

Futurecom



Exploring Virtual World
Technology

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Technology Across Generations



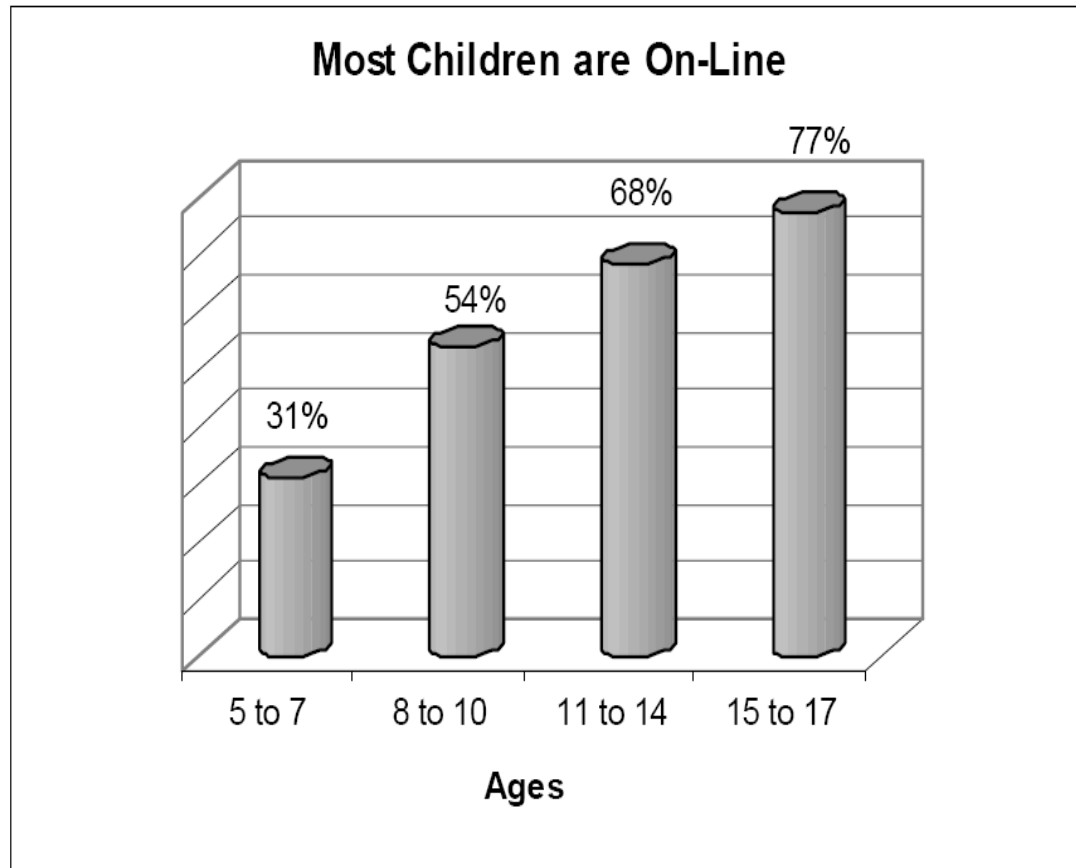
Baby Boomers	Generation X	Generation Y
Age: 45-65	Age: 25-45	Age: 5-25
TV generation	Computers	The web
Typewriters	Email	Mobile devices
Memos	Early video games	Instant messaging
		Online communities
		Video games

“Y” Generation

Generation Y makes up over 70 million people in the U.S. (20% of today's population)



Technology and “y” Generation



Source: The Millennials: Americans Born 1977 to 1994; National Center for Health Statistics: Computer & Internet Use by Children and Adolescents in 2001

The Most Commonly Used Media of Generation Y in 2001:

Top 5 general web sites visited:

– 1. eBay.com

– 2. Amazon.com

– 3. CNN

– 4. MTV

– 5. KaZaA



The Most Commonly Used Media of Generation Y in 2008:

Top 5 general web sites visited:

- Club Penguin <http://www.youtube.com/watch?v=pQAUMzLUVYw>
- Webkinz <http://www.youtube.com/watch?v=HFUpbr8oHzE&feature=related>
- KidsCom
- Zwinkies <http://www.youtube.com/watch?v=BOTZusvpCi8&feature=related>
- Puzzle Pirates
- Toontown <http://www.youtube.com/watch?v=wVPqHr8vVVo>

Definition: Virtual Worlds

A virtual world is an interactive environment accessed by multiple users through an on-line interface. Virtual worlds are also called “digital worlds”.

