

WIWoSE on 22 Feb, 2014

10th MIWoSE

“Multiplayer Unity 3D and Oceanography”

22 Feb (Sat)
6 am PST/ 9 am ET/ 14:00 GMT/ 23:00 Japan

William Schmachtenberg (Dae Miami in SL)
Franklin County High School, Rocky Mount, VA, USA.
Ferrum College, Ferrum

Hajime Nishimura (Yan Lauria in SL)
Japan Agency for Marine-Earth Science and Technology (JAMSTEC)
Curator of Abyss Observatory

Attendants: アカーシャ (akashakokuu), Areyn Laurasia, Ari (arisia.vita), Beth Ghostraven, Dae Miami, Golden Greymoon, motoko Moonwall, Nyaou Resident, Patio Plasma, Pionia Destiny, RoryMcLean Parx, Siri Vezina, Stylianos Mystakidis (stylianos.ling), 知世 'ともよ' (tomoyo.newall), Toxie Cortes, Upad, Vic Michalak,, Yan Lauria,

[05:57] Dae: we are planning a competition this morning

[05:57] Dae: when you log into unity you will be asked to pick a team red or blue

[06:07] Dae: red will be for avatars in USA

[06:07] Dae: everyone else will log into blue team

[06:07] Dae: we will then have 6 on each team

[06:07] Yan: ok, then we'll start workshop

[06:07] Dae: good

[06:07] Yan: Hello every one.

[06:07] Stylianos: how / where do we log in?

[06:08] Yan: please see left side panel, touch the panel, here. Stylianos

[06:08] Yan: My name is Yan, organizer of this workshop, MIWoSE

[06:09] Stylianos: ty Yan

MIWoSE: Monthly International Workshop on Science Exhibits

Past Presentation

Purpose

- To create **Science Exhibits Network** in SL for Remote Education/ Self-Learning.
- To develop Visualization of Science **Contents and Contexts**.
- To utilize Multi-user online 3D environment for **Remote Collaboration** and **Self-directed Discovery** and **Intuition Development**.
- To encourage Science Exhibits Providers by **communication** with Educators and Students

- #1: Mar 2013: **Abyss Observatory** (Yan Lauria)
- #2: Apr 2013: **Open University, UK** (Shailey Garfield)
- #3: May: **Field Studies Centre at Bowness** (Veritas Raymaker)
- #4: Jun: **Center for Water Studies** (Delia Lake)
- #5: Jul: **The Exploratorium** (Patio Prasma)
- #6: Aug: **The Splo** (Patio Prasma)
- #7: Sep: **STEM Island** (Vic Michalak)
- #8: Oct: **Genome Island** (Max Chatnoir)
- #9: Nov: **Oddprofessor's Science Center** (Oddprofessor Snoodle)

- [06:09] Yan: MIWoSE is workshop on science exhibit in 3d environment.
- [06:09] Yan: I use not "Virtual" but "multiuser online 3d environment"
- [06:09] Yan: because it has possibility to create new scientific value.
- [06:09] Yan: the purposes are shown this slide.
- [06:10] Vic: Okay... seeing "MIWoSE Presentation" at <http://www.evwillc.co/Oceansmultiplayer3/Oceansmultiplayer3.html>
- [06:10] Yan: Then, let me introduce the speakers of 10th.

Speakers Introduction



Dr. William Schmachtenberg

(Dae Miami in SL)

- Earth Science Teacher, Franklin County High School, Rocky Mount, VA, USA.
- Teaches geology and paleontology at Ferrum College, Ferrum
- He has an active research program in the Earth Sciences and in technology using virtual worlds.
- Ph.D. from the University of Chicago, and BA degree from Cornell University



Hajime Nishimura

(Yan Lauria in SL)

- Coordinator for Earth Environment Data Integration and Analysis, Japan Agency for Marine-Earth Science and Technology (JAMSTEC)
- Curator of Abyss Observatory
- Board member of NPO Japan Underwater Robot Network

- [06:10] Yan: Bill, please introduce your self and explain how to login to **Unity Oceanography Sim**
- [06:10] motoko: ぱちぱちぱちぱちぱちぱち

[06:10] Dae: sure thanks Yan

[06:10] Dae: I am Bill Schmachtenberg a high school teacher of science

[06:11] Dae: but I also teach geology at Ferrum College in Southwest Virginia

[06:11] Dae: It is a pleasure to be here

[06:11] Dae: I have been working with developers to produce an ocean simulation in Unity 3d that is multiplayer

[06:11] Dae: Please be aware this is a prototype.

