Virtual World Constituent Group Meeting

Educause MARC 11: January 12, 2011

Transcript from the SL discussion.

[08:42 AM]  Jonathon Dunn: folks welcome to Penn's virtual campus!

[08:42 AM]  Claudia13 Rossini: Morning Dudley

[08:42 AM]  Grizzla Pixelmaid: OK I can hear you now that I set my

prefs :)

[08:42 AM]  Jonathon Dunn: I'm your host. Please have a seat. Turn

speakers on, mics muted please!

[08:42 AM]  Claudia13 Rossini: <---slave labor to Jon

[08:43 AM]  Decka Mah: This feels way too much like a physical

university room eeep!!

[08:43 AM]  Claudia13 Rossini: lol Decka.welcome!

[08:43 AM]  Dudley Dreamscape: but no snow - so I"m ok

[08:43 AM]  Decka Mah: Hi Claudia

[08:43 AM]  Jonathon Dunn: folks in the room if you can hear my voice,

say "yes" if not say "no"

[08:43 AM]  Claudia13 Rossini: yes

[08:43 AM]  Komputer Merlin: yes

[08:43 AM]  Dudley Dreamscape: no

[08:43 AM]  Decka Mah: yes :)

[08:43 AM]  Grizzla Pixelmaid: yep

[08:43 AM]  Scarlett Sismondi: yep

[08:43 AM]  Liz Lamplugh: yes

[08:43 AM]  Margarette Fouroux: no

[08:44 AM]  Jonathon Dunn: Cris how are we doing for audio set up in

the room in Baltimore?

[08:45 AM]  Komputer Merlin: Margarette.... check the IM's I am

sending you....trying to help you with your sound issue.

[08:45 AM]  Dudley Dreamscape: i hear you now

[08:45 AM]  Claudia13 Rossini: lol

[08:46 AM]  Jonathon Dunn: Cris how are we doing in the live meeting

space in Baltimore?

[08:46 AM]  Claudia13 Rossini: welcome new arrivals!

[08:46 AM]  Decka Mah: Did everyone hear the news that new avatars

have a single (self chosen) name and no Linden last names so if you

want to snag your real name, you can make an avatar (no spaces allowed

int eh single name though).

[08:47 AM]  Jonathon Dunn: Welcome to the Penn Virtual Campus folks!

Please turn speakers on, but please mute microphones.

[08:47 AM]  Claudia13 Rossini: just what i need.people with 3

names...shoot me now please

[08:47 AM]  Karl Schuyler is Online

[08:47 AM]  Jonathon Dunn: I'm going to speak in voice now. If you

cannot hear me, please say "no"

[08:47 AM]  Cristofolo Iwish: ok the other session is still going on

[08:47 AM]  Cristofolo Iwish: we are in the room

[08:48 AM]  Cristofolo Iwish: one sec and we can tyest the sound

[08:48 AM]  Komputer Merlin: If they can't hear you, they won't know

to respond....

[08:48 AM]  Jonathon Dunn: Cris, at what point are you permitted to

"boot" them

[08:48 AM]  Jonathon Dunn: I know Komp. I typed it too :)

[08:48 AM]  Jonathon Dunn: Folks if you cannot hear me, please say "no"

[08:48 AM]  Cristofolo Iwish: they are leaving now

[08:48 AM]  Cristofolo Iwish: it is the new IT managers session

[08:48 AM]  Margarette Fouroux: no

[08:49 AM]  Jonathon Dunn: Anybody other than Margarette need audio

help? We want your speakers on, but microphones off

[08:49 AM]  Cristofolo Iwish: ok speakers are on

[08:49 AM]  Jonathon Dunn: Karl, shall we move a chair aside for you?

[08:50 AM]  Karl Schuyler: no problem

[08:50 AM]  Jonathon Dunn: Cris can you hear me through your speakers?

[08:50 AM]  Karl Schuyler: I can stay here

[08:50 AM]  Cristofolo Iwish: no one sec

[08:50 AM]  Jonathon Dunn: Folks, welcome to the Penn virtul campus.

Please turn your speakers on for voice chat. But please mute your

microphones.

[08:50 AM]  Claudia13 Rossini: Karl.i can slide a chair out of the way

for you

[08:51 AM]  Cristofolo Iwish: try agin

[08:52 AM]  Jonathon Dunn: Trying now. Can you hear me Cris

[08:52 AM]  Cristofolo Iwish: no

[08:52 AM]  Cristofolo Iwish: one more time?

[08:52 AM]  Komputer Merlin: YES

[08:52 AM]  Karl Schuyler: yes

[08:52 AM]  Scarlett Sismondi: yes

[08:52 AM]  Dudley Dreamscape: yep!

[08:52 AM]  Cristofolo Iwish: still no

[08:52 AM]  JeanClaude Vollmar: Yes

[08:52 AM]  Claudia13 Rossini: yes

[08:52 AM]  Jerod Bagley: yes

[08:52 AM]  Oronoque Westland: yes

[08:52 AM]  Cristofolo Iwish: brb

[08:52 AM]  Claudia13 Rossini: lol

[08:52 AM]  Cristofolo Iwish is Offline

[08:52 AM]  Jonathon Dunn: Cris could you hear my voice chat earlier?

[08:52 AM]  Decka Mah: yes

[08:53 AM]  Jonathon Dunn: Welcome folks!

