

I-Room: a Virtual Space for Intelligent Interaction

An intelligent environment which acts as a knowledge aid to support collaborative teleconferences and meetings



Austin Tate
AIAI, University of Edinburgh



Ai Austin
Virtual University of Edinburgh

I-Room: a Virtual Space for Intelligent Interaction

Low cost, simple setup, mixed-reality meetings spaces



I-Room: a Virtual Space for Intelligent Interaction

Distributed collaborative team support for production and review in the creative industries



I-Room: a Virtual Space for Intelligent Interaction

Operations Centres, Brainstorming Spaces, Team Meeting Rooms, Training and Review Areas



I-Room: a Virtual Space for Intelligent Interaction

Tutorial and commercial spaces



I-Room Introduction

- I-Room provides a 3D virtual space with multiple work zones, designed for collaborative and brain storming style meetings
- I-Rooms are used in the I-X research on intelligent collaborative and task support environments
- The main feature of the I-Room is the link up with external web services, collaboration systems and intelligent systems aids

I-Room Applications

- **Virtual collaboration center**
- **Business teleconferencing**
- **Team Meetings for project and product reviews**
- **Product Help Desks**
- **Design to Product - product lifecycle support**
- **Environment, building and plant monitoring**
- **Health and safety at work, disability awareness**
- **Intelligent tutors, guides and greeters**
- **Active demonstration pavilions**

I-Room Integration

- The I-Room 3D virtual space is linked to a social networking and community knowledge management web portal in OpenVCE.net
- Recent experimental use of the I-Room and OpenVCE for the "Whole of Society Crises Response" (WoSCR) community in the conduct of emergency response and crisis management
- This is intended as a contribution to the wider notions of "The Helpful Environment"

VCE for WoSCR

- Whole of Society Crisis Response Community
- Cognitive Work Analysis of Requirements and Technologies
- Virtual Collaboration Environment:
 - Web-based portal
 - Virtual interaction space
 - Community tools including I-Room
 - Collaboration protocols
- OpenVCE.net

WoSCR

- Whole of Society Crisis Response Community
- The Whole of Society Crises Response (WoSCR) community takes a "whole of society" approach to complex problems seeking to input PMESII factors into the analysis and decision support when a crisis occurs. It seeks a global comprehensive approach to crises response
- PMESII stands for the "Political, Military, Economic, Social, Infrastructure, and Information" considerations involved in crisis and emergency response