[06:12] Dae: Some of what you will be seeing is no more than a few days old

[06:12] Dae: I am interested in your comments and ways we can improve these Sims

[06:12] Vic: Good to be part of the pioneers in this!

[06:13] Dae: In watching the Olympics, I asked myself why don't we have modern day competitions that are academic as well as sporting events

[06:13] Dae: so, I added teams to my sim last weekend with the help of **Extreme Reality** represented by Kevin Tweedy

[06:13] Yan: ahaha

[06:14] Dae: Please try to log into my unity multiplayer sim

[06:14] Dae: Yan has put the link in the poster that is in the upper left

[06:14] Dae: I have two computers one set to SL and one set to unity

[06:14] Dae: so I will be here all the time in SL if you need help at any time

[06:14] Dae: I recommend you use safari if you are on a Mac

[06:14] Stylianos: I'm in (blue team)

[06:15] Dae: and firefox if you are on a pc

[06:15] Stylianos: (used Firefox in Mac)

[06:15] Vic: Which team should we join?

[06:15] Dae: if you are in USA in rl please join the red team

[06:15] Dae: if you are in Japan or another country other than USA please join the blue team

[06:15] Yan: 日本の皆さんは Blue Team ね

[06:16] Dae: we should then have about the same number of players for each team

[06:16] Dae: I also fixed the diver if you want to use him

[06:16] Yan: good news^^

[06:17] Dae: also the radar button works in full screen mode

[06:17] Dae: so we can see who is online in unity

[06:17] Vic: Oh good...

[06:17] Yan: radar? or sonar?

[06:17] Vic: haha... maybe should be sonar

[06:17] Beth: I thought you didn't want us to use the radar

[06:17] Siri: how do you get to full screen?

[06:18] Dae: right click on the unity screen and it will give you an option to go full screen

[06:19] Dae: is anyone else having trouble logging into unity?

[06:19] Siri: hmmm, I'm on a Mac. The usual right-click substitute doesn't seem to work.

[06:19] Yan: there are Radar button and Sonar button. Do you say both is OK? Dea?

[06:19] Dae: yes

[06:19] Vic: How you get points? Find sea creatures and ???

[06:19] Dae: the "radar" button shows you all the avatars on the sim

[06:19] Golden: Link again please.

[06:20] Dae: the sonar button in the upper right shows you where the animals are

[06:20] Beth: <http://www.evllc.co/Oceansmultiplayer3/Oceansmultiplayer3.html>

[06:20] Yan: touch this panel, you can jump to URL

[06:20] Dae: thanks Beth

[06:20] Beth: yw!

[06:21] Yan: then can I go next?

[06:21] Yan: Thanks Bill

[06:21] Yan: then

[06:21] Yan: And me, Curator of Abyss Observatory, and a co-speaker of today's presentation.

[06:22] Yan: I show 2 examples

Limitation of SL/OpenSim

- SL/OpenSim provides us user friendly 3D modeling method so that we can visualize own idea by ourselves.
- But it is not enough for soft-bodied creatures like Jelly fishes and Squids.
- We know Unity 3d has enough capability to visualize soft-bodied creature and its motion, but it is not multi-user online 3D environment until now.

[06:22] Yan: 1st. I'll talk about limitation of SL.



[06:22] Yan: Giant Squid

[06:22] Yan: Video of living giant squid are very few in limited view angle.

[06:22] Yan: Look around. Static displays, created by motoko, can be enough quality

[06:22] Yan: But Dynamic displays need to simplify flexible tentacles into circular cone.

[06:23] Vic: This is kind of like a Third Life inside Second Life!

[06:23] Yan: Next example,



[06:24] Yan: Comb Jelly

[06:24] Yan: You can see floating comb jelly created by Draceina Pinion.

[06:24] motoko: Is unity web player available with Linux ?

[06:24] Beth: oh, shoot, I missed part of this

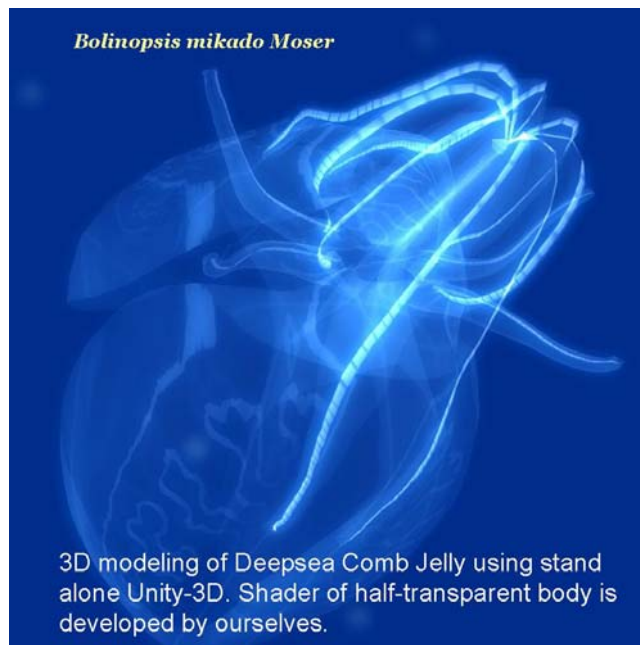
[06:24] Golden: I believe so.