[08:53 AM]  Claudia13 Rossini: welcome to the Penn in SL campus everyone

[08:53 AM]  Jonathon Dunn: Microphones muted please, but speakers on!

[08:53 AM]  Cristofolo Iwish is Online

[08:54 AM]  Jonathon Dunn: Cris can you hear me now?

[08:54 AM]  Cristofolo Iwish: can you move closer to me

[08:54 AM]  Cristofolo Iwish: volume is up but sound is low

[08:55 AM]  Jonathon Dunn: Cris, move the voice volume slide up to max

[08:56 AM]  Cristofolo Iwish: we can hear you type but not speak

[08:56 AM]  Jonathon Dunn: Cris, do you see the "minimap" button?

[08:56 AM]  Jonathon Dunn: right above it is an arrow

[08:56 AM]  Jonathon Dunn: to the right

[08:56 AM]  Jonathon Dunn: an up arrow

[08:56 AM]  Jonathon Dunn: press that

[08:57 AM]  Jonathon Dunn: see more volume sliders?

[08:57 AM]  Cristofolo Iwish: sorry tried SL2 to see if it was better

[08:57 AM]  Jonathon Dunn: ugh

[08:57 AM]  Cristofolo Iwish: one sec

[08:57 AM]  Cristofolo Iwish: brb

[08:57 AM]  Jonathon Dunn: ok :)

[08:57 AM]  Cristofolo Iwish is Offline

[08:57 AM]  Fox Oxbar is Online

[08:57 AM]  Cristofolo Iwish is Online

[08:58 AM]  Cristofolo Iwish: ok we get your voice now

[08:58 AM]  Cristofolo Iwish: we get voice without the speakers

[08:59 AM]  Cristofolo Iwish: How do I talk i Phoenix viewer?

[08:59 AM]  Marcy Wilson is Online

[09:00 AM]  Jonathon Dunn: cris I'm hearing you on and off

[09:01 AM]  Karl Schuyler: yep

[09:01 AM]  Arielion Clawtooth: We ca hear you too. A little low

[09:01 AM]  Decka Mah: We can hear you both

[09:02 AM]  Katya Anatine is Online

[09:02 AM]  Jonathon Dunn: Okay Cris, will do

[09:02 AM]  Jonathon Dunn: Folks here in the room you get to lead the

convesation!

[09:02 AM]  Komputer Merlin: Jonathon, when you say "the room".... you

mean in Baltimore or in SL?

[09:02 AM]  Havoc Tigerfish is Online

[09:02 AM]  Komputer Merlin: I will try

[09:03 AM]  Jerod Bagley: I can assist

[09:03 AM]  Dudley Dreamscape: no

[09:03 AM]  Jerod Bagley: Yes

[09:03 AM]  Oronoque Westland: how many are using a VW other than SL

to support education?

[09:03 AM]  Scarlett Sismondi: nope

[09:03 AM]  Decka Mah: About to set up our own OpenSim on campus

[09:03 AM]  Grizzla Pixelmaid: Nope, just SL

[09:03 AM]  Karl Schuyler: OpenSimulator

[09:03 AM]  Komputer Merlin: starting to use Reaction Grid at my

university (Indiana Univ of Pennsylvania.... IUP)

[09:03 AM]  Decka Mah: Have used ActiveWorlds in the past

[09:03 AM]  Karl Schuyler: but Just as a testbed fo reseach projects

[09:03 AM]  Jerod Bagley: New Worl

[09:03 AM]  JeanClaude Vollmar: Just SL right now

[09:04 AM]  Grizzla Pixelmaid: Yes

[09:04 AM]  Decka Mah: Yes

[09:04 AM]  Dudley Dreamscape: Akron has a sim

[09:04 AM]  Karl Schuyler: I do

[09:04 AM]  Claudia13 Rossini: (me)

[09:04 AM]  Komputer Merlin: how many are operating a SIM where you

work?

[09:04 AM]  Jerod Bagley: yes but just in testing

[09:04 AM]  Oronoque Westland: how many are operating a sim or its

equivalent in the VW whgere you are working?

[09:04 AM]  Scarlett Sismondi: yes, in SL,

[09:04 AM]  Cristofolo Iwish: thanks

[09:04 AM]  Oronoque Westland: Oronoque and Merlin are transcribing

[09:05 AM]  Decka Mah: I can

[09:05 AM]  Oronoque Westland: who would like to tell us what they are

doing in SL?

[09:05 AM]  Grizzla Pixelmaid: And I can

[09:05 AM]  Decka Mah: Law Court

[09:05 AM]  Decka Mah: for Criminal LAw assessment

[09:05 AM]  Decka Mah: students present tot he judge

[09:05 AM]  Decka Mah: and respond to questions

[09:05 AM]  Decka Mah: and this is their main assessment

[09:05 AM]  Decka Mah: distance ed

[09:05 AM]  Decka Mah: 2 years

[09:06 AM]  Decka Mah: all great

[09:06 AM]  Decka Mah: and also better than previous

[09:06 AM]  Decka Mah: which was a recorded monologue

[09:06 AM]  Komputer Merlin: is the judge one of the teachers?

[09:06 AM]  Decka Mah: so more real

[09:06 AM]  Oronoque Westland: been going on for 2 years, participants

give feedback

[09:06 AM]  Komputer Merlin: or a real judge?