Cognitive Work Analysis – Phase I

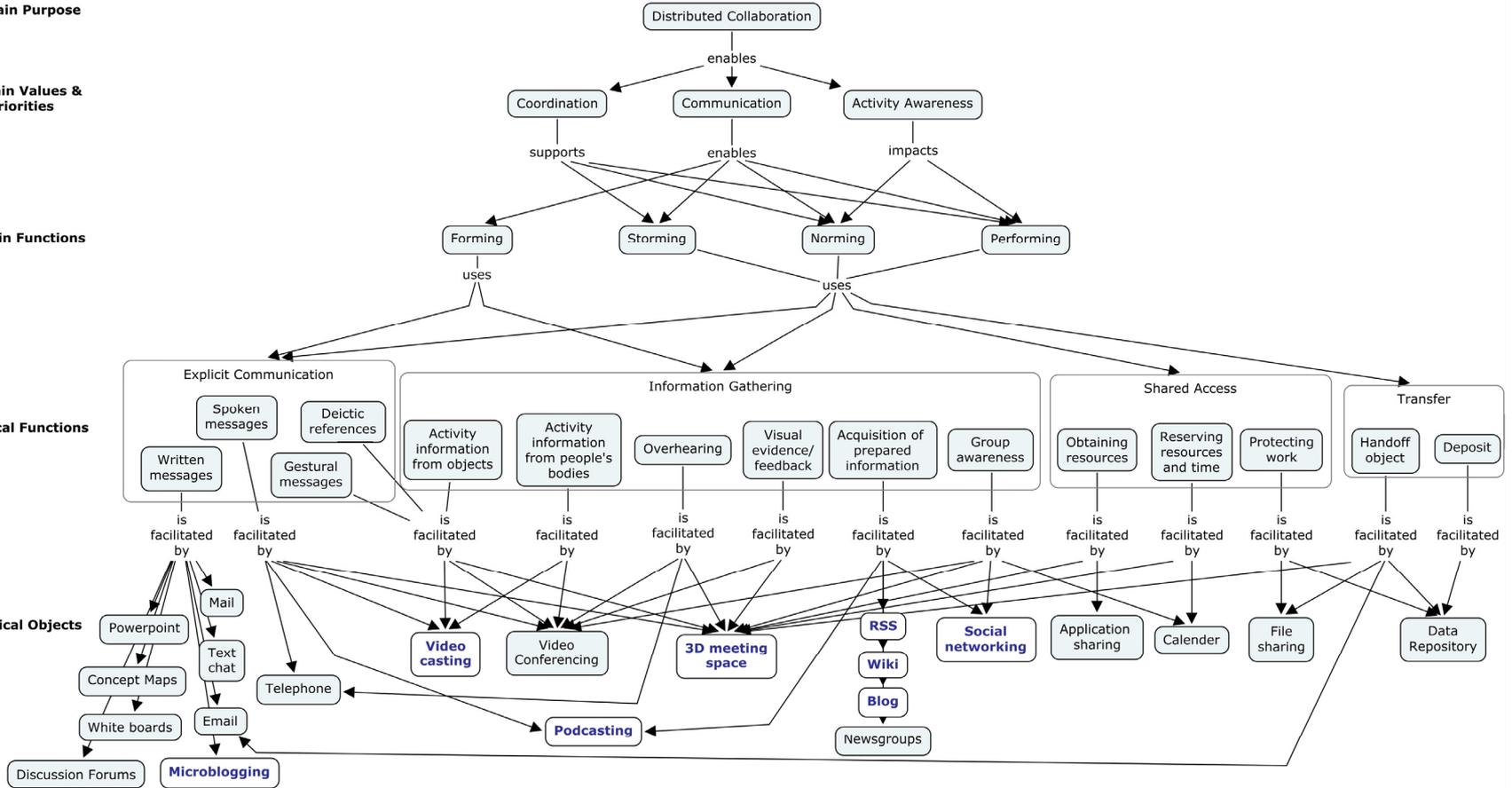
Domain Purpose

Domain Values & Priorities

Domain Functions

Physical Functions

Physical Objects



*Web 2.0 tools

Cognitive Work Analysis – Phase I

The first phase of the Cognitive Work Analysis involves identifying the activity-independent constraints of the work domain:

- Domain purpose: the overarching goal to be achieved – in this case, distributed collaboration.
- Domain values and priorities: principles or qualities on which work in the domain is founded – in this case, we can identify coordination, communication and activity awareness as essential components of distributed collaboration.
- Domain functions: the realization of the domain values and priorities (and fulfillment of the domain purpose) as abstract functions within the domain.
- Physical functions: the realization of the domain functions in terms of techniques.
- Physical objects: artifacts that provide some aspect of the identified physical functionality, with particular reference to novel “Web 2.0”-type technologies that may be exploited alongside common existing technologies.

By pinpointing specific tools and providing a clear functional rationale for their use, the resulting analysis provides a roadmap for the development of a VCE that meets the functional objectives of the domain.

Work Organizational Analysis – Phase II

The second phase of the Cognitive Work Analysis situates tasks at the appropriate organizational level according to the actors involved.

One dimension of this is based on the domain functions identified in the CWA, each now elaborated according to specific work tasks.

The second dimension reflects increasing geographical and organizational dispersal – from local and intra-agency through national inter-agency and on to multi-national and involving civil and military participants.

Work Organizational Analysis – Phase II

Work Task Docket; Distributed Collaboration							
Domain Functions	Work Situations		Intra-agency	National	Inter-agency	Multi-national	Inter-agency & Multi-national
	Work Tasks						
Forming	Meet others				●		●
	Identify the challenge/s	●					●
	Agree on goals				●		●
Storming	Define problems to solve	●					●
	Define how to solve the problems				●		●
	Define how to function together				●		●
Norming	Develop work habits with group				●		●
	Agree on rules, values, methods, etc...				●		●
Performing	Assess outcomes	●					●
	Adapt to change	●					●

Open Virtual Collaboration Environment

- **Web-based Collaboration Portal**

- Drupal CMS
- Also explored Facebook, Google Groups, Yahoo Groups, Ning Groups, Grou.ps, Joomla CMS
- Linkups to external web services and gadgets

- **Virtual World 3D Space**

- Second Life
- Opensim (potentially behind a firewall)

- **Virtual Collaboration Protocol**

- Standard Operating Procedures
- FAQ and Tips
- Protocol (Rob Cross, University of Virginia)

- **Community Tools**

- AIAI I-Room – a Room for Intelligent Interaction
- CMU Catalyst Community Knowledge base
- Concept Maps, and Experimental 3D Model Visualizations

Austin Tate

- Home
- Messages
- ▷ Blogs
- Forums
- Wiki
- ▷ Events
- ▷ Files
- Images
- Videos
- ▷ More content
- ▷ Create content
- FAQ
- Links
- My profile
- Log out

3D space

teleport now

Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

Event calendar

April						
S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	



Welcome to the OpenVCE community portal. All content is community-created, so become a registered user and start contributing!

