Launch of
UWA in Second Life

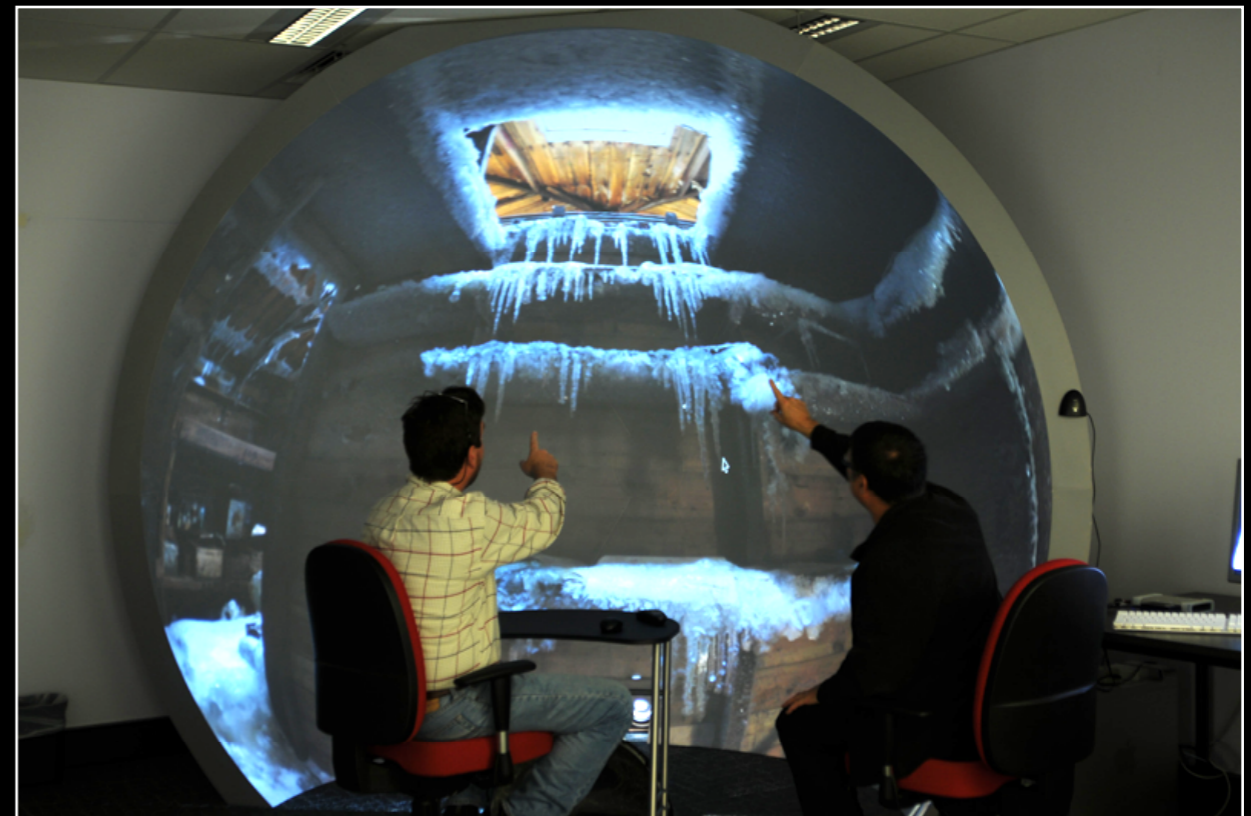2nd October 2009

Serious Gaming
(Paul Bourke)

- Leverage the large investments being made in the gaming industry.

- Hardware (eg: Graphics cards, input devices, displays).

- Software. (eg: Gaming engines, virtual worlds, social networking).

- Can the technology be used for more "serious" applications.

Mine training simulator (UNSW)

Virtual heritage (WASP, UWA)

Remote Collaboration

- Remote collaboration between researchers is increasingly common.

- Traditional approach to realtime exchanges is video conferencing.
  Skype, iChatAV, Evo, Accessgrid ....

- While they may provide shared whiteboards and applications, the experience is generally 2D, video based, and rarely involves collaborative engagement with datasets.

