

Massively multiplayer development of free/open source software MMOGs

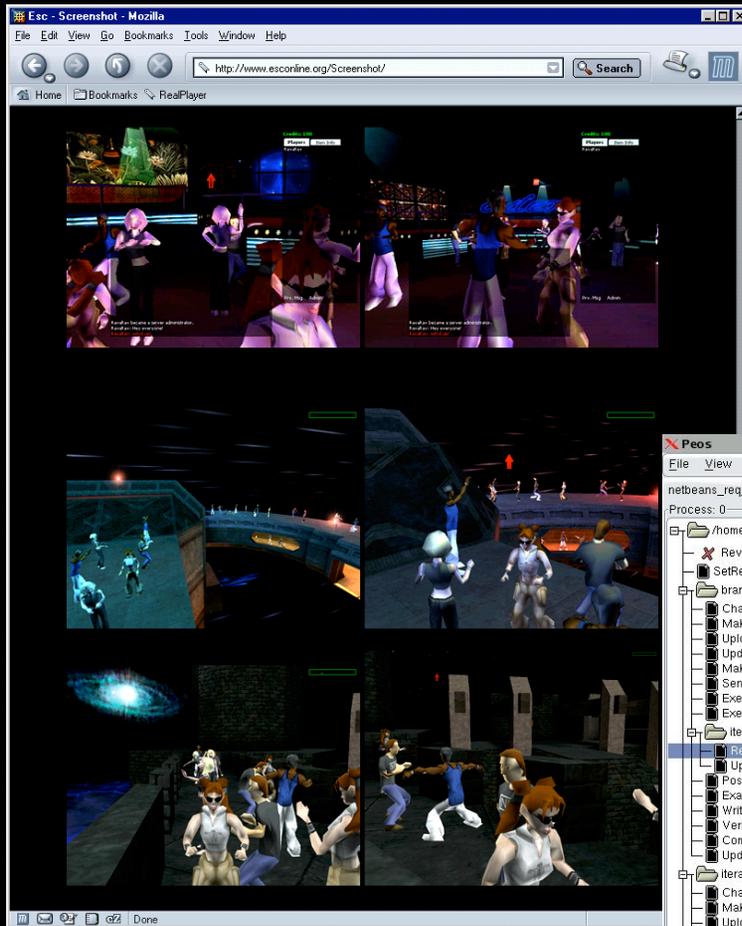
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Game Modding via Open Source Software Development



The screenshot shows a NetBeans IDE window with a project tree on the left and a web browser displaying the netbeans.org issue tracking page. The project tree shows a project named 'peos' with a sub-project 'iteration' containing various build and test scripts. The web browser shows the 'Project Issue Tracking: netbeans.org' page with a search form and a table of issues.

Issue type:	Component:	Subcomponent:
DEFECT	**UNCATEGORIZED*	*ALL*
ENHANCEMENT	3rd-party	*NEW*
FEATURE	a11y	accessibility
TASK	accelerators	actions
PATCH	ant	annotations
	antlr	ant

Status:	Resolution:	Priority:
UNCONFIRMED	FIXED	P1
NEW	INVALID	P2
STARTED	WONTFIX	P3
REOPENED	LATER	P4

Science Learning Games

- Physical interaction quest environment: *DinoQuest* for Discovery Science Center
 - Life-size dinosaurs (e.g., 120' Argentinosaurus, 30' T. Rex)
 - Gesture-based, embedded electronic media activation (via user IR wand)
- Online science games: *DinoQuest Online*
 - Addressing CA science education standards for K-6
 - Content and API-level interoperation with *DinoQuest*
 - DSC Goal: migrate to MMOSLG
- DSC planning new MMOSLG exhibits through 2010
 - DSC developing network of three more DSCs (Korea, Turkey, Irvine)



MMOSLG Research Opportunities

- Massive Game Grid network
 - Linking game labs, science centers, libraries, etc.
 - Creating *game-based cyberinfrastructure* (i.e., national R&D testbed) for social, humanistic, artistic, and technological research
 - Developing the Web 3.0 – the *Game Web*
- Game Web application areas
 - Massively multiplayer sci-tech art/performance spaces
 - Collaborative open content education & training
 - Stadium-area network games
 - Distributed systems/software development observatories
 - etc.