Forthcoming events

Federal Consortium for Virtual Worlds Conference 2010	2 weeks 5 days from now	contact: Austin Tate
WoSCR Community - Possible Virtual Iterative Workshop Series - VIWS-4	5 weeks 2 days from now	contact: Austin Tate

Current discussions



OpenVCE envisioned site structure started by Jeff Hansberger, last reply by Austin Tate 28 weeks ago



The weakest link started by ac, last reply by erapisardi 4 weeks ago



Expt Case 0 H1N1 Forum started by Austin Tate, last reply by Jeff Hansberger 18 weeks ago

[more](#)

What are you doing?

Austin Tate Meeting Ken Anderson of Project EPIC - see <http://sn.im/tweakt> max 140 characters



Austin Tate Meeting Ken Anderson of Project EPIC - see <http://sn.im/tweakt> 1 day ago [Edit](#) [Delete](#)



Austin Tate Writing paper on OpenVCE support to WoSCR for KSCO-2010 <http://ksco.info/ksco-2010.html> 2 days ago [Edit](#) [Delete](#)



Ifuentes Preparing a presentation to the Virginia Local Government IT Executives (VALGITE) for Apr 26 on VOICCE 3 days ago

Search this site:

Search the Wiki:

I-Room
Concept Maps Second Life
QOC Shared Media I-
Zone QOCTale Lounge

Who's online

There are currently 1 user and 6 guests online.



Austin Tate

Latest wiki updates

- PMESII-Tools 3 weeks 6 days ago
- PMESII-Tools 3 weeks 6 days ago
- PMESII-Tools 4 weeks 1 day ago
- VOICCE 6 weeks 2 days ago
- Main Page 6 weeks 3 days ago

[more](#)

What's happening



Ifuentes has updated group VOICCE Group 14 hours ago



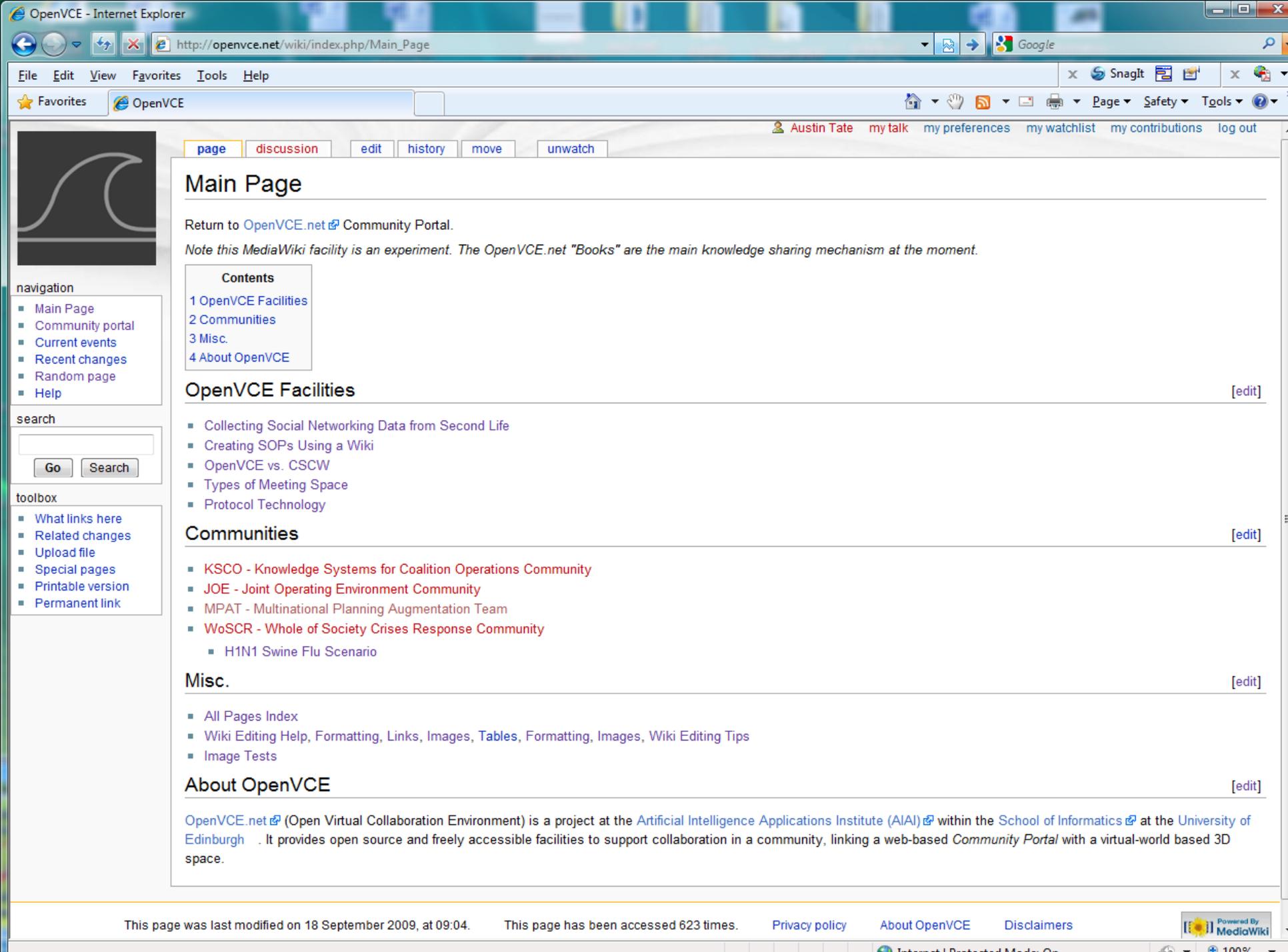
Ifuentes has updated VOICCE Resources and VOICCE 14 hours ago



