

# Serious games: SecondLife

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Communicate

Local Chat

Gestures  Show Muted Text

Name

- Ourania Fizgig
- Moth Rexen
- Dragonmage Bogan
- Tranguloid Trefoil
- Charis McKeenan
- Georgianna Blackburn
- Troy McLuhan
- Blvd Ho
- Juanita Grizot
- florenze Kerensky
- Brenda Collinson
- Chrome Underwood
- Gryff Richard
- Jadyn Firehawk
- Louren Fiertze
- diGriz Kenzo
- joanne Kimono
- Patio Plasma
- Xerxes Druart
- Lnn Nishi
- Hawking Quan
- Jayjay Zane
- SiFan Shan

[19:33] Chrome Underwood: ok

[19:33] Dragonmage Bogan: currently john goldsmith speaking

[19:33] Dragonmage Bogan: he is the astro photographer

[19:33] Ourania Fizgig shouts: Join us by the screen! John Goldsmith is speaking about his inspiration of astronomy and his interest in photography

[19:33] Ourania Fizgig shouts: His exhibit is in the building.

[19:34] Juanita Grizot: okay

[19:36] IM: Ourania Fizgig: If you hit Ctrl-Alt-D

[19:36] IM: Ourania Fizgig: you get Advanced menu

[19:36] IM: Ourania Fizgig: and you can choose Quiet Snapshots to Disk

[19:36] IM: Ourania Fizgig: B/c your camera noise is disrupting the audio

[19:37] Moth Rexen: |

[19:37] joanne Kimono: ☆\*\*\*\*\*•Because!!!•\*\*\*\*\*☆

[19:37] Blvd Ho: hey whats up hun

[19:37] Moth Rexen: not much, there is a live stream if you hit play

[19:37] Ourania Fizgig: Please keep your audio animations off, thanks!

[19:37] Blvd Ho: kk

[19:37] Ourania Fizgig: There is live media on the left screen, please enable your Streaming Media

[19:37] joanne Kimono: oops

Say

Contacts Local Chat Ourania Fizgig Moth Rexen

Communicate Fly Snapshot Search Build Map Mini-Map Inventory

System tray icons including a clock showing 7:36, a calendar for August 21, and various application icons like Photoshop, Firefox, and a music player.