[06:24] Yan: please exit once, and go then you can choose again Beth

[06:25] Yan: Very beautiful, but we need Unity 3d for precise modeling.

[06:25] Yan: and this slide is jelly modeling by Maya

[06:25] Yan: Maya is 3d modeling software, very expensive



[06:26] Yan: and imported Unity 3D using originally developed shader for transparent body.

[06:26] Dae: beautiful model! biology teachers at my school thought it was a real animal it was done so well!

[06:26] Yan: but this is stand alone, so we can't share and discuss with other scientists.

Limitation of SL/OpenSim (2)

- Information seeking strategy needs seamless and interactive process of "Overview", "Zoom/ Filter" and "Detail on demand".
- SL/OpenSim depends on Floating texts, Notecard, URL Jump and HUD for instructions, but Residents don't like all of them.
- It is a demerit for educational use.

[06:26] Yan: Other view point

[06:26] Yan: Information seeking needs

[06:27] Yan: "Overview"

[06:27] Yan: "Zoom/ Filter"

[06:27] Yan: "Detail on demand"

[06:27] motoko: I found MIWoSE in Explore and crick GO but it doesn't work?

[06:27] Yan: These processes need to be seamlessly and interactively.

[06:27] Yan: oh, do you use Linux? motoko?

[06:28] Yan: To provide Detail instruction, SL rely on notecard, url jump and HUD.

[06:28] Yan: But SL residents don't like all of them. It is weak point of SL for educational use.

[06:28] Yan: We know Unity 3D has enough function to provide detail instruction narratively as

game engine.

[06:28] Yan: But we don't have "multiuser online Unit 3D" until now.

[06:28] motoko: no, mine is windows7, but my friend Tomoyo is using Linux

[06:29] Yan: aha

[06:29] tomoyo: I try Ubuntu Linux

[06:29] Vic: My avatar is lost in Unity3D world.... should have left a trail of bread crumbs... ☺

[06:29] Yan: Today, Bill bring us to Unity Oceanography Sim where 100 people can dive simultaneously.

[06:30] Dae: ok great...I see some of you have already started finding sea creatures and answering the questions

[06:30] Yan: This Sim is still at very initial stage

[06:30] Stylianos: almost done, found 9

[06:30] Yan: and needs long way to become fascinating world, but has big possibility.

[06:30] Vic: Yes, but I have touched a couple of them and do not get questions.

[06:30] Stylianos: the sonar button (full window mode) is key

[06:30] Yan: Then, Bill please.

Let's dive to Unity Oceanography Sim!

[06:30] tomoyo: now win7

[06:30] Dae: Vic, the animals by the presentation stand do not work

[06:30] Vic: Also, the Radar button is under the radar display and I cannot make it go away...

[06:31] Yan: Sonar and running mode is key

[06:31] Vic: Ah, okay Dae.. explains that.

[06:31] Dae: all the other animals should

[06:31] Stylianos: +1 Yan

[06:31] Dae: Vic, go full screen and then click the radar button

[06:31] Stylianos: running is a must

[06:31] Dae: let the games begin!

[06:31] Vic: Run = Alt + forward arrow

[06:31] Vic: I think...

[06:31] Vic: Space + forward = funny running and flipping! ☺

[06:32] Stylianos: finished, found all 10

[06:32] Vic: Big whale just swam by... helps to run after animals

[06:32] Stylianos: scored a couple of points for the blue team

[06:32] Yan: so I'll also start

[06:32] Vic: Yay Stylianos!

[06:33] Dae: yes tap on the shift key once to run

[06:34] Vic: Hi Patio! I see you in Unity3D...

[06:34] Beth: I can't find the directions for what to do

[06:34] Beth: is there a slide for it?

[06:34] Vic: Aha! Stumbled back on beginning.... Need to do systematic search at angles...

[06:34] Beth: How do we get points?

[06:35] Vic: Hi Beth... see you

[06:35] Beth: I see you too, Vic!