Austin Tate has updated I-Zone and I-Room - A Virtual Space for

OpenVCE Portal – Roles of Elements

- **Blog – personal web log**
- **Forum – threaded discussion within community**
- **Wiki – community knowledge creation and refinement**
- **Book Pages – edited content and index pages
(change by admins and group leaders only)**
- **Comment – can be added to most elements**



page discussion edit history move unwatch

Main Page

Return to [OpenVCE.net](#) Community Portal.

Note this MediaWiki facility is an experiment. The OpenVCE.net "Books" are the main knowledge sharing mechanism at the moment.

Contents
1 OpenVCE Facilities
2 Communities
3 Misc.
4 About OpenVCE

- navigation
- [Main Page](#)
 - [Community portal](#)
 - [Current events](#)
 - [Recent changes](#)
 - [Random page](#)
 - [Help](#)

search

- toolbox
- [What links here](#)
 - [Related changes](#)
 - [Upload file](#)
 - [Special pages](#)
 - [Printable version](#)
 - [Permanent link](#)

OpenVCE Facilities [edit]

- [Collecting Social Networking Data from Second Life](#)
- [Creating SOPs Using a Wiki](#)
- [OpenVCE vs. CSCW](#)
- [Types of Meeting Space](#)
- [Protocol Technology](#)

Communities [edit]

- [KSCO - Knowledge Systems for Coalition Operations Community](#)
- [JOE - Joint Operating Environment Community](#)
- [MPAT - Multinational Planning Augmentation Team](#)
- [WoSCR - Whole of Society Crises Response Community](#)
 - [H1N1 Swine Flu Scenario](#)

Misc. [edit]

- [All Pages Index](#)
- [Wiki Editing Help, Formatting, Links, Images, Tables, Formatting, Images, Wiki Editing Tips](#)
- [Image Tests](#)

About OpenVCE [edit]

[OpenVCE.net](#) (Open Virtual Collaboration Environment) is a project at the [Artificial Intelligence Applications Institute \(AIAI\)](#) within the [School of Informatics](#) at the [University of Edinburgh](#). It provides open source and freely accessible facilities to support collaboration in a community, linking a web-based *Community Portal* with a virtual-world based 3D space.







Sandbox

Venue
Amphitheatre

I-Zone B

Expo Pavilion

Project
and
Team
Suites

Project
Space

Orientation Area

Central Plaza

Hill Top
Meeting Spaces

I-Zone A

OpenVCE

... open virtual collaboration environment

The virtual stage features a large central screen displaying the text: "Whole of Society" Crisis Response Community of Interest. To the left of the screen, there are three smaller panels with icons and text: a Windows logo with "Info: Information", a red 'e' icon with "Info: Information", and a blue icon with "Info: Information". To the right of the screen, there is a poster for "open" with the text "open" and "COMMUNITY OF INTEREST". A small figure of a person in a green suit stands on the stage in front of the screen. The stage is surrounded by rows of black chairs.

Small black sign with white text, likely providing event information.

Small black sign with white text, likely providing event information.



Links between Web Collaboration Portal and 3D Space



Virtual Collaboration Protocol

- 7 main phases of the VCP (Rob Cross):
 - identify problem dimensions (asynchronous)
 - agree problem dimensions (synchronous)
 - describe relevant experience per dimension (asynchronous)
 - discuss experience and decide on sub-teams addressing different problem dimensions (synchronous)
 - subgroup work on different dimensions (asynchronous)
 - presentation of solutions (synchronous)
 - solution integration (asynchronous)
- OpenVCE Web Portal supports asynchronous work
- OpenVCE I-Room supports synchronous work