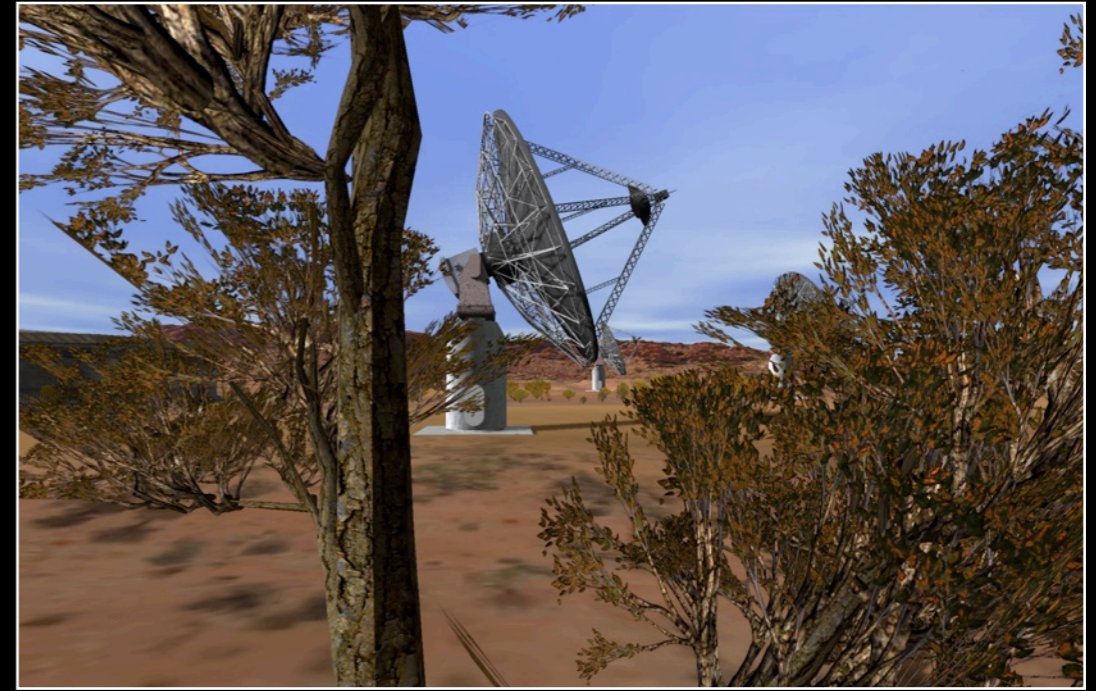
# Contents

- Serious games: Leveraging advances and applications in the gaming industry.
- Video conferencing and collaboration (within a 3D environment).
- SecondLife: an overview. What is it, what can it do, how does it work?
- Further discussion of features and capabilities.
- Live demonstration.
- Introduction to the UWA regions and the opportunities they present.
- SecondLife and UWA, presented by Jay Jay Jegathesan.
- Questions.
- Break for further questions and demonstrations for those who have particular interests.



# Serious games

- Underlying questions is whether we can leverage the large industry investment in gaming for serious activities.
- There is additionally a large gaming user base who are comfortable residing within 3D worlds, familiar with user interfaces, etc.
- Existing examples by myself include the ASKAP “walkabout” application that uses the Unity Game engine.
- More recently the Blender game engine and an application to measure individual driving performance after different levels of alcohol consumption.
- Not a new idea, gaming engines are increasingly being employed for simulators, training, and for presenting engaging educational content.
- Multiplayer games introduce interactions between players ... opportunities for collaboration and a sense of community between participants.



Unity 3D game engine

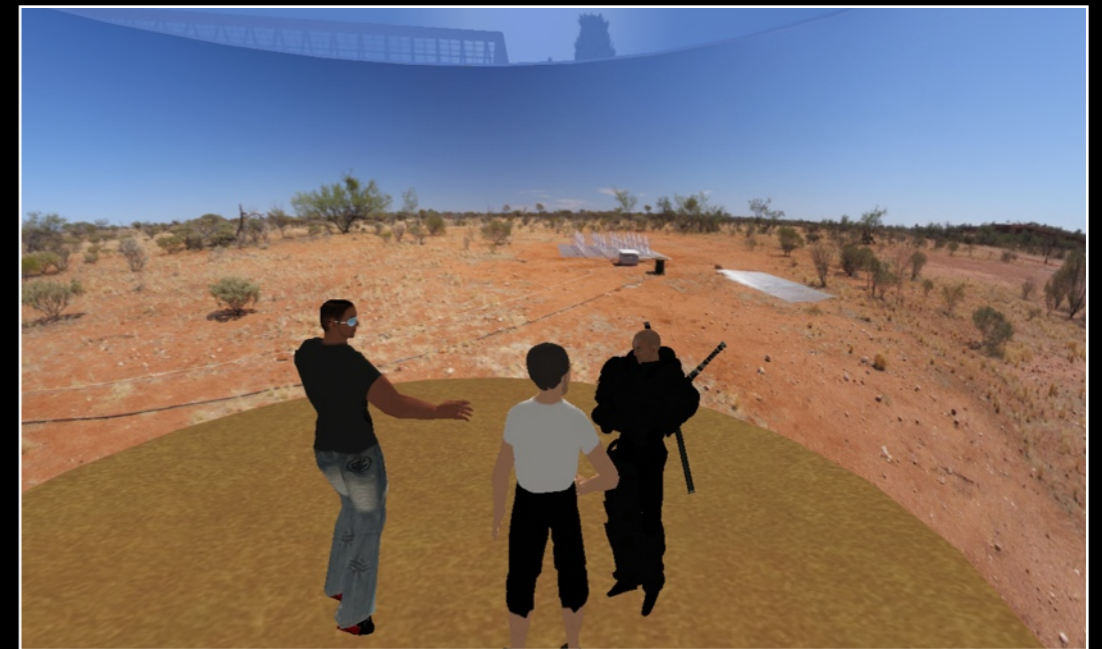


Blender game engine



# Video conferencing and collaboration

- Wide range of tools for video conferencing: one way streaming video and “peer to peer”.
- Technologies such as the access grid (WASP) provide a highly scalable system that can support large numbers of sites, each with possibly multiple cameras and participants.
- While some may offer shared applications (mostly just screen sharing) or shared whiteboards, there are no standard solutions that place the participants within a shared 3D world.
- SecondLife offers some interesting possibilities for collaboration between remote researchers.
- This is a particular interest of mine, providing a collaborative space where individuals can meet and explore 3D datasets or other visualisations.