[09:06 AM]  Decka Mah: like the real court room

[09:06 AM]  Decka Mah: also self started their own study groups

[09:07 AM]  Decka Mah: Also teacing English in 3 month immersion classes

[09:07 AM]  Oronoque Westland: Cris are you able to follow the text?

[09:07 AM]  Decka Mah: business English

[09:07 AM]  Decka Mah: so run an office building

[09:07 AM]  Decka Mah: for contextualised role play

[09:07 AM]  Cristofolo Iwish: yes

[09:07 AM]  Decka Mah: Japanes, Korean and Chinese students

[09:07 AM]  Cristofolo Iwish: we are following along well

[09:07 AM]  Oronoque Westland: Cris, do you hear Jon?

[09:07 AM]  Cristofolo Iwish: no

[09:07 AM]  Cristofolo Iwish: we hear typing but not voice

[09:07 AM]  Decka Mah: About to start German language teachers in

teacher prep course

[09:08 AM]  Decka Mah: in a German village

[09:08 AM]  Jonathon Dunn: Okay, we'll rely on voice in Baltimore,

voice here in SL

[09:08 AM]  Decka Mah: with bots that talk

[09:08 AM]  Jonathon Dunn: err text in Baltimore

[09:08 AM]  Decka Mah: OK someone elese's turn

[09:08 AM]  Jerod Bagley: Language training would seem to be a

wonderful use of vw

[09:08 AM]  Grizzla Pixelmaid: We are JUST getting started. I was

hired in October to help with it, then the project leader died

suddenly in early November.

[09:08 AM]  Karl Schuyler is Offline

[09:08 AM]  Oronoque Westland: Grizzla will text next

[09:08 AM]  Grizzla Pixelmaid: We’re getting one English prof up &

running in SL, but the main brains behind the project is gone so it’s

a little tough!

[09:08 AM]  Scarlett Sismondi: i can share for ECU

[09:09 AM]  Scarlett Sismondi: we have 6 sims on the main grid and 2

on the teen grid

[09:09 AM]  Cristofolo Iwish is Offline

[09:09 AM]  Scarlett Sismondi: we have computer, business, education

classes

[09:09 AM]  Scarlett Sismondi: well they haven't moved it yet

[09:09 AM]  Scarlett Sismondi: it has been delayed

[09:09 AM]  Oronoque Westland: did Cris crash?

[09:09 AM]  Cristofolo Iwish is Online

[09:09 AM]  Oronoque Westland: he's back

[09:09 AM]  Scarlett Sismondi: we have a high school project where

high school students receive college and high school credit

[09:09 AM]  Oronoque Westland: welcome back Cris

[09:10 AM]  Cristofolo Iwish: thanks we are trying to see if this will

help hearing

[09:10 AM]  Cristofolo Iwish: we can hear now

[09:10 AM]  Oronoque Westland: Jon will talk about Penn Campus now

[09:10 AM]  Oronoque Westland: will talk about language studies

[09:10 AM]  Oronoque Westland: they have a common space and each also

has a private space

[09:10 AM]  Oronoque Westland: built by Claudia

[09:10 AM]  Cristofolo Iwish: Oron - we can hear now

[09:10 AM]  Cristofolo Iwish: the reboot helped

[09:10 AM]  Oronoque Westland: students meet with Faculty and each other

[09:11 AM]  Oronoque Westland: in an emergent setting

[09:11 AM]  Decka Mah: Can I share an analysis I did of educational

uses of virtual worlds that might be useful in discussing how to make

choices about what to do in a VW when planning

<http://www.blog.lindymckeown.com/?p=23>

[09:11 AM]  Oronoque Westland: to practice fgn language

[09:11 AM]  Oronoque Westland: ah, thanks Cris

[09:11 AM]  Karl Schuyler is Online

[09:11 AM]  Oronoque Westland: is there anyone else who needs the text?

[09:11 AM]  Decka Mah: I use ti to talk through what people want to do

[09:11 AM]  Decka Mah: when planning

[09:11 AM]  Jerod Bagley: At UIC We are working on development of

teaching communication skills for medical students.

[09:11 AM]  Komputer Merlin: my univ uses SL quite a bit

[09:11 AM]  Dudley Dreamscape: breifly

[09:12 AM]  Dudley Dreamscape: we have health "interview" areas where

student nurses do initial interviews of patients

[09:12 AM]  Jerod Bagley: We are working with both scripted avatars

and standardized patients.

[09:12 AM]  Komputer Merlin: we use it at IUP (Indiana Univ of PA) for

archaeology, geology, anthro, Spanish, Communications Media, and a few

others.

[09:12 AM]  Dudley Dreamscape: just started this year

[09:12 AM]  Komputer Merlin: we have 5 islands in SL, but are

migrating over to Reaction Grid for 3 of our islands

[09:13 AM]  Dudley Dreamscape: i use SL for diversity exercise

[09:13 AM]  Cristofolo Iwish: question from our side

[09:13 AM]  Cristofolo Iwish: can you define reation grid

[09:13 AM]  Cristofolo Iwish: we haven't heard of it

[09:13 AM]  Komputer Merlin: Reaction Grid is another virtual world

[09:14 AM]  Komputer Merlin: very similar to SL, but not as much

content there yet

[09:14 AM]  Jonathon Dunn: Reaction Grid is based on the same

technology as SL

[09:14 AM]  Komputer Merlin: cost for owning island is MUCH less

[09:14 AM]  Jonathon Dunn: Operated by non commercial entities, right?

