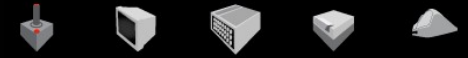


Collaboration Infrastructure for a Virtual Residency in Game Culture and Technology

Robert Nideffer and Walt Scacchi
Game Culture and Technology Laboratory
And
Institute for Software Research
University of California, Irvine
17 January 2006



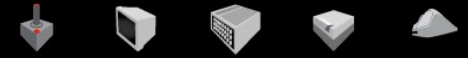
Overview

- Collaboration in a Virtual Residency
- What the Collaboration Infrastructure isn't
- What the Collaboration Infrastructure is
- Risks
- Target outcomes



Collaboration in a Virtual Residency

- Scholars meeting and working together through a persistent online information infrastructure
- Provide new ways of working together
- Provide new concepts, techniques, and tools for collective scholarship
- Confront uncertainties of sustained collaboration with limited face-to-face interaction



What the Collaboration Infrastructure isn't

- A 3D persistent, immersive virtual world or game world
- Why?



t3h S00p4rFr34k!

<Freakshow>

Level 30

Elite Boss

Actions

Options

All Pets

Call Genin

Keitaro

Seta

Taka

Call Jounin

Fujisawa

Chiba-san

Oni

Moshigosan

Pets

★ Arachnie

Ms. Chievous

Kick

Promote

Find

Quit

Team Friends Super Email Tab 1 2 3 4

Global Combat Rewards System

You gain 102 experience and 71 infamy.

t3h S00p4rFr34k!: d0 j0u d4r3 t0 ch4113ng3 t3h p0w4r 0f t3h S00p4rFr34k!?

You have defeated Slag Heap

You gain 102 experience and 71 infamy.

t3h S00p4rFr34k! has defeated Battle Drone

Team:

Destroy the SuperFreak
Defeat the Superfreak
Map Contact Mission Clues Badge

Chat Tray Target Nav Menu

-17

-1527

t3h S00p4rFr34k!

Taka
Arachnie

Seta
Arachnie

Chiba-san
Arachnie

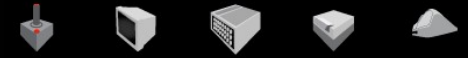
Fujisawa
Arachnie

Moshigosan
Arachnie

Ms. Chievous
Agent of Disaster

Powers Inspirations Enhancements Salvage

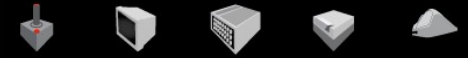
3						Att	diss	Beat	SSR	SSF	
1	2	3	4	5	6	7	8	9	0		
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1	2	3	4	5	6	7	8	9	0		



What the Collaboration Infrastructure isn't

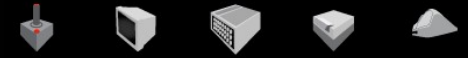
■ Why?

- Costs: acquisition, content development, user training, ongoing usage and support
- Concept: Virtual/game worlds are interesting to study and experience, but lack tools and practical expertise by humanists (and others)
- Capability: focusing on scholarship versus making a new metaverse or adapting an existing virtual world (and its compromises)



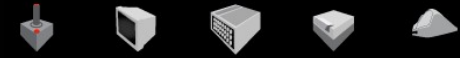
What the Collaboration Infrastructure is

- Activities
- Capabilities
- Content/asset types
- Venues
- Usage scenarios
- Stakeholders



Activities

- Reading, viewing, listening
- Navigational browsing and search
- Writing
- Analysis, annotating
- *Playing
- Communicating
- *Tool building
- Teaching
- Evaluating
- Collection building
- *Modding
- Mapping



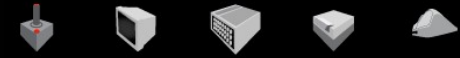
Capabilities

- Collaborative writing (Wiki)
- Autobiographical writing (Blog)
- Content update syndication (RSS, Atom)
- Discussion Forum (BBoard)
- Email
- Streaming media
- Online chat (Instant Messaging)
- Content management
 - Repository services
 - Database population
 - Content linking
 - Content search (Google/Lucene)
- Mapping services (Google Maps)
- Awareness services (Location, Buddy List, Community)
- Group building
- Scoring and rewards (Contributions, Rank, Reputation)
- Journaling and publishing (on/off-line)



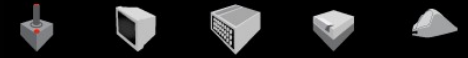
Content/asset types

- Text
- Video
- Image
- Audio
- Maps
- Annotations
- *Source code and executables
- Project space (repository)
- *Games
- *Emulators



Venues

- *Game Labs (domestic, international)
- Conferences (academic research)
- *Exhibitions
- Classroom
- *Companies
- Events
- Galleries/Museums
- *Science Centers
- Internet/Web
- Meeting rooms



Usage scenarios

- HRI virtual residency in Spring 06
- Conference (“Future of Networked, Multiplayer Games” – April 2006)
- Workshops (two, April 06, June 06)
- Regular online meetings (weekly, synchronous)
- Asset/content creation/modification (ongoing, asynchronous)



Stakeholders

- HRI Principals
- Game Lab Principals
- Project software programmer/analysts
- Virtual residency participants
- Future virtual residency organizers, participants, system developers, and content maintainers
- Other external visitors and sponsors

Risks

- Residency participants need to learn new tools and techniques for collaboration
 - Selected technically adept participants
 - Participation is subsidized to provide incentives for learning
- Insufficient number and technical diversity of participants
 - May need a “community of participants” for virtual residencies to be effective

Target outcomes

- 1 April 06: Version 0.1 Collaboration infrastructure prototype
- Spring 06: Virtual residency on game culture
- Summer 06: Collected works from virtual residency (on/off-line book and Web)
- Summer 06: Version 1.0 Collaboration infrastructure design