Discussion of MRO site



Inside a virtual molecule

# SecondLife:An overview

- 3D virtual world, managed by Linden Labs.
- Occupied simultaneously by multiple people.
- Each person is represented by an avatar.
- Participants can build in 3D.
- Supports instant messaging, text chat, voice chat, and gestures.
- Supports audio and video streaming.
- Programming language is called “linden scripting language” (LSL).
- Cross platform software. (Mac and MSWindows).
- Free software and free to participate.
- Has it's own internal economy, Linden dollars with a floating exchange rate to US dollars.



ASKAP and MRO



Starlight exhibition opening



# Further discussion of features and capabilities.

- Persistence of 3D assets by saving to personal inventory or through the purchase of land.
- Regions can be open to anyone or restricted to members.
- Objects have a comprehensive set of ownership privileges. They can be owned personally by the creator, given to selected individuals, or made freely available to anyone.
- The programming (scripting) language means the SL experience can be extended in many ways.
- Objects in SL need not be static, LSL allows interactions limited only by the programmers imagination.
- Moderately compelling 3D graphics that makes efficient use of the available graphics hardware.
- Supports spatial audio.
- The software has been designed to be used by people with a wide range of computer skills, I suggest it is one of the easiest 3D interfaces.
- There are plenty of restrictions but most are there for good reasons ... in particular, to give an acceptable experience to a wide range of users and hardware capabilities.

# Demonstration

- Modelling
  - Creating and editing geometric primitives.
  - Applying textures.
- Transportation
  - Walking, running, flying.
  - Teleporting.
- Communication
  - Text chat., instant messaging.
  - Voice.
  - Gestures.
  - Streaming media.
  - Links to web pages.
- There is no better way to explore the possibilities than to try it out for yourself.
- The question to ask is “How can I use this medium that will give benefits over web pages, movies, text, DVDs, etc?”



