Virtual Worlds

Calen Chan, Lily Liu, Patricia Wang, James Yuen

Basic concepts was proposed in 1945 by Vannevar Bush

1978, first text based multi-user adventure game was created (called MUDs)

Late 1980s, the concept of virtual reality was demonstrated

Started: MUDS(multi-user domains) and MOOs(MUD Object Oriented)

Currently: CVEs (Collaborative Virtual Environments)and MUVES (Multi-User Virtual Environments)
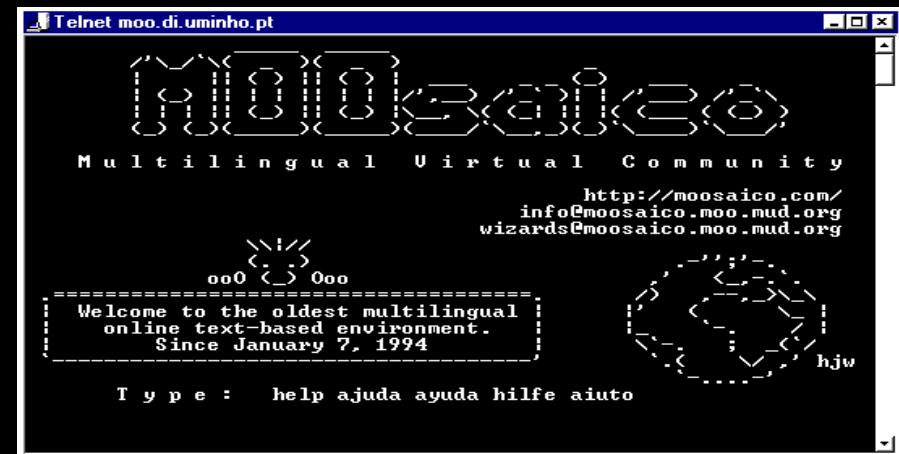

History

- A 2D or 3D computer simulated environment where many users access it through online.
- Created for all ages with a variety of communities to join.
- Second Life
- Purposes:
  - Gaming
  - Education
  - Socializing/Online Community Building
- Similar features
  - Immediately: interaction happens in real time
  - Socialization
  - Persistence: the world continue whether your logged on or not

Virtual Worlds

What is Second Life?

- A internet based virtual world, replicating real life situations
- The Second Life world is built by residents (users)
- Shop, Network, own land, obtain a job and travel
- Caters to the age group of 18+ or the sister site 'Teen Second Life' for 13-18 year olds.
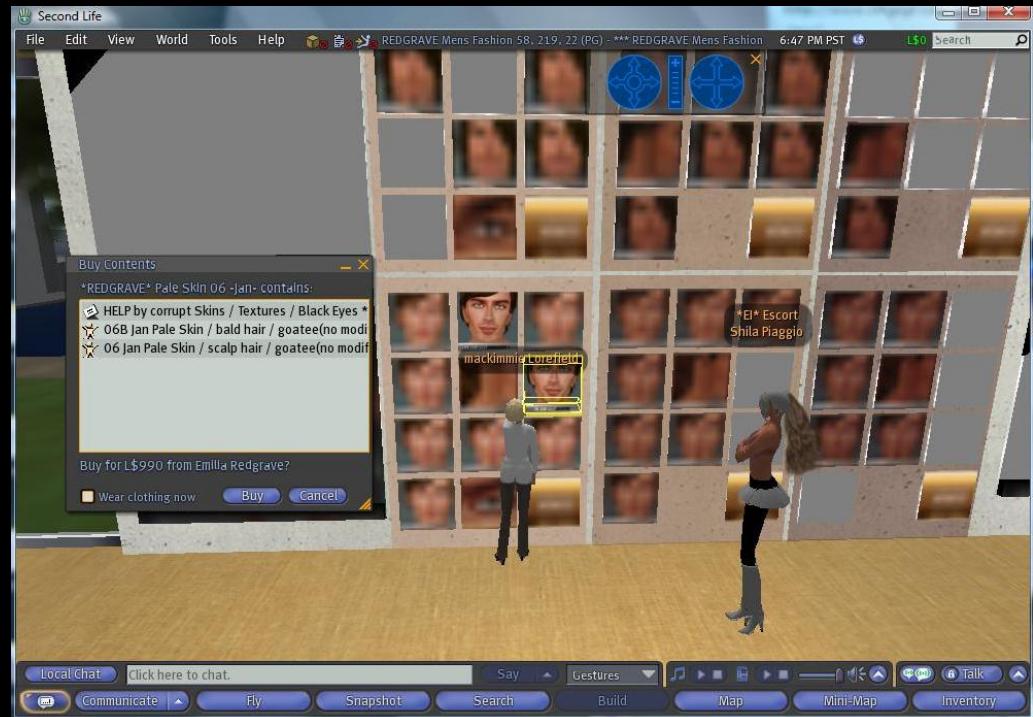
Second Life

Second Life

Technology and Social Trends

Technology:
- Realistic three dimensional imaging
- System lag due to large memory and many users
- Complicated to understand for beginners

Social Trends:
- Second Life was created in 2003 and has become a very popular online virtual world
- Being able to learn new skills online such as, work experience and networking

What is Maple Story?