[09:14 AM]  Kali Pizzaro: Hi Folks

[09:14 AM]  Decka Mah: ReactionGrid is based on OpenSim (sorry NOT the

same as SL but similar)

[09:14 AM]  Oronoque Westland: Reaction Gris uses opensim, opensim is

open source

[09:14 AM]  Oronoque Westland: Reaction Grid\*

[09:14 AM]  Cristofolo Iwish: is that from the croquet project people?

[09:15 AM]  Jerod Bagley: Reaction Grid and other grids are commercial

ventures

[09:15 AM]  Komputer Merlin: the biggest problem with Reaction Grid

and most of the others though.... just not enough content out

there..... can't take them to NASA, or NOAA or Sistine Chapel, etc.

[09:15 AM]  Grizzla Pixelmaid: and they are buggier than SL, in our

experience

[09:15 AM]  Decka Mah: ReactionGrid can host your island like SL does

OR you can host a private grid or a grid that allows Hypergrid

(teleports) to other grids

[09:15 AM]  Komputer Merlin: but, hopefully in the near future, we

will see more content in other virtual worlds.

[09:15 AM]  Jonathon Dunn: Cris is your local audience getting all that?

[09:15 AM]  Kali Pizzaro: or try visiting VWER grid

[09:15 AM]  Cristofolo Iwish: yes

[09:15 AM]  Cristofolo Iwish: thanks

[09:15 AM]  Oronoque Westland: for those of us who have been in SL for

a few years, it poses some of the same challenges as SL when we first

joined

[09:16 AM]  Cristofolo Iwish: location is fine now

[09:16 AM]  Jerod Bagley: The Hypergridding opens up many different

virtual worlds so one is not limited to just second life.

[09:16 AM]  Cristofolo Iwish: sounds is good

[09:16 AM]  Oronoque Westland: me

[09:16 AM]  Decka Mah: You can join a tour group of OpenSim grids

<http://becunningandfulloftricks.com/hypergrid-adventurers-club/>

[09:16 AM]  Dudley Dreamscape: the main reason to move is the cost of

SL?

[09:16 AM]  Jerod Bagley: cost

[09:16 AM]  Scarlett Sismondi: at ECU we are investigating the

possibilities

[09:16 AM]  Komputer Merlin: IUP is moving 3 of our 5 islands to

Reaction Grid because of the cost

[09:17 AM]  Decka Mah: Claudi, the GermanGrid (OpenSim based) is

really nice and there is a Virtual Berlin in Twinity.

[09:17 AM]  Oronoque Westland: I use JokaydiaGrid to create Virtual

Caribbeana, an immersive environment for Caribbean and women's studies

--- motivations - cost, more and bigger prims, community of educators

[09:17 AM]  Oronoque Westland: I do not subcontract so no "man"power

costs

[09:18 AM]  Decka Mah is Online

[09:18 AM]  Liz Lamplugh: is the learning curve for new users any

easier in the other virtual worlds, compared to SL?

[09:18 AM]  Jerod Bagley: Reaction grid is a good example of an

organization that is able to manage some of the manpower issues

[09:18 AM]  Oronoque Westland: I would have to spend time in SL also

[09:18 AM]  Cristofolo Iwish: question - what about costs for moving

from SL to another specifically duplicating the content and nvironments

[09:18 AM]  Kali Pizzaro: it is like sl many years agoLiz

[09:18 AM]  Kali Pizzaro: if you were in then not so hard

[09:18 AM]  Oronoque Westland: and could not afford SL even before the

increase

[09:18 AM]  Cristofolo Iwish: also what about the user cost in time

learning a new system

[09:18 AM]  Liz Lamplugh: thanks Kali, makes sense

[09:19 AM]  Komputer Merlin: Most of our building was done using Maya

for SL, and we kept the builds, so we will be able to upload them to

other virtual worlds.

[09:19 AM]  Cristofolo Iwish: thanks

[09:19 AM]  Claudia13 Rossini: you can't import into Reaction Grid at

this time

[09:19 AM]  Oronoque Westland: there are not many vendors in opensim

yet so there may be a bit of a learning curve for those who used to

buy and not build in SL

[09:19 AM]  Kali Pizzaro: is that true claudia

[09:20 AM]  Claudia13 Rossini: though you can import to ...tested it

last week

[09:20 AM]  Kali Pizzaro: if all the stuff you want to imprt is yours

[09:20 AM]  Oronoque Westland: you can import what you have created

[09:20 AM]  Jerod Bagley: good point Oronoque

[09:20 AM]  Claudia13 Rossini: import is excellent to inworldz though

[09:20 AM]  Komputer Merlin: and... we have some of our students in

our Gaming and Simulation program that build content for our

faculty.... so they will be creating content in new virtual worlds to

help.

[09:20 AM]  Kali Pizzaro: so if you have bulit stuff as a team in your

uni you can import it all

[09:21 AM]  Kali Pizzaro: but if someone else done it....... and you

did not give them an avatar to do it

[09:21 AM]  Claudia13 Rossini: all the stuff is mine Kali....as of

last week i crashed everytime i tried to import even a single prim

[09:21 AM]  Jerod Bagley: We are in the process of building one but it

is not operational yet

[09:21 AM]  Jonathon Dunn: Is anybody operating servers directly.