OpenVCE Portal - Team Home Page

1
OpenVCE
Main Menu

4
Link to 3D
Virtual World

2
Collaboration
Facilities

5
Team Links

7
Link to
Team Page

3
Progress Overview
(To-Do List)

8
Help Links
"SOP"

6
VCP Links
(synchronous &
asynchronous)

VCP Task	Help	Completed
Before Meeting 1:		
• Process coordinator: introduce themselves; communicate case to team; introduce individual problem map	SOP	done
• Team members: complete individual problem maps	SOP	done
• Process coordinator: organize team meeting; create draft integrated problem map	SOP	done
Meeting 1:		
• Process coordinator: welcome	SOP	done
• Team: introductions; discuss and agree integrated problem map	SOP	done
• Process coordinator: lay out timeline; reference process norms	SOP	done
• Team: agree project roles	SOP	done
Before Meeting 2:		
• Team members: complete individual experience matrix	SOP	done
• Process coordinator: organize team meeting; generate experience slides (from accountability matrix)	SOP	done
Meeting 2:		
• Process coordinator: reference discussion norms; introduce the problem dimension		

9
Tick-off
boxes

OpenVCE Portal – Team & Roles

1
Team members with
links to their OpenVCE
profile pages

2
Team members filling
VCP roles

3
Process coordinator
can update
(at appropriate stage)

The screenshot shows the OpenVCE Portal interface. At the top, there is a search bar and navigation links. Below the navigation, a 'List' section displays a grid of team members with their names and profile pictures. A red box highlights this grid. Below the grid, a table titled 'VCP Team Member Roles' is shown. The table has columns for 'Role', 'Expectations', and 'Team Member'. A red box highlights the table. A green box highlights the 'Help: SOP' link and the 'Save' button. A dropdown menu is open, showing a list of team members to be assigned to the 'Case planner' role. The dropdown menu is also highlighted with a green box.

OpenVCE
... open virtual collaboration environment
...Virtual Collaboration Environment Experiment Team A
Home My Profile Content Wiki Log Out
About OpenVCE Privacy Policy Contact us

Search this site: Search
Search the wiki: Search

List
Faces List

Web Administrator Stephen Potter Andre Cusson Austin Tate Brian Moon
Cort Jensen Dianne Foster DJ Russell Dominick Tesoriero Ed Bohlman
Gerhard Wickler Jeff Hansberger Kate Messier Ruth Bigio Rob Cross

VCP Team Member Roles
Case: Teach VCP
[Help: SOP] — Help: SOP

Role	Expectations	Team Member
Process coordinator	To help frame the problem dimensions and establish team processes for solution development.	Gerhard Wickler
Case planner	Document and remind people of deliverables. Help us to all keep on plan for delivery of our parts of the solution.	not assigned
Gatekeeper	Make sure that everyone gets a chance to contribute and that the team is not dominated by one or two people. Help keep us on a productive timeline in Second Life meetings.	not assigned
Integrator	Ensuring that task deliverables are integrated and consistent, regardless of how the tasks are performed.	not assigned

Save

not assigned
Andre Cusson
Austin Tate
Brian Moon
Cort Jensen
Dianne Foster
DJ Russell
Dominick Tesoriero
Ed Bohlman
Gerhard Wickler
Jeff Hansberger
Kate Messier
Rob Cross
Ruth Bigio
Stephen Potter

3D space
Teleport now
Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

Team A
Create Group post
15 members
Manager: admin
My membership

My groups
Group New
Team A

Who's online
There are currently 2 users and 0 guests online.
gwickler
atate

Done

OpenVCE Portal – Problem Map Completion

2 Rationale

1 Problem Dimension

4 Previously Defined Problem Dimensions

5 Space for Additional Problem Dimension

6 Save + Add

3 Ranking

Help: SOP

[Help: SOP]

Save changes / Add dimension

OpenVCE
... open virtual collaboration environment

...Virtual Collaboration Environment Experiment Team A

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Search this site: Search

Search the wiki: Search

Individual Problem Map

Submitted by admin on January 11, 2010 - 13:31

VCP Individual Problem Map for Gerhard Wickler

Case: Teach VCP

[Help: SOP]

Dimension	Rationale	Ranking
What kind of teaching material is available?	Teaching material is important for teaching sessions as well as later revision.	<input checked="" type="radio"/> high <input type="radio"/> medium <input type="radio"/> low
How can we deliver the teaching material in Second Life?	Teaching in SL is a new field and we need to look into its effectiveness.	<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low
How can we train users?	Teaching alone is not good enough. Training is important, too.	<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low
		<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low

3D space

Teleport now

Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

My groups

Group New

Team A

Who's online

There are currently 2 users and 0 guests online.

gwickler

atate

OpenVCE Portal – Individual Experience


Search this site:
Search the wiki:

[Home](#) [My Profile](#) [Content](#) [Wiki](#) [Log Out](#)

[About OpenVCE](#) [Privacy Policy](#) [Contact us](#)

Individual Experience Matrix

Submitted by [admin](#) on January 12, 2010 - 16:34

VCP Individual Experience Matrix for Gerhard Wickler

Case: Teach VCP

[Help: SOP](#) — [Help: SOP](#)

#	Dimension / Rationale	skills / Knowledge	Basis of Knowledge
1	What kind of teaching material is available? Teaching material is important for teaching sessions as well as later revision.	Develop slides for teaching	I have developed teaching material for several university courses
2	How can we deliver the teaching material in Second Life? Teaching in SL is a new field and we need to look into its effectiveness.	Use presentation technology developed in Edinburgh	I have contributed to the development of that technology
3	How can we train users? Teaching alone is not good enough. Training is important, too.		