Examples: Second Life
 Virtual Magic Kingdom
 Realmcrafter
 Cybertown

Definition: Virtual Worlds

A virtual world is an interactive environment accessed by multiple users through an on-line interface. Virtual worlds are also called “digital worlds or MMORPG”.

Best for Kids

[Disney's Toontown](#)
[Mokitown](#)
[Virtual Magic Kingdom](#)
[Whyville](#)

Best for Teens

[Coke Studios](#)
[Dubit](#)
[Habbo Hotel](#)
[The Manor](#)
[The Palace](#)
[Playdo](#)
[Second Life for Teens](#)
[The Sims Online](#)
[Sora City](#)
[There](#)
[TowerChat](#)
[whyrobbierocks.com](#)
[Yohoho! Puzzle Pirates](#)

Best for 20s - 30s

[Active Worlds](#)
[Cybertown](#)
[Dreamville](#)
[The Manor](#)
[Moove](#)
[Muse](#)
[The Palace](#)
[Second Life](#)
[The Sims Online](#)
[Sora City](#)
[TowerChat](#)
[There](#)
[Virtual Ibiza](#)
[Voodoo Chat](#)
[VP Chat](#)
[VZones](#)
[Worlds.com](#)

Best for Ages 40+

[The Manor](#)
[Moove](#)
[The Palace](#)
[There](#)
[Traveler](#)
[VP Chat](#)
[Voodoo Chat](#)
[Worlds.com](#)
[Yohoho! Puzzle Pirates](#)

6 Features of Virtual Worlds

1. Shared Space
2. Graphical User Interface
3. Immediacy
4. Interactivity
5. Persistence
6. Socialization/Community

Virtual World Technology: Second Life

Second Life is a 3-D virtual world entirely created by its Residents. Since opening to the public in 2003, it has grown explosively and today is inhabited by millions of Residents from around the globe.