Their own OpenSim servers?

[09:21 AM]  Jerod Bagley: And yes the learning curve on that is steep

at least for a non geek

[09:21 AM]  Kali Pizzaro: yes Glasgow Caledonian uni

[09:22 AM]  Oronoque Westland: with all due respect, I think some who

have had challenge using opensim generalize their problems to an "open

sim problem"

[09:22 AM]  Kali Pizzaro: we have our own grid although still in SL

[09:22 AM]  Kali Pizzaro: yes Oron and not the specific grid etc

[09:22 AM]  Oronoque Westland: some frequently crash, for example

[09:22 AM]  Oronoque Westland: while others seldon crash

[09:22 AM]  Karl Schuyler: If I may

[09:22 AM]  Grizzla Pixelmaid: So with the other grids, the cost is in

HOURS. If you don't have enough folks who can do all the building &

importing, SL is more plug-and-play

[09:22 AM]  Jerod Bagley: Oronoque, I agree. My problems for example

are my learning issues. its not a problem with the system

[09:23 AM]  Oronoque Westland: it may have to do with your personal

equipment

[09:23 AM]  Oronoque Westland: personal connectivity

[09:23 AM]  Oronoque Westland: yes, issues in SL also

[09:23 AM]  Decka Mah: Jonathan we are in the process of installing

our servers for OpenSim on campus right now but Scott Diener of

Auckland University in New Zealand has done so for a coupel of years

and they have a Hypergrid with 5 universities across that country

[09:23 AM]  Oronoque Westland: Open sim is alpha

[09:24 AM]  Karl Schuyler: I have seen great results with

Opensimulator and nice imports into it using second backup

[09:24 AM]  Jerod Bagley: Also firewalls and such can be problems.

University IT is no generally real friendly in regard to virtual world

use.

[09:24 AM]  Jonathon Dunn: I think I may have an audio issue, can

folks hear me right now?

[09:24 AM]  Claudia13 Rossini: yes

[09:24 AM]  Jerod Bagley: no

[09:24 AM]  Stylianos Ling: no

[09:24 AM]  Liz Lamplugh: no

[09:24 AM]  Decka Mah: Firewall issues may not be solved by OpenSim as

it also needs ports open if you want external access to teh world.

[09:24 AM]  Grizzla Pixelmaid: no

[09:24 AM]  Decka Mah: no

[09:24 AM]  Cristofolo Iwish: no

[09:24 AM]  Komputer Merlin: Jerod, very good point.... they (IT

Support) needs to be educated about virtual worlds.....

[09:24 AM]  Dudley Dreamscape: no

[09:24 AM]  Claudia13 Rossini: though you may need to stand next to

Cris Jon

[09:25 AM]  Jonathon Dunn: Okay, a quick revert to text chat while I

fix that....

[09:25 AM]  Jonathon Dunn: Who can explain to Cris and the Baltimore

audience

[09:25 AM]  Jonathon Dunn: what hypergridding is

[09:25 AM]  Komputer Merlin: and shown the value.

[09:25 AM]  Decka Mah: I could

[09:25 AM]  Karl Schuyler: (I mean second inventory)

[09:25 AM]  Jonathon Dunn: Go for it!

[09:25 AM]  Jonathon Dunn: Cris, tell them we're talking about

Hypergridding

[09:25 AM]  Decka Mah: Hypergrid is a teleport function that allows

you to go from one OpenSim (installation) world to another

[09:25 AM]  Cristofolo Iwish: trying to define it

[09:26 AM]  Decka Mah: it is like a web address for a location in a

world

[09:26 AM]  Oronoque Westland: my experience with IT support is that

they only effectively support the tech that is on their short

list...they do not have the human resources or admin support to be

very flexible

[09:26 AM]  Cristofolo Iwish: teleporting from grid to grid right

[09:26 AM]  Decka Mah: so a teleport across worlds rather than within

one

[09:26 AM]  Cristofolo Iwish: same avatar

[09:26 AM]  Decka Mah: it also labels your avatar with your home grid

so locals know you are a visitor

[09:26 AM]  Oronoque Westland: sorry to cross type

[09:26 AM]  Decka Mah: same avatar and all your inventory

[09:26 AM]  Decka Mah: you can take stuff you buy or get or build wiht

you

[09:27 AM]  Decka Mah: it does NOT work publicly with SL

[09:27 AM]  Jonathon Dunn: Do your Baltimore folks get it Cris? Moving

from one virtual world to another when the underlying technology is

similar enough... actually teleporting from one to the other while

maintaining your idenityt and assets

[09:27 AM]  Decka Mah: but has been demonstrated in the R and D lab

[09:27 AM]  Cristofolo Iwish: kind of

[09:27 AM]  Cristofolo Iwish: we are looking for a good metaphor

[09:28 AM]  Decka Mah: Hypergrid only refers to a protocol between

OpenSim worlds at this point in time

[09:28 AM]  Jerod Bagley: The wonderful vision for hypergridding then

is that the whole world of grids built by individuals and institutions

can be visited by anyone with an account in one gride

[09:28 AM]  Jonathon Dunn: Perfect Jerod!