Please supply additional information about yourself that is not specific to this case on your OpenVCE profile.

1
Agreed
Problem
Dimensions

2
Input Area
for describing
relevant
knowledge &
background
(leave blank
for no
experience)

4
Save

3
Link to
OpenVCE
profile

3D space

Access: Chat, Wave, HW, QT
[\[Setup/Help, Register avatar\]](#)
[\[Terminals, Presenter, Blogger\]](#)

My groups

Group

Team A

Who's online

There are currently 2 users and 0 guests online.

 [gwickler](#)

 [atate](#)

OpenVCE Portal – VCP Support

VCP Progress: Overview

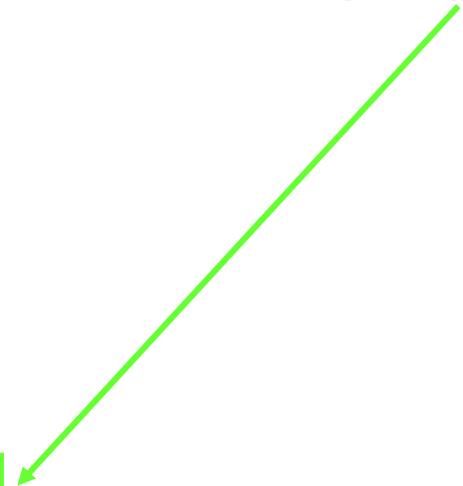
Case: Teach VCP

[Help: SOP]

VCP Task	Help	Completed
Before Meeting 1:		
• Process coordinator: introduce themself; communicate case to team; introduce individual problem map	SOP	<input checked="" type="checkbox"/> done
• Team members: complete individual problem maps	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: organize team meeting; create draft integrated problem map	SOP	<input checked="" type="checkbox"/> done
Meeting 1:		
• Process coordinator: welcome		
• Team: introductions; discuss and agree integrated problem map	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: lay out timeline; reference process norms		
• Team: agree project roles	SOP	<input checked="" type="checkbox"/> done
Before Meeting 2:		
• Team members: complete individual experience matrix	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: organize team meeting; generate experience slides (from accountability matrix)	SOP	<input checked="" type="checkbox"/> done
Meeting 2:		
• Process coordinator: reference discussion norms; introduce the problem dimension solution template	-	<input checked="" type="checkbox"/> done
• Team: discuss individual experiences (by dimension)		
• Team: discuss and agree subteams	SOP	<input checked="" type="checkbox"/> done
• Case planner: complete accountability matrix		
• Case planner: generate empty solution pages (from accountability matrix)	SOP	<input checked="" type="checkbox"/> done
Before Meeting 3:		
• Gatekeeper: monitor progress		
• Subteams: develop solutions	SOP	<input checked="" type="checkbox"/> done
• Team members: comment on others solutions		
• Subteams: create solution presentations		
• Integrator: begin integration	SOP	<input checked="" type="checkbox"/> done
Meeting 3:		
• Subteams: present solutions and discuss	SOP	<input checked="" type="checkbox"/> done
After Meeting 3:		
• Integrator: integrate and deliver final solution	-	<input type="checkbox"/> done