[06:35] Stylianos: so back in the starting site in Unity

[06:35] Vic: こんにちはベス ! Unity3D であなたを見る

[06:36] Stylianos: I see you both Beth & Vic

[06:38] Golden: Hi. Alarm didn't go off...how do I get rid of the player list that came up on the screen?

[06:38] Vic: How big is the Unity3D world? I have found the boundaries but not sure how big...

[06:38] Beth: I can't figure that out either, Golden

[06:38] Golden: Hi panni. It's been a while since we last spoke.

[06:39] Golden: Thanks Beth. Alarm did not go off... I'm in Olympic fever daze too.

[06:39] motoko: I found MIWoSE in explore but cricking on GO doesn't work, and I found Oceans in Scenes I rewrited instance as MIWoSE , so I can login to the undersea world, but there are nobody there,

[06:39] Vic: Come out, come out, wherever you are, sea animals... only found 3 but running around the sim

[06:40] Rory: Mixing two different user interfaces can be fiddly. :)

[06:41] Golden: You need to go to the populated option on the bottom right.

[06:41] Golden: Motoko.

[06:41] Yan: 日本の皆さん、優勢ですね ^ ^

[06:42] motoko: populated option?

[06:42] Yan: マイルが難しい

[06:42] Vic: Will this stay here? I want to bring my class on Tuesday...

[06:43] Areyn: Team Blue needs more points :)

[06:43] Rory: Being able to re-program what the control keys are might be useful...

[06:44] Areyn: It's a bit difficult to move.

[06:44] Yan: keep press forward

[06:45] Yan: モトコさん、この4つの画面まできた？

[06:51] motoko: I could not find the option what named Populated. Where is that?

[06:51] Vic: Yay! 10 animals... but I missed one question...

[06:51] Dae: Populated?

[06:52] Toxie: same as Vic, 9 out of 10

[06:52] Rory: How do you zoom back out from your avatar?

[06:52] Dae: hmmm strange

[06:52] Dae: use the scroll wheel to zoom out

[06:52] Toxie: It's a neat idea. It works.

[06:41] Golden: Motoko. You need to go to the populated option on the bottom right. You need to move to the option of the population in the lower right: (from english)

[06:52] Areyn: is 50 points the maximum?

[06:52] Vic: Oh? Hmm... have not tried that yet (zooming)

[06:52] Dae: yes Areyn

[06:52] Rory: This mouse is an old one and has no scroll wheel, just a button...

[06:52] Areyn: Thanks

[06:53] Toxie: I wish you could move the pop-up windows, though.

[06:53] Dae: Toxie which team were you on and which country are you in?

[06:53] Toxie: I'm in red, USA

[06:53] Areyn: blue team needs more players!

[06:53] Dae: Rory which team were you on and which country are you in?

[06:53] Yan: motoko can't log-in yet

[06:54] Rory: Blue, I'm in the UK.

[06:54] Dae: Areyn I tried to even out the number of players for each team

[06:54] tomoyo: I'm in blue, Japan

[06:54] Yan: ともよさん、ソナー使ってる？

[06:55] Yan: それとシフトキーを押したら走る

[06:55] Dae: I am counting 7 players on each team

[06:55] motoko: you mean dark green window in portal?

[06:55] Rory: I managed to zoom in without a scroll wheel, so, I guess there should be a way to zoom out without one too?

[06:55] tomoyo: フルスクリーンでないときはレーダーが一度出すと消せない

[06:55] Rory: Undocumented? :)

[06:55] Yan: そうだね

[06:55] tomoyo: ソナーも画面切れてしまう

[06:56] Nyaou: CTRL + wheel

[06:56] Golden: Is it me, or is there no sound here?

[06:56] motoko: I don't find any options in that green window.

[06:56] Yan: ああ、フルスクリーンにできないとまずい

[06:56] Nyaou: Or full screen with F11

[06:56] Yan: 海溝の深さをマイルで聞かれると困る ^^ ;

[06:56] Yan: ほー、F11 が効くんだ

[06:57] Dae: hmmm thought I put in music unity

[06:57] Dae: but it is not playing for me on my pc

[06:57] Nyaou: Maybe I'm Windows . . .

[06:57] Yan: あと淡水と海水が混ざるところの英語もこまる

[06:57] Dae: it is almost an hour

[06:57] Dae: so please put feedback into local chat

[06:57] Dae: did you like the unity Sim?

[06:57] Golden: I have sound in Unity, just not in SL. Ha.

[06:57] tomoyo: SL のほうに書き込むたびに全画面が解除されてしまうのはしょうがないか... (マルチスクリーンなのだから)

[06:57] Rory: There seems to be significant lag in the Unity controls - is that due to me being in the UK?