- Created by Wizard, published by Nixon
- A virtual world, based on servers
- Avatar role-play out a story line, by completing tasks and visiting other worlds
- Joining a 'Guild' to interact with each other more easily
- Cash shops generate revenue

Maple Story

Maple Story

Technology:
- 2-D avatar characters, that are not realistic
- User friendly, worlds created just for beginners
- System lag due to large amount of memory and many users
- Hacking prevention patches

Social Trends:
- Popularity, more then 50 million subscribers
- Extremely addictive

Habbo Hotel

Virtual Chat room

Made for teens

Lego Characters

Relatively hard to navigate for beginners

Variety of communities

Emerging Technologies

• Accessible to the Blind

• In partnership with GoogleEarth

• Making Libraries more Accessible

• Business Ventures

• Nasa

- IBM research project

- 3D sound to create sense of space

- Text Speech

- Sonar

- Sound attachments

# IBM: Accessibility in Virtual World

GoogleEarth and Virtual Worlds

- Using **EveryScape**
- Creates virtual world of a location on earth
- Will show 3D version
- Union Square- will allow 3D tour

Negative Social Aspects of Virtual Worlds
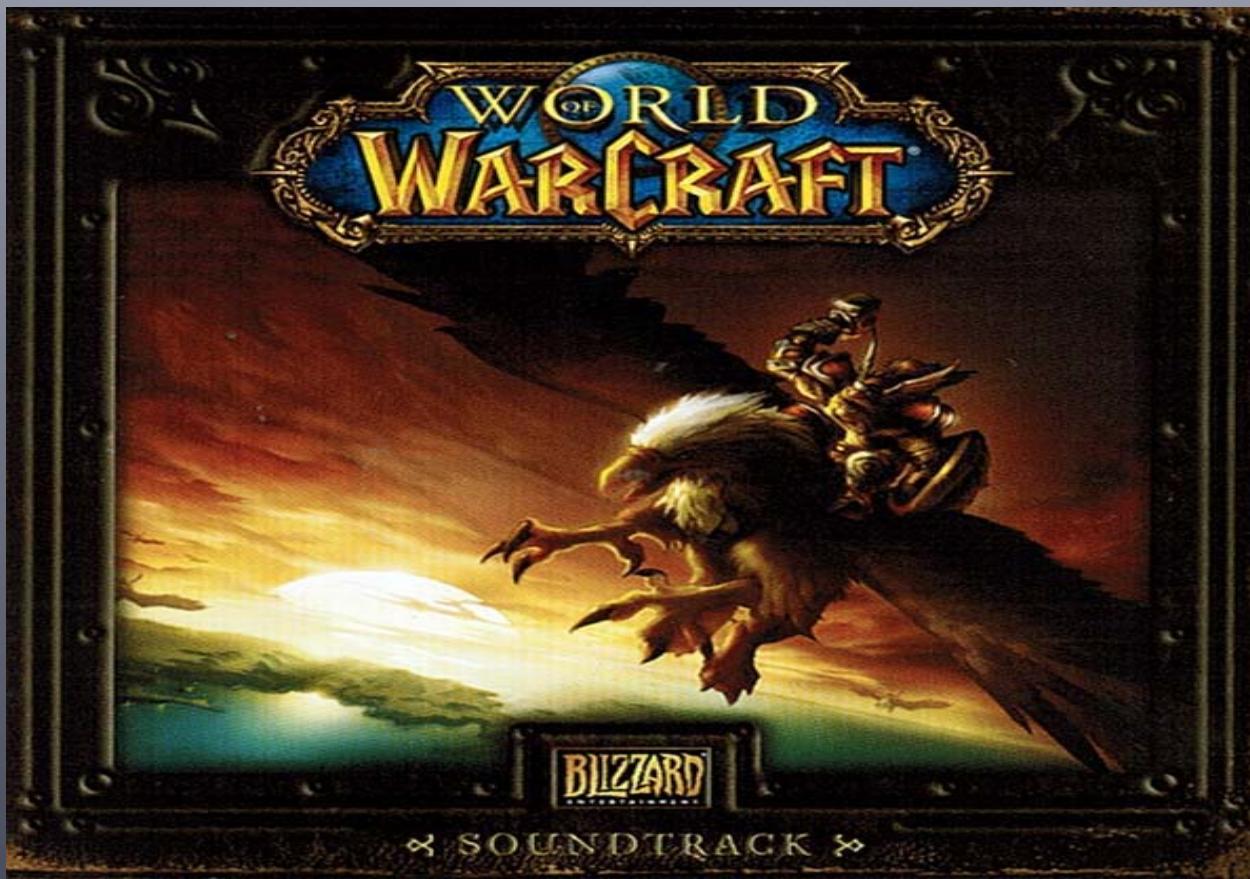
EverQuest 2

- Time consuming

- Never ending

Second Life

Be who you would like to be..........

You never know who your talking to…

The End