<http://www.youtube.com/watch?v=xxj8RTW4ev4&NR=1>

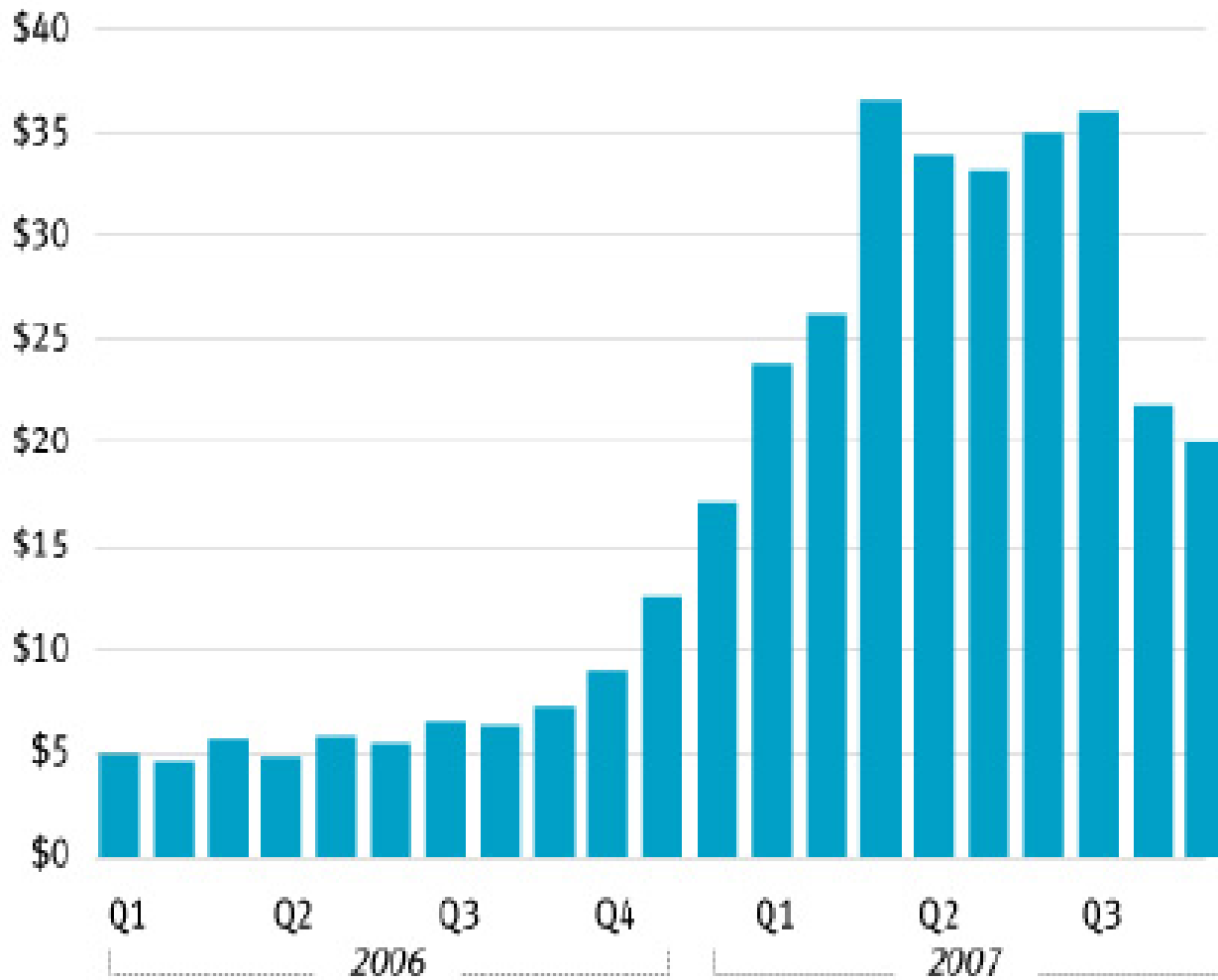
Second Life Statistics

Population

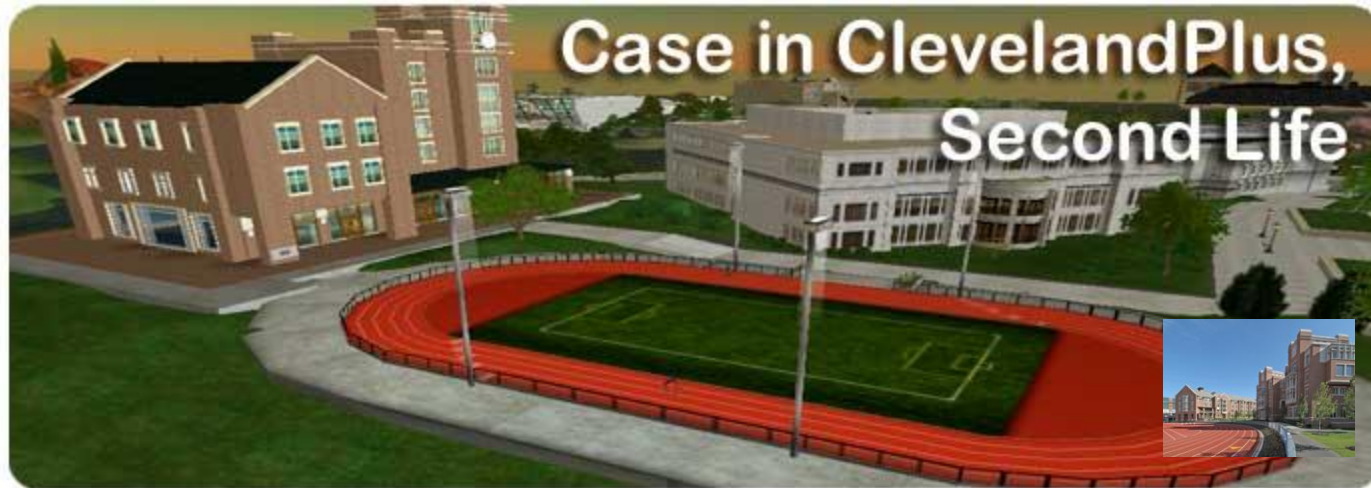
Residents Logged-In During Last 7 Days	390,147
Residents Logged-In During Last 14 Days	525,383
Residents Logged-In During Last 30 Days	874,089
Residents Logged-In During Last 60 Days	1,413,340
Total Residents ¹	11,259,632

Second Life Statistics

US\$ Spent by Users (in Millions)



Virtual World Technology: Second Life



DEMO



Second Life

Faculty Technology Showcase -- in
real life as well as Second Life



The very first American live digital-
simulcast of a classical orchestra in
Second Life