[09:28 AM]  Jerod Bagley: Even if that grid is hosted on their own

laptop

[09:28 AM]  Oronoque Westland: hypergridding is similar to

teleporting, except we hypergrid from grid to grid (one VW to

another) , not just sim to sim

[09:28 AM]  Claudia13 Rossini: it's like being able to use the same

computer to view different webpages

[09:28 AM]  Jonathon Dunn: Right Oron

[09:28 AM]  Decka Mah: Also part of that vision is to have some public

shared spaces and some private spaces to allow for security of some

stuff and people (like little kids)

[09:29 AM]  Jerod Bagley: Perfect analogy claudia

[09:29 AM]  Jonathon Dunn: So the "state of the art" is that some

Hypergridding is now possible.

[09:29 AM]  Karl Schuyler: (or computer geeks)

[09:29 AM]  Jonathon Dunn: But it is limited.

[09:29 AM]  Decka Mah: You can use the protocol inside your own

institution to link worlds hosted or owned by differnet faculty too

[09:29 AM]  Jerod Bagley: good point Decka

[09:29 AM]  Cristofolo Iwish: we are clear now

[09:29 AM]  Cristofolo Iwish: thanks

[09:29 AM]  Karl Schuyler: I have a question

[09:29 AM]  Karl Schuyler: if I may

[09:29 AM]  Jonathon Dunn: Go for it Karl

[09:30 AM]  Karl Schuyler: one of the things I'm trying to implement

is an American Sign Language interface

[09:30 AM]  Grizzla Pixelmaid: Maybe another analogy would be taking

your avatar from SL to visit World of Warcraft?

[09:30 AM]  Decka Mah: (Note to all, just confirmed by staff at

ReactionGrid about importing ..."You can use the "Import" function in

Imprudence or any other 3rd party viewer to import content into

ReactionGrid. Can also upload OAR files and import entire regions. ")

[09:30 AM]  Karl Schuyler: it turned out SL make some simplifications

in the BHV parsing

[09:31 AM]  Oronoque Westland: Karl, that is wonderful

[09:31 AM]  Jonathon Dunn: So not enough fine grain control available

Karl?

[09:31 AM]  Karl Schuyler: I wonder if anyone around has some

experince of Virtual worlds where a fine movement of fingers is

actually parsed and rendered

[09:31 AM]  Jonathon Dunn: I don't know of any. Anyone here?

[09:31 AM]  Karl Schuyler: I found the same issue on Opensimulator

[09:31 AM]  Oronoque Westland: I have streamed in ASL using media on a

prim

[09:31 AM]  Jerod Bagley: I wonder if the new Avatar Kinect could be

programmed to do that?

[09:32 AM]  Karl Schuyler: I doubt

[09:32 AM]  Karl Schuyler: the point is

[09:32 AM]  Komputer Merlin: Jerod, I was thinking the same thing

about Kinect

[09:32 AM]  Jonathon Dunn: I have to do a quick re-log. BRB. When I

come back, let's also talk about whether MS Kinect (sp?) is interesting.

[09:32 AM]  Jonathon Dunn: lol

[09:32 AM]  Decka Mah: Imagine the xBox Kinct webcam to avatar

movement with that ...WOW!!

[09:32 AM]  Karl Schuyler: I can describe the movement on BHV perfectly

[09:32 AM]  Jonathon Dunn: BRB

[09:32 AM]  Karl Schuyler: using things such as poser

[09:32 AM]  Karl Schuyler: but once the file is uploaded

[09:32 AM]  Jerod Bagley: Microsoft demonstated the abilitie to show

facial gestures with it.

[09:32 AM]  Jonathon Dunn is Offline

[09:32 AM]  Arielion Clawtooth: I think Kinect could because it shows

facial gestures and hand gestures. If they can't now they could soon

[09:32 AM]  Karl Schuyler: the parser is nor going throughout the

entire ramification

[09:32 AM]  Cristofolo Iwish: a choreography simultor that may allow

for fine finger rendering -

[09:32 AM]  Karl Schuyler: if you know what I mean

[09:32 AM]  Decka Mah: Karl have you tried hiding the avatar's arms

and making prim hands that you can animate?

[09:33 AM]  Jonathon Dunn is Online

[09:33 AM]  Karl Schuyler: Decka

[09:33 AM]  Karl Schuyler: I would typically aim to an automatic

translator

[09:33 AM]  Cristofolo Iwish: main application is for animating singers

[09:33 AM]  Karl Schuyler: what you suggest can probably work

[09:33 AM]  Cristofolo Iwish: search Hatsumi

[09:33 AM]  Karl Schuyler: but it would not be so easy to handle for

generi users

[09:33 AM]  Jonathon Dunn: Back and still have an audio problem. So

text chat the rest of the way...

[09:33 AM]  Karl Schuyler: \*generic

[09:33 AM]  Cristofolo Iwish: they use it to create digital music videos

[09:34 AM]  Arielion Clawtooth: Have you contacted Gentle Huron of the

Accessibility Islands in SL? She probably has something like that or

some idea of how to do sig language

[09:34 AM]  Jerod Bagley: Good idea Ariel

[09:34 AM]  Karl Schuyler: I didn't yet, thanks for the suggestion

[09:34 AM]  Nardi Beaumont is Online

[09:34 AM]  Jonathon Dunn: I wonder if there are other physical

gesture forms of communication beyond ASL that virtual worlds could

more easily accommodate

[09:34 AM]  Jonathon Dunn: coarser arm motions

[09:35 AM]  Jonathon Dunn: Okay, let's talk about Kinect or other new

interfaces.