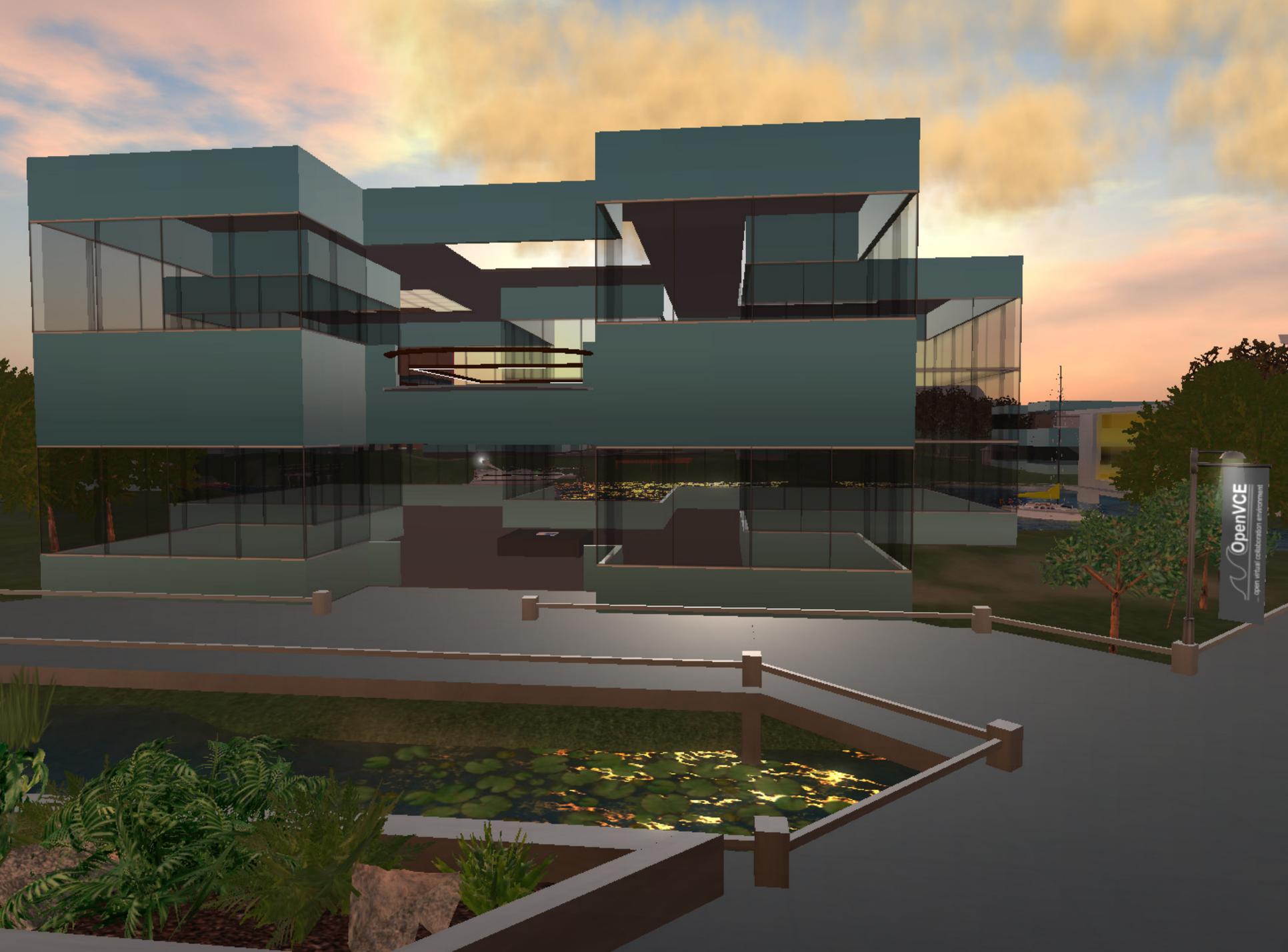
Save

Tick Active Task
When Complete



OpenVCE – Community Tools

- **I-Room – Space for Intelligent Interaction**
- **Catalyst – Community Knowledge Base**
- **Cmaps - Concept Mapping**
- **Modelling - Experimental 3D Visualizations**
- **Collaborative Shared Media**



Problem Dimension #4

- Clinical Guidelines including Antiviral Med...
- rationale: How we can discuss what the case definition of...
- ranking: high

Knowledge/Skills

- Andre Cuzson: Knowledge architect, information sharing and communication Infrastructure specialist, GUSP
 - based on Medical background
- Jason Jordan: no specialized experience
- Paul Sweman: General medical knowledge
 - based on: M.D. and MPH degrees
- Ronald Cole: none

UNA Staff
Eirene Janus
Ed Overland

No Phobos

Kent Optera

OpenVCE ac Eberhardt

Chat Relay

Eleni Lubitsch

NUS RidgeCat Member
Dragon Qendra

OpenVCE
Gerhard Tomorrow (Away)

OpenVCE Bot
Aura Atlas

OpenVCE
Ai Austin

OpenVCE
SP Pizzicato

OpenVCE
Jeff Reanimator

OpenVCE
Perigan Technologies Lowbea
(Away)

Jayson Gearhead

Annoying Melody

OpenVCE Event Reception

Clickers

I-Room Helper (off)

Acknowledged

Defense Threat R... Agency

Acknowledged

Acknowledged

Acknowledged

Acknowledged

Acknowledged

And...
01 COMMUNICATIONS INC.