- SecondLife places the collaborators inside a 3D world.
  This 3D world can contain graphical elements that may
  - comprise of representations of the research data under discussion.
  - be interacted with and/or modified privately or in a shared fashion.
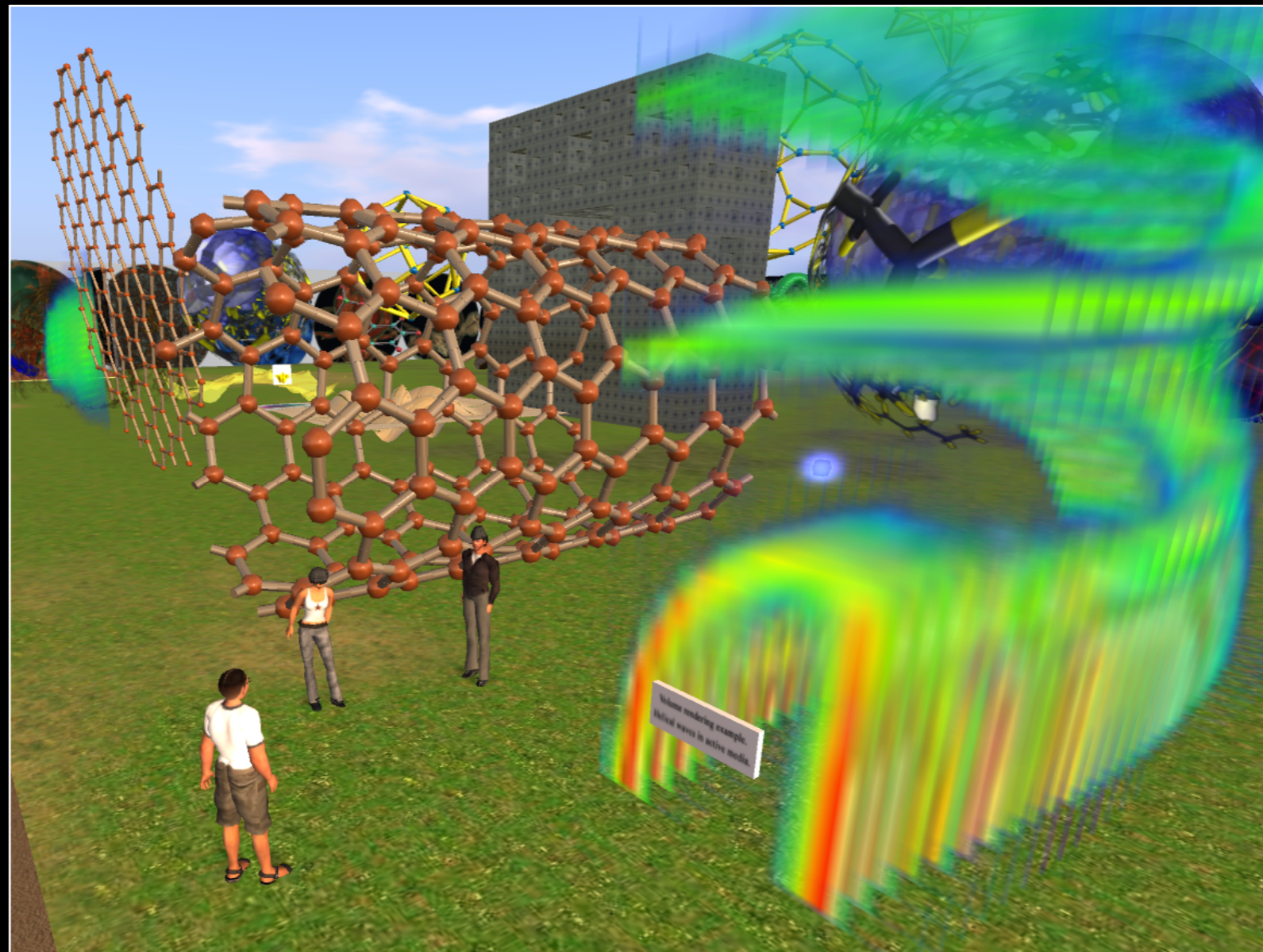 - be viewed from any perspective.
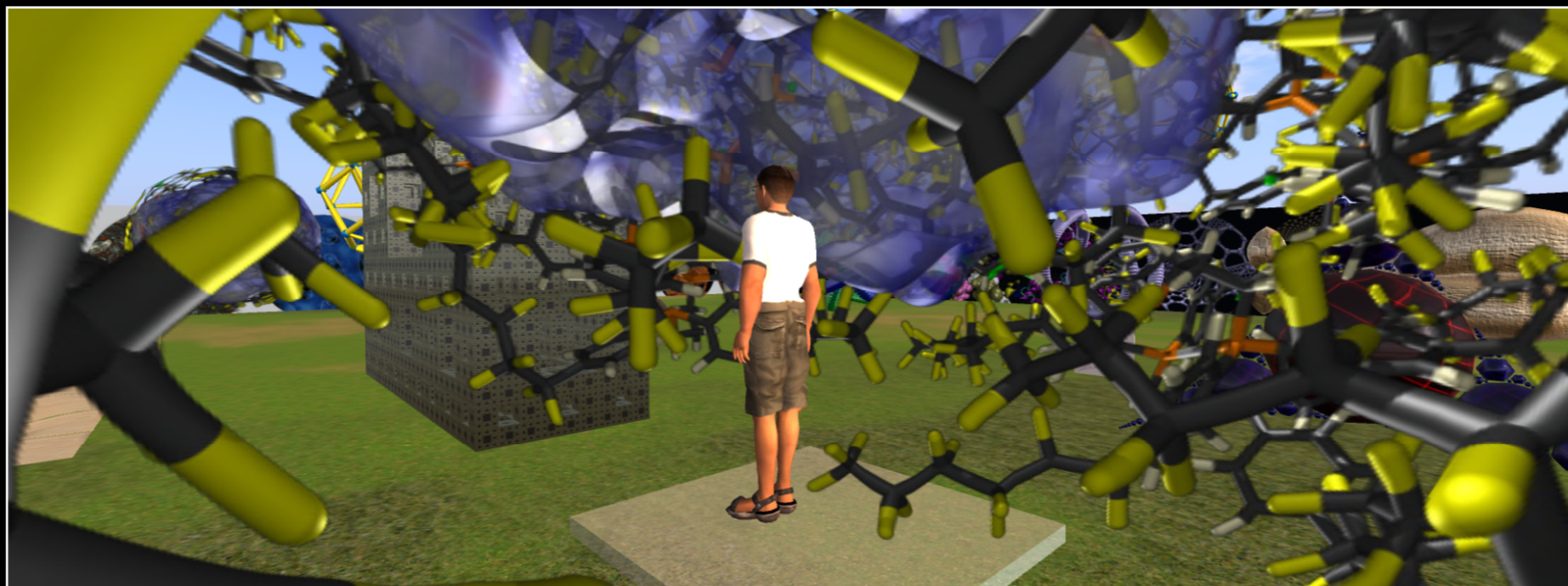
Invitation

- The WASP region (located adjacent to the UWA regions) has be acquired, in partnership with iVEC, to allow exploration of this media by researchers.

- Owning land allows or facilitates certain activities not otherwise possible.

Example data representations, carbon nanotube and volumetric fluid flow.