[06:58] Dae: did you tap the left shift key to run

[06:58] Siri: That was fun, and the animals were magnificent. I'd love for my students to check it out when it's more settled and has more questions to ask the animals.

[06:58] Dae: Rory?

[06:58] Yan: そう、タスクスワップがね

[06:58] Nyaou: It can be expanded in F11 also a multi-screen ...

[06:58] Patio: The animal builds were beautiful

[06:58] Rory: Yes, Dae?

[06:58] Yan: 度量衡換算と英語辞書を使うときにスワップしないと

[06:58] Siri: I had a terrible time going in the right direction - my avatar zigzagged all over the place.

[06:58] Nyaou: ctrl + wheel I'm sorry ... I did not hear

[06:58] Yan: ただのホイールでズームしない?

[06:59] Patio: I could only turn smoothly while walking or running not standing still

[06:59] Rory: Definitely a visually impressive build, the avatar navigation and interaction were more of a problem.

[06:59] Vic: Discovered if you hold down mouse button and move mouse, you can view around you a bit like ALT in SL -- but centered on avatar..... If you use scroll and go back a bit and then use mouse button and move mouse, you can see area better to find animals (and others)!

[06:59] Yan: Hi Dae, do we return to here?

[06:59] Dae: yes

[07:00] Yan: every one come back to here?

[07:00] Toxie: The arrow-WASD keys were a bit too sensitive, but in general it was easy to navigate.

[07:00] Yan: then, Welcome back all.

[07:01] Rory: Certainly interesting and worth looking into more.

[07:01] motoko: I could not log in at all after all

[07:01] Yan: From now, I'll talk about concern with "Multiplayer Unity 3D"

Difficulty of 3D communication between Scientists and Creators

- It is difficult to keep Deepsea life at normal pressures, and Fixation of Gelatin body is also difficult.
- Under limited video data for deepsea creatures, Creators can't model precisely, especially for transparent jelly fish.
Only scientists can model precisely in their brain.
- High quality 3D objects which satisfy scientific needs can be created only by professional creators. But communication between researcher and creator is very difficult.

[07:01] Vic: Interesting... I can see how this will be the future of 3D once things get more sophisticated..

[07:01] Yan: Deepsea life's images are very few

[07:01] Yan: and only scientist can re-construction of their 3D structure.

[07:01] Yan: On the other hand, precise modeling which satisfy scientific requirement needs professional skill.

[07:01] Yan: And communication about 3D structure between scientist and designer is very difficult.

[07:02] tomoyo: 意外と軽くて驚いた

[07:02] Patio: How hard was it to build the animals?

[07:02] Yan: then, these are my concern to "Multiplayer Unity 3D".

My concern for multiplayer Unity 3D as online 3D world.

- Does Unity world requires us professional skill for precise modeling ?
- Can Unity world form amateur creators' and scientists' community? This means,
 - to provide enough free/ affordable materials?
 - to incubate creators' and scientists' incentives?
 - to create comfortable and fascinating world where people want to spend time?

[07:02] Dae: the animals came from the asset store

[07:02] Dae: I did not build them

[07:02] Yan: Unity requires professional skill?

[07:02] Yan: Unity can form communities?

[07:02] Yan: enough materials?

[07:02] Yan: creator's incentives?

[07:02] Patio: ah yes my friend Caitlyn runs the unity asset store

[07:02] Yan: Unity can create fascinating world?

[07:02] Yan: Then, Bill please.

[07:02] Dae: Thank you Yan

[07:03] Dae: It does take some time to build in unity, but there are people who are willing to help

[07:03] Dae: and students pick it up very quickly especially designing terrains and even doing some of the scripting

[07:03] tomoyo: Ubuntu が未対応なのが残念

[07:03] Dae: see my [website: www.evwillc.co](http://www.evwillc.co) for some of my students work

[07:04] Rory: Are there ways of moving contents between Unity and Second Life/Open Simulator?

[07:04] Rory: moving content*

[07:04] Dae: One of them Matt Brosinski tied for first place last year in a tech competition here in VA USA

[07:04] Golden: Yes, an undiscovered land. Ripe for discovery learning.

[07:04] Toxie: (I missed some instructions to do things in the Unity sim, it took some work to find the controls)

[07:04] Dae: Golden can speak more to the future of unity in ed...Golden did you want to add some comments here about what you are doing?

[07:04] Dae: I am glad you are here

[07:04] Toxie: Very nice application. How is it hosted?