[09:35 AM]  Cristofolo Iwish: here is another idea

[09:35 AM]  Decka Mah: Karl see <http://virtualability.org/sl_resources.aspx>

[09:35 AM]  Cristofolo Iwish: there are gloves used by surgeons for

virtual surgeries

[09:35 AM]  Arielion Clawtooth: Because it's in a virtual world you

needn't really use gestures. You could morph the objects ou're

describing

[09:35 AM]  Cristofolo Iwish: that may be used to capture the ASL

movements

[09:36 AM]  Jonathon Dunn: Perhaps, Cris. And Arielion wonders whether

morphing objects would be a possibility to meet the goals

[09:36 AM]  Jonathon Dunn: though the speed and accuracy are issues

[09:36 AM]  Arielion Clawtooth: Gestures are a accomodatio for the

physical world but in a virtual world you do't eed gestures. You could

create the object or some other means of conveace

[09:36 AM]  Karl Schuyler: thanks all for the ideas

[09:36 AM]  Karl Schuyler: however please note that ASL is not jsut

hands

[09:37 AM]  Karl Schuyler: let's say you would need the upper part of

body

[09:37 AM]  Karl Schuyler: facial expressions and torso also play a role

[09:37 AM]  Cristofolo Iwish: Question - how would morphing objects

work?

[09:37 AM]  Arielion Clawtooth: Kinect could handle the facial

expressions

[09:37 AM]  Jonathon Dunn: Indeed. Thanks Karl. I think Arielion is

right about the possibilities. But I'm questioning short-term

practicality

[09:37 AM]  Claudia13 Rossini: i think most of the technology exists

that we need for virtual worlds....it's just not been integrated

yet....we are still basically pioneers

[09:37 AM]  Arielion Clawtooth: Instead of signing for an object you

could just create the object or project it

[09:38 AM]  Jonathon Dunn: Who can tell us about any early experiences

with Kinect -- either on an Xbox or in the form of Avatar Kinect?

[09:38 AM]  Jonathon Dunn: Cris, please ask the Baltimore audience too

[09:38 AM]  Grizzla Pixelmaid: To me, the existing technology reminds

me of LMSes a few years ago (or maybe still now!)

[09:38 AM]  Arielion Clawtooth: Avatar kinect isn't out yet but I have

Xbox Kinect and am shocked at how accurate it is

[09:38 AM]  Jonathon Dunn: Let's hear more Ari

[09:39 AM]  Arielion Clawtooth: It accurately tarnslates your body

gestures, full body, and identifies head to foot movements accurately

[09:39 AM]  Jonathon Dunn: how much lag

[09:39 AM]  Jonathon Dunn: ?

[09:39 AM]  Arielion Clawtooth: If you move your arm across the body

it can "see" and show that, too,

[09:39 AM]  Arielion Clawtooth: Not much lag at all

[09:39 AM]  AbaBrukh Aabye is Offline

[09:40 AM]  Kali Pizzaro: remeber microsoft does not own the idea for

kinect a pc version will be available soon

[09:40 AM]  Jerod Bagley: I can't wait to have this for our virtual

patients

[09:40 AM]  Jonathon Dunn: Are there obvious places where this has

practical use in virtual worlds and not? For instance, I can FLY in

Second Life. But not in RL so Kinect cannot see and model that.

[09:40 AM]  Arielion Clawtooth: It depends which game you're using

about how acurately it shows your figure but it is fairly accurate and

even tells you to avoid loose clothing so it doesn't misinterpret your

body size

[09:40 AM]  Claudia13 Rossini: lol

[09:40 AM]  Komputer Merlin: sounds like it is made for the world of

porn... ouch

[09:40 AM]  Jerod Bagley: ah... a whole new clothing industry is born

[09:40 AM]  Arielion Clawtooth: @Johathan It depends on the software

[09:41 AM]  Arielion Clawtooth: It projects you into any eviornment,

from skiing to "flying" in a hanglider

[09:41 AM]  Jonathon Dunn: I see

[09:41 AM]  Arielion Clawtooth: Depends on your movements

[09:41 AM]  Karl Schuyler: btw

[09:41 AM]  Jonathon Dunn: I'd hate to have to actually physically

dance for 3 hours in RL to see that on screen. But in SL I do that all

the time :)

[09:41 AM]  Karl Schuyler: there is (was?) a SL viewer that works with

camera

[09:41 AM]  Jerod Bagley: lol

[09:42 AM]  Karl Schuyler:

<http://www.vintfalken.com/second-life-vrw-viewer-real-life-emotions-for-avatars/>

[09:42 AM]  Arielion Clawtooth: One caveat is that Avatar kinect will

be a fee based system. they're advertising it as "free" but that is

for folks who already pay for an Xbox Gold membership

[09:42 AM]  Komputer Merlin: since we are getting very close to the

end of our time for this session..... if you are not aware of it, you

can save the entire text in this chat area....

[09:42 AM]  Karl Schuyler: rudimental but works, I don't think is

mantained and up to date though

[09:42 AM]  Jonathon Dunn: Good point Komp.