# SecondLife and UWA

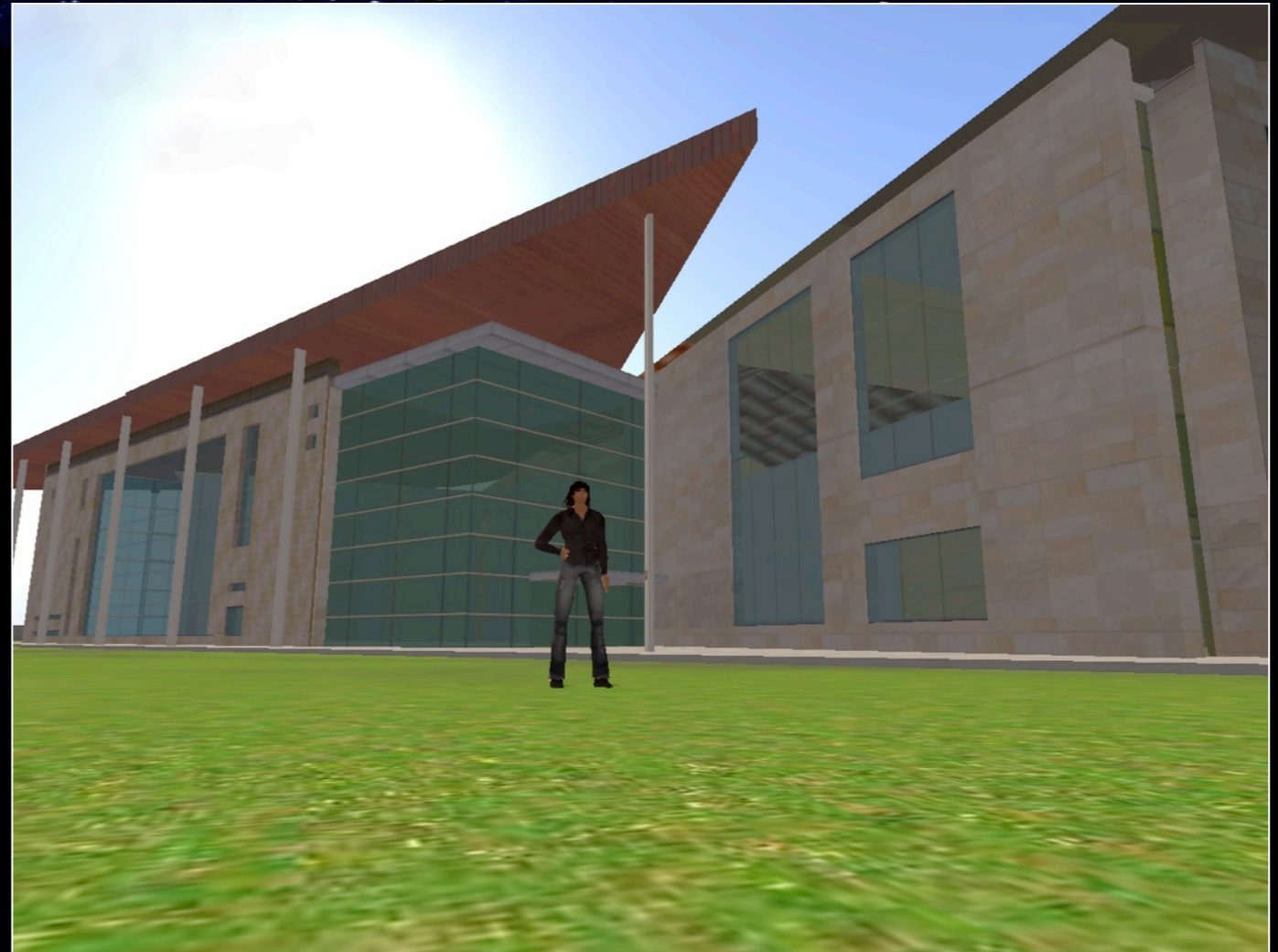
- UWA has acquired 2 regions, this allows us to have a permanent presence that anyone can teleport to.
- One region is owned by WASP/iVEC, the other adjacent region by Physics, is managed by Jay Jay Jegathesan.
- Funds have been sourced to build (mostly student contractors) a UWA campus model on these regions.
- The WASP region has been acquired on the basis of allowing exploration of the medium by UWA researchers. Certain types of exploration can only be conducted by owning land.
- There is additionally now a body of expertise among participating staff as well as a body of competent students who can contribute to projects on a contract basis.
- Jay Jay Jegathesan will discuss his involvement, experiences, and the campus model.



# STARLIGHT

## Celestial Visions on Second Life

Golden Halostar, Tranguloid Trefoil, Jay Jay Zifanwe, Bogan Dragonmage, Mrs-Brandi, Minny Werefox, The Slingshot, Bradley Dorchester, MichaelAnthony Wirefly, Porcoespino Sleydon, Lordyen Towton, Gryff Richard





## The UWA Google Earth Project

- Team UWA took top spot in the Google Earth 'Build your Campus in 3D' Competition.
- Beat out Eastern States Universities. 56 buildings vs 7 buildings (2<sup>nd</sup> place). Quality was a major factor.





# STARLIGHT: Celestial Visions on Second Life

## The UWA Second Life Project

Second Life is a World-wide, world renowned 3D Virtual World created by Linden Labs in the USA.

- This allows us to rebuild our campus in all her glory, the buildings, trees, peacocks, ducks, gardens and grounds.
- For alumni, for prospective students, for regional & international marketing, for current students undergrad & postgrad, for UWA educators, blended learning & e-learning specialists.
- Second life is at stage like the early days of television. It (or 3D virtual reality) is the future.

### The people who have made this happen

- Professor Alan Robson
- Dr Alexandra Ludewig, Associate Dean Faculty of Arts, Humanities & Social Sciences
- Professor Karen Haines, WASP
- Dr David Savat, Chair, Communication Studies
- Frank Roberts, University Architect, OFM
- Professor Ted Snell, Director, Cultural Precinct
- Winthrop Professor George Stewart, Dean, Faculty of Life and Physical Sciences
- Professor Ian McArthur, Head of School, Physics
- Greg Salotti, Director, Systemic Pty Ltd
- Associate Professor Mark Pegrum, Graduate School of Education
- Associate Professor Wade Halvorson, Marketing, School of Business
- Adrienne J. Gauthier, Instructional Technology Specialist, University of Arizona



Questions?