[07:05] Beth: I have trouble navigating in all of the web-based virtual worlds, and they seem more 2D than 3D

[07:05] Vic: This was a great experience... SL must have been like that about 10 years ago or so...

[07:05] Golden: I'm beginning with using a small city for language practice and acquisition.

[07:05] Dae: That is the beauty of it... Toxie it is running on my godaddy website

[07:05] Dae: costs me like \$5/month

[07:05] Patio: wow Dae that's excellent

[07:06] Rory: Ten years ago SL was a lot rougher than that, as I understand. :)

[07:06] Toxie: Very nice, Dae!

[07:06] Areyn: a bit like minecraft

[07:06] Golden: There are costs to getting started...but for what you are getting...the potential is so huge.

[07:06] Golden: My build is equivalent to 240 SL sims.

[07:07] Toxie: how many avatars can it support simultaneously?

[07:07] Vic: I think once we get teams developing in Unity3D and browser access, then 3D VWs

will explode in usage... 10 years from now or maybe sooner.

[07:07] Golden: Right now...100, but if I choose to upgrade server to handle it...1000.

[07:08] Dae: Toxie: It is supposed to support 100. I used this sim with my students this week and was able to log on all 30 computers with no lag at all and no crashes

[07:08] Patio: I thought browser based virtual worlds would develop much more quickly

[07:08] Golden: Dae is the master educator in this though.

[07:08] Patio: but I am glad to see they are coming

[07:08] Dae: I had the girls compete on red team and the boys on blue team... The red team won

[07:08] Toxie: quite impressive, compared to opensim

[07:09] Patio: I agree toxie

[07:09] Stylianos: Dan, can you provide information about the technical aspect of setting it up?

[07:09] Vic: @Patio, you would think.... but this is new stuff, and I think that the worldwide recession did not help. Businesses are always cautious about new development when economics are tough. I hope things will accelerate now...

[07:09] Rory: Is there concern about inter-operability of 3d worlds? Moving content between them? Using social connections across several different 3d world platforms?

[07:09] Vic: [my thoughts, anyway..]

[07:09] Golden: I call this platform a "baby giant." It's still in diapers, but can already do some things others cannot. As it develops and grows.... it is the future.

[07:10] Vic: @Golden... concur

[07:10] Rory: How much of Unity 3d is open source?

[07:10] Siri: Thanks for the experience! Unfortunately, I really have to go.

[07:11] Dae: You can download unity for free from: www.unity3d.com

[07:11] Patio: It would be great to move content Rory but copyright and permissions lead to stiff restrictions

[07:11] Dae: Thanks siri for coming

[07:11] Dae: to do multiplayer unity does have its cost

[07:11] Siri: thank YOU!

[07:11] Patio: Thanks Dae and Yan it's far better to actually experience a world

[07:11] Yan: ty siri

[07:11] Dae: to make the sim you saw required me to have a unity pro license which for educators is \$750

[07:11] Yan: yw Patio

[07:12] Golden: As a gaming platform...it has a huge user-base, much bigger than any socially-based one. The money this attracts, and the power it needs... converting it to educational use....huge opportunity.

[07:12] Dae: then I had to buy an sdk for \$100

[07:12] Vic: We have a "Animation and Game Design" degree program that uses Unity3D and others and javascript programming..

[07:12] Rory: There is lots of free stuff on OpenSim, these days, Patio. Being able to move that

to Unity 3d would be attractive...

[07:12] Dae: Golden is using a different server and software

[07:12] Yan: **sdk: software development kit**

[07:13] Vic: @Dae, but sounds like with some work to learn how to do it, you can do this for low cost instead of paying a company a lot of money for land and functions...

[07:13] Dae: That is another nice advantage to unity: once you create it you own it and can move it to other game engines if you wish

[07:13] Rory: I'm not convinced that paying for the base SDK is a good idea. Add-ons, yes, "added value", the base system, arguably no.

[07:13] Dae: @vic right those are start up costs...Once I pay them I can make as many sims as I want and as large as I want

[07:14] Dae: There is no tier to pay

[07:14] Stylianos: Dae, all functionality we experiences was created with the SDK?

[07:14] Dae: yes that unity sim was created with the XR SDK

[07:14] Dae: from extreme reality

[07:14] Dae: Gord did you want to talk about JIbe and reaction grid?

[07:14] Yan: **XR: Extream Reality**

[07:14] Dae: right

[07:15] Toxie: I'm doing s single-user tool with Unity. I have found that avatars (good ones) are expensive.

[07:15] Dae: Jibe and Reaction grid is another way to add multiplayer functionality to unity

[07:15] Dae: @Toxie: Look into Fuse and Mixamo...you can create avatars there

[07:15] Yan: **Beautiful woman's avatar becomes creator's incentive**

[07:15] Golden: Not much more to add Dae. It's still young, but becoming more functional daily it seems.