[09:43 AM]  Jonathon Dunn: Transcripts are very handy

[09:43 AM]  Komputer Merlin: select all... then you can then copy it

and paste itinto Word or other.

[09:43 AM]  Jonathon Dunn: I re-logged, so mine won't be complete

[09:43 AM]  Karl Schuyler: I have the same problem

[09:43 AM]  Karl Schuyler: I crashed half way

[09:43 AM]  Komputer Merlin: I can send it to you Jonathon

[09:43 AM]  Arielion Clawtooth: One thing with the metaphor for

hypergridding. Most people are using a grapic of a portal. So if you

go into a virtual world look for an achway portal and it will probably

be a hypergrid portal

[09:43 AM]  Claudia13 Rossini: i'll save you one Jon

[09:43 AM]  Karl Schuyler: would anyone that has the complete chat be

so kind

[09:43 AM]  Komputer Merlin: go for it Claudia

[09:43 AM]  Jonathon Dunn: thanks!

[09:43 AM]  Karl Schuyler: to make a notecard and pass it over?

[09:43 AM]  Komputer Merlin: yes... good way to do it, Karl

[09:43 AM]  Jonathon Dunn: We'll also share it with AJ

[09:43 AM]  Karl Schuyler: cool

[09:44 AM]  Jonathon Dunn: We are just about out of time. Cris,

anything from the Baltimore audience?

[09:44 AM]  Komputer Merlin: Claudia, did you get it all then?

[09:44 AM]  Birdie Newcomb: could someone share a transcript with me,

please

[09:44 AM]  Claudia13 Rossini: just sec.i'll make a notecard

[09:44 AM]  Komputer Merlin: Claudia.... YOU ROCK

[09:44 AM]  Cristofolo Iwish: no we are good

[09:44 AM]  Cristofolo Iwish: thanks

[09:44 AM]  Jonathon Dunn: And folks, I invite you to please tour the

Penn Virtual Campus. Walk out of the room we are in and walk around.

Claudia here in the front row did most of the build!

[09:45 AM]  Cristofolo Iwish: Thanks Jonathon

[09:45 AM]  Cristofolo Iwish: Great session

[09:45 AM]  Jonathon Dunn: We are out of time! Thanks all!

[09:45 AM]  Jonathon Dunn: Thanks Cris, for filling in last minute.

[09:45 AM]  Jonathon Dunn: I hope all in Baltimore are having a good

time.

[09:45 AM]  Cristofolo Iwish: Glad to help

[09:45 AM]  Komputer Merlin: and... for those of you fairly new to

SL..... ISTE has docents (I am one) on duty pretty much 24/7 on their

island here in SL.... all educators helping other educators.

[09:45 AM]  Decka Mah: Thanks for sharing everyone

[09:46 AM]  Claudia13 Rossini: ok, anyone who would like a transcript

please IM me

[09:46 AM]  Jonathon Dunn: Feel free to friend your colleagues while

you are together.

[09:46 AM]  Jonathon Dunn: Friend me if you like. Happy to show you

around Penn

[09:46 AM]  Cristofolo Iwish is Offline

[09:46 AM]  Komputer Merlin: Great job.... thanks Jonathon, Chris, and

Claudia.... MUCH APPRECIATED!!!!

[09:46 AM]  Jerod Bagley: Thank you Jonathan and Cris for making this

possible.

[09:46 AM]  Jonathon Dunn: Our pleasure

[09:47 AM]  Birdie Newcomb is Online

[09:47 AM]  Nardi Beaumont is Offline

[09:47 AM]  Jonathon Dunn: Claudia, shall we offer folks a chance to

skydive over Penn? :)

[09:47 AM]  Jerod Bagley: We will be hosting a similar meeting at the

Midwest Conference in March. Stay tuned for announcements.

[09:47 AM]  Jonathon Dunn: Great Jerod!

[09:47 AM]  Arielion Clawtooth: Do you hold actual clases here o this

sim for real world classes/accreditation?

[09:47 AM]  Claudia13 Rossini: of course!

[09:47 AM]  Grizzla Pixelmaid: Great. Thanks, you guys.

[09:48 AM]  Claudia13 Rossini: and ice skating too

[09:48 AM]  Karl Schuyler: Have a good day/evening/whatever everyone

[09:48 AM]  Jonathon Dunn: This room gets used for gatherings. Classes

are held elsewhere in this build

[09:48 AM]  Decka Mah gave you USQ Island - German.

[09:48 AM]  Karl Schuyler: see you next time

[09:48 AM]  Jonathon Dunn: Anyone interested in either ice skating or

skydiving? Claudia and I can show you where on campus we have them.

[09:48 AM]  Karl Schuyler is Offline

[09:49 AM]  JeanClaude Vollmar: Thanks, But I gotta go. :(

[09:49 AM]  Jonathon Dunn: Bye Jeanclaude

[09:49 AM]  Birdie Newcomb: I'll try skydiving

[09:49 AM]  Grizzla Pixelmaid: See you all later!

[09:49 AM]  Jonathon Dunn: Bye Grizzla

[09:49 AM]  JeanClaude Vollmar: Bye everyone.

[09:49 AM]  Jonathon Dunn: Folks have to get back to work!

[09:50 AM]  Jonathon Dunn: Oronoque thanks for the very helpful

participation today