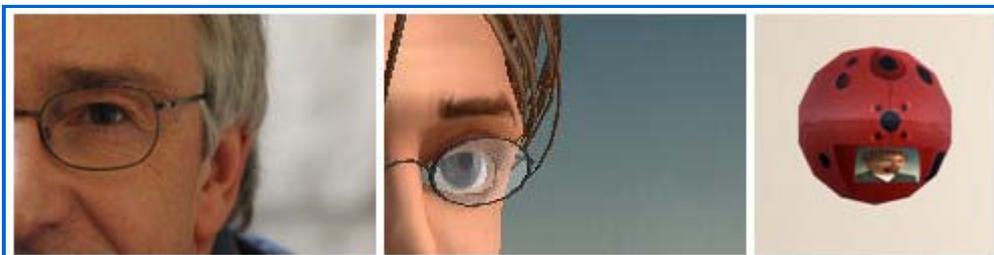
Lifestream Week 10

By [Austin Tate](#) ([Edit](#))

Posthuman Pedagogy

I got ahead with my contribution to the posthuman pedagogy and produced my input over the weekend, entitled “Think Like a Robot”. So I was able to provide it to the class at the very start of the week for discussion. Some commenting on this and other entries as they came in towards the end of the week formed events in my Lifestream.

Eye on the EDEDC Final Assignment



To create the story I wish to tell for my EDEDC final assignment, I have been pulling together a number of threads explored during the Digital Cultures course and on other MSc courses such as IDEL11 and ULOE11. This has led to extracting some of the elements on different social media and platforms, especially aggregating content into my personal learning and asset collection space at <http://atate.org/space/>

Uncanny Pedagogical Experiences – Joking Apart

I have kidded on a bit with Siân Bayne in some discussions over the use of what I treated as "cute" terms like the "uncanny" and "ghostly" or "zombie" experiences. I got the idea of the uncertain and mind challenging environments she was described as a learning opportunity. And I do appreciate its a term that has some history (see [Uncanny](#)). But the Bayne (2008) reading did start to make more sense to me as a coherent approach to some people's experiences in virtual worlds. I think I have used teleconference, distance collaboration and other forms of multi-user environments for so long, and have had experience of MUDs and MOOs as they grew from their text beginnings, so that its a more natural experience for me... just like I would not call using the telephone uncanny because I can heard a disembodied voice from a distance. But I can certainly put myself into an avatar shape or type which I know I find unusual or that feels "wrong".

I found a very nicely constructed site in Second Life this week which allowed for just such an experience, and I blogged about it to draw it to the attention of others on the IDEL11 and EDEDC courses. See "Meta Body – Try an Out of Your Body Experience" – <http://edc11.education.ed.ac.uk/austint/2011/11/18/meta-body-try-an-out-of-your-body-experience/>

Second Life Pic of the Day

I added a further RSS feed to my Lifestream... the Second Life official feed from the blog which selects a representative "pic of the day". This is something I already follow on Twitter and find useful. I feel this reflects the continuing improvement of the visuals in Second Life and OpenSim, indicates new facilities as they come along and show cases top builds inworld.

Reference

Bayne, Siân (2008) "Uncanny spaces for higher education: teaching and learning in virtual worlds", ALT-J Research in Learning Technology, Vol. 16, No. 3., pp.197-205.

Uncanny – See <http://en.wikipedia.org/wiki/Uncanny>

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Archives

- [December 2011](#)
- [November 2011](#)
- [October 2011](#)
- [September 2011](#)

Meta

- [Site Admin](#)
- [Log out](#)
- [Entries RSS](#)
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