[07:16] Rory: [http://www.xtr3d.com/ ?](http://www.xtr3d.com/)

[07:16] Golden: I'll put a video link in to show "Heritage Village."

[07:17] Dae: <http://www.xrgrid.com/home>

[07:17] Dae: there is the extreme reality home page

[07:17] Dae: That would be great Golden

[07:17] Golden: <http://safeshare.tv/w/PtCBXfahOI>

[07:17] Golden: Go to this link AFTER being done here. :)

[07:17] Dae: There is a cost to what we are doing...but I think the potential is amazing

[07:18] Dae: To me the benefits to unity are:

[07:18] Golden: There's also the lack of opportunity for problems when working with students.

[07:19] Rory: **That looks like a bike company, Dae?**

[07:19] Dae: 1) We can make professional environments and clean environments for k12 learning that are free of adult content

[07:19] Golden: Entry can be controlled with daily passwords...chat is recorded....

[07:20] Vic: **That is a big advantage compared with an open company-sponsored world in which**

getting the most participants in the primary goal....

[07:20] Golden: Single user "instances" for those who need it....

[07:20] Dae: contact me about extreme reality and i will tell you how to contact Kevin Tweedy

[07:20] Dae: he must have changed his website

[07:21] Golden: I've had trouble bringing up XR stuff lately Dae.

[07:21] Vic: But there also has to be a way for people serious about education (not grieving or adult content) to get together like we are doing today..... that is still why there is no substitute for SL yet...

[07:21] Dae: Unity 3d allows us to create user interfaces with huds for sonar and gps

[07:21] Dae: so we can present science data more easily

[07:21] Areyn: can it be made into a mobile app?

[07:21] Dae: yes!

[07:22] Dae: Well at least single player versions can

[07:22] Golden: And we could already be doing this in a sim like mine. VoIP is available as well.

[07:22] Rory: I think an important part of what has made SL work is the social side. You'd need some way to manage that with Unity 3d, I'd have thought.

[07:22] Areyn: then instead of bringing the students into the world.. you could bring the world to the students.. play as you go

[07:22] Dae: If you search for Ocean Explorer on the App store you will find the ios version of what you played

[07:22] Toxie: I think you have to buy [Unity pro to create mobile applications \(\\$1,500\)](#).

[07:23] Dae: Actually the ios and android licenses are FREE!

[07:23] Golden: Indeed... and the sim can change as your students work their way through... as in Quest Atlantis.

[07:23] Toxie: I had to buy Unity Pro to be able to run some plug-ins, for example for VR devices.

[07:23] Dae: I have not been able to put multiplayer versions of unity into mobile builds yet

[07:23] Toxie: nice

[07:24] Toxie: Unity is great. It has a learning curve, though. You can get tools to build in-world too.

[07:25] Golden: Once you find a provider...space/size and numbers of participants and worlds isn't an issue.

[07:25] Yan: it is late at night in Japan

[07:25] Yan: can we close today's workshop?

[07:26] Rory: A very interesting presentation, Thanks. Unity 3d looks well worth further investigation.

[07:26] Stylianos: great work, Dae, keep it up

[07:26] Dae: thanks Rory.

[07:26] Patio: Great this was an amazingly useful glimpse into alternate browser based worlds done by experts who have actually been there Thanks!

[07:26] Vic: This has been a wonderful experience, Dae and Yan! Learning new things is always a challenge, and often frustrating at first, but exciting! Thanks for the presentation and interactive experience!

[07:26] Yan: I want part 2 when you advance, Dae

[07:26] Dae: Thank you all for coming and participating

[07:26] Areyn: Thanks for the workshop.

[07:27] Toxie: Very nice presentation. Useful, indeed. Keep up the good work. Thanks.

[07:27] Golden: Indeed. Dae, you are leading the way into a new age of 3D VLEs for education.

[07:27] Vic: Rough translation (poor syntax): これは、Dae とヤンは、素晴らしい経験をされています ! 新しいことを学ぶは常に挑戦と多くの場合最初に、イライラするエキサイティングな ! プレゼンテーションとインタラクティブな体験をありがとう !

[07:27] Yan: Ahaha, thank you

[07:27] Vic: Golden... concur! Great leading edge stuff!

[07:27] Yan: so we'll close today's workshop.

[07:28] Stylianos: Thank you also Yan

[07:28] Yan: Thank you everyone and see you next

[07:28] Toxie: Thank you for the opportunity.