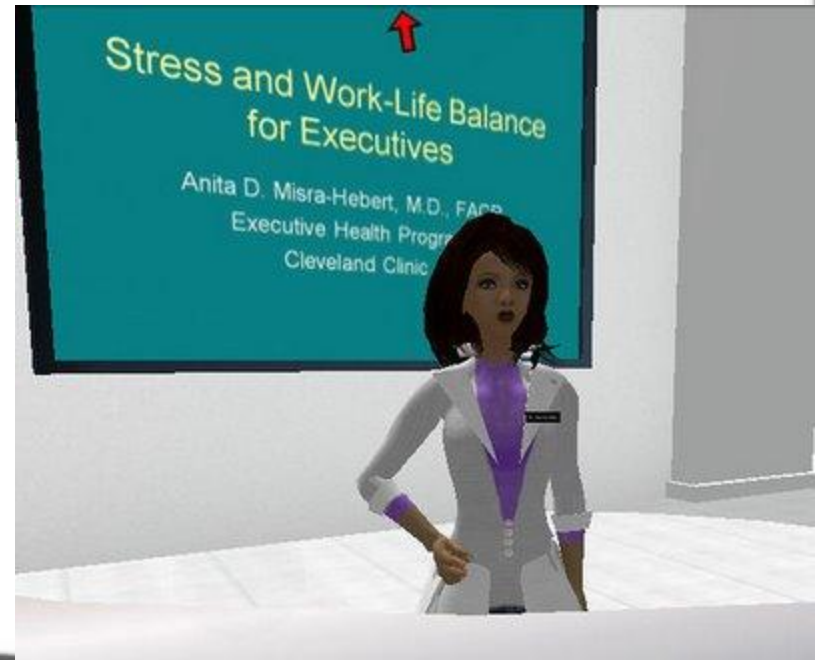
DEMO

Second Life

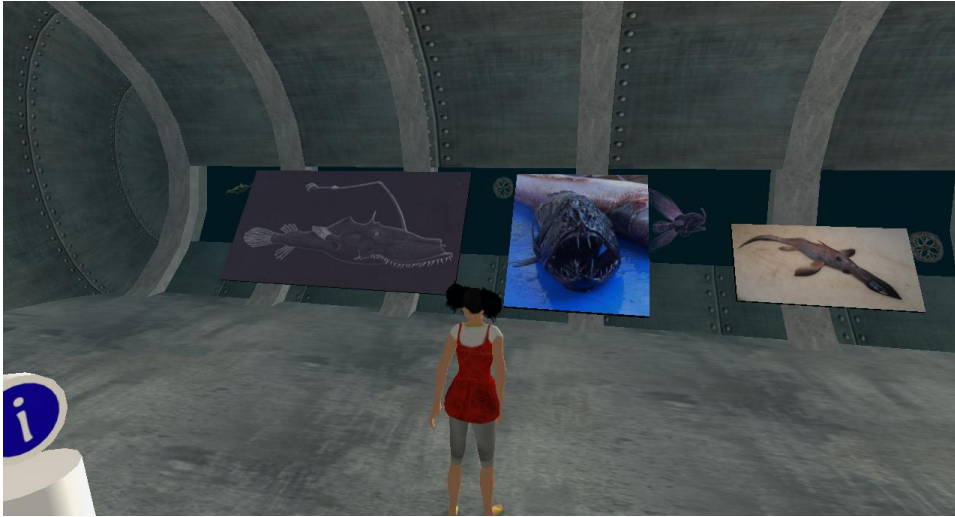
ClevelandPlus hosted a 2.5 hour in-world meeting for the Cleveland IBM Spirit Community



Virtual mini-seminar -- Cleveland Clinic Heart Center by Docmom Marsala, avatar of Dr. Anita D. Misra-Hebert, M.D., FACP, Cleveland Clinic



Second Life in the Classroom



Virtual Worlds for Speech, Language and Hearing Intervention

- Socialization
- VOIP technology and written text
- Challenging
- Motivating
- RPG capability
- Sense of community
- Contextually based
- Creativity

Current Virtual World Research for Learning

- Collaborative Virtual Environments for People with Autism
- Social conventions in virtual environments for ASD
- English as a Second Language on a Virtual Platform
- Social Networking

The only way of finding the limits of the possible is by going beyond them into the impossible.

Arthur C. Clarke

Second Life Workshop

- Set up a Second Life account (free)
- Create your own avatar
- Explore Second Life with new avatars