[07:28] Areyn: Have a good night. Bye everyone... off to check out Unity 3D

[07:28] akasha: Thank you

[07:28] motoko: ぱちぱちぱちぱちぱちぱちぱち

[07:28] Yan: We have no next speaker on next month

[07:28] Vic: 0030 in Japan!

[07:29] Golden: Who controls the list?

[07:29] Golden: Beth?

[07:29] motoko: I've been staying up late at night in the deep sea

[07:30] Vic: えらを成長可能性があります !

[07:30] Yan: what list, Golden?

[07:30] Golden: Presenters.

[07:30] Yan: Aha,

[07:31] Yan: Me and welcome your recommendation

[07:31] Yan: MIWoSE is organized by every speakers

[07:32] Rory: I got here through a Group notice from "Science Center" - Troy McLuhan is listed as the founder of that.

[07:32] Yan: once you present, you are member of MIWoSE network

[07:32] Yan: I maintain Troy's list

[07:33] Vic: Science Center is perhaps the oldest science group in SL --- Yan is helping Troy to update the list..

[07:33] Yan:

<https://docs.google.com/spreadsheets/pub?key=0AkP1COanpEMQdG1MOHFavmVpblNIT3lvXzFOc3k2WlE&output=html>

[07:33] Vic: Troy started it back in 2006 or so...

[07:33] Beth: what are you trying to figure out, about lists?

[07:33] Rory: Thanks for link, Yan.

[07:34] Yan: my intention is...these purpose

[07:35] Yan: SciLands mini-continent become inactive

[07:35] Yan: but there are many good places in SL

[07:35] Rory: The latest date on that Google spreadsheet seems to be "11/21/2013"...

[07:36] Rory: I believe Science Friday meetings are still held on the "Science School" sim.

[07:37] Yan: I tp around every 2 or 3 month for all places of this list

[07:37] Rory: I'm definitely interested in places in SL where there are science meetings.

[07:38] Beth: I have the Science Circle monthly meetings on the ISTE calendar:
<http://sigve.weebly.com/calendar.html>

[07:38] Beth: is there info on Science Fridays that I should put on there?

[07:38] Golden: But for students...I think Unity will be the viable option.

[07:39] Vic: Beth... see also <http://sciencecircle.org/index.php/calendar>

[07:39] Yan: I don't added meeting place only because I can't know such place is active or not

[07:39] Yan: so I add places which has some exhibits

[07:40] Yan: so time to say good night

[07:40] Yan: everyone thank you again

[07:40] Toxie: good night. All very useful.

[07:40] Golden: Thanks.

[07:40] motoko: I have to say good night also.

[07:41] Yan: see you and please recommend next speaker

[07:41] motoko: everybody thank you!

[07:41] Rory: I believe Science Friday meets at
"<http://slurl.com/secondlife/Science%20School/25/205/25>" on Fridays from 11-00 to 13-00 SLT.

[07:42] Yan: midnight in Japan

[07:42] motoko: its Sunday morning

[07:42] Dae: good morning

[07:43] Rory: There's also the BBC Radio Cambridge "Naked Scientists" meeting on Sundays,
10am SLT (18-00 GMT/BST), I think on the "Nuba" sim.

[07:43] motoko: lol I d like say good night

[07:43] Yan: ty Rory

[07:44] Rory: I still want more science to go to in SL. :)

[07:44] Yan: I remark Naked and Friday

[07:44] Yan: I think so

[07:45] Yan: Do you participate in SLED? Rory?

[07:46] Vic: I have been getting SLED emails for years, but too busy to follow them most of the
time...

[07:47] Yan: I think main participants of SLED are social science

[07:47] Rory: I'm more in software and system development than education, though I do take an interest.

[07:48] Yan: It is difficult to participate in real time only meeting due to time zone difference

[07:48] Rory: It's possible that an application hosted on our next big software release will be a package supporting free education.

[07:49] Vic: That is one thing (time zone differences) it will be difficult to overcome, no matter which world we are in!

[07:50] Yan: we need seamless environment of VW and SNS

[07:51] Beth: I've got to run--this has been great!

[07:51] Beth: Thanks, Dae and Yan!

[07:51] Yan: VW is so immersive, so it is difficult to communicate between non-realtime meeting

[07:52] Nyaou: GOOD NIGHT

[07:52] Yan: then I'm sorry I'll logout

[07:53] Yan: byebye, have an nice weekend

[07:53] Rory: One suggestion was we have AI extensions of ourselves that visit VW worlds for us, while we sleep. :)

[07:53] Yan: ahaha I agree ^^

[07:54] Yan: so bye, see you^^