Eleni...
Web Content C...inator





aiaiaustin (Ai Austin): #openvce I-Room Helper and I-Chat linkup now work to I-Zone rather than previous I-Room

aiaiaustin (Ai Austin): #openvce MEET-4 strats at 2:30pm EDT for event reception - noSL Voice in Use - Text Only

aiaiaustin (Ai Austin): #openvce http://tr.im/vce-net/3d-space-alt not in use for MEET-4 - only showing Vue Balloon Video

aiaiaustin (Ai Austin): #openvce MEET-4 event Presentation available - event URL is http://tr.im/openvcemeet4

aiaiaustin (Ai Austin): #openvce 3d-space-alt feed will be switched off to allow use of servers for harmonie Web tests for MEET-4

aiaiaustin (Ai Austin): #openvce MEET-4 now starting at http://tr.im/openvcemeet4

Skye
Aura
Brooks
Ai Au
JeffD
Karma L
SP Piz
Keg R
Gerhard
Jeff Rea

OpenVCE
Touch to

OpenVCE
Ai Austin

AIAI
Gerhard Tomorrow

OpenVCE
Brooks Appleton

Vue Associate
SP Pizzicato

OpenVCE
Karma Luckstone

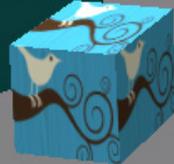
OpenVCE
Keg Runner

OpenVCE
JeffD Arda

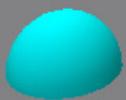
OpenVCE
Skye Gears

OpenVCE
Aura Atlass

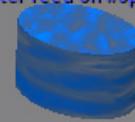
Twitter - SLTweets HUD



Twitter Status - #openvce



Twitter feed on #openvce



Gears: Austin, your voice is noisy and not clear

Stand Up

I-Room: Mixed-initiative Collaboration

Truly distributed mixed initiative collaboration and task support is the focus of the I-Room, allowing for the following tasks:

- situation monitoring
- sense-making
- analysis and simulation
- planning
- option analysis
- briefing
- decision making
- responsive enactment

Planning, Evaluation
Option Argumentation

Briefing and
Decision Making

Central
Meeting
Area

Sensing and
Situation Analysis

Acting, Reacting
and Communication

I-Room: A Virtual Space for Intelligent Interaction
 An intelligent environment which acts as a knowledge acquisition, collaborative teleconferences and meetings.

Trinity Rooney
 Diana Grizot
 Frery Broome
 Honda SL Design Team
 JohnFrej Herzfeld
 Innovator
 Serious Starsider
 Light Sequent

WorkingRelationships
 Deb Quintessa
 OpenVCE
 Ai Austin
 Tonito Alderson
 Sato Michinaga
 RL <-> SL Scripter
 AI Supercharge
 Owner
 Viking Zinner
 Vue Associate
 SP Pizzicato
 Member
 Pamela Varthader
 Member
 Joelle Yalin
 isi help_desk
 shamblesguru V

Academy of HRD
 Rachele Munro
 "Relay for Hire"
 OpenVCE Event Reception
 Acknowledged
 Chat Relay
 Clear Clickers
 I-Room Helper (off)
 Team A
 Team B
 Team C
 Team D
 Team E
 Team F
 Team G
 Team H
 Team I
 Team J
 Team K
 Team L
 Team M
 Team N
 Team O
 Team P
 Team Q
 Team R
 Team S
 Team T
 Team U
 Team V
 Team W
 Team X
 Team Y
 Team Z
 Anders Wildcat
 Anders Cronstet
 DougCaldwell Unplugged
 Membe
 ED Czavicevic
 PeterG Ember

AD OFF



I-Room Server Status

I-Room Helper

Issues

Description	Annotations	Priority	Action
Consider how to handle newcomers		▼ Normal	▼

Activities

Description	Annotations	Priority	Action
▼ hold-meeting I-Room-Demo		▼ Normal	▼ Refine using hold-meeting
▼ start-meeting I-Room-Demo		▼ Normal	▼ Refine using start-meeting
welcome-participants I-Room-Demo		▼ Normal	▼ Done
note-apologies I-Room-Demo		▼ Normal	▼ Done
agree-end I-Room-Demo		▼ Normal	▼ Done
agree-previous-minutes I-Room-Demo		▼ Normal	▼ Done
▼ address-action-items I-Room-Demo		▼ Normal	▼ Refine using address-action-items
discuss-action "Davie Munro" "Obtain Security Service Input"		▼ Normal	▼
discuss-action "Ai Austin" "Read Ops Pineapple Briefing"		▼ Normal	▼
address-agenda-items I-Room-Demo		▼ Normal	▼
discuss-any-other-business I-Room-Demo		▼ Normal	▼
finish-meeting I-Room-Demo		▼ Normal	▼
setup-next-meeting		▼ Normal	▼



Issues

Description	Annotations	Priority	Action
Consider how to handle newcomers		▼ Normal	▼

Activities

Description	Annotations	Priority	Action
▼ hold-meeting I-Room-Demo		▼ Normal	▼ Refine using hold-meeting
▼ start-meeting I-Room-Demo		▼ Normal	▼ Refine using start-meeting
welcome-participants I-Room-Demo		▼ Normal	▼ Done
note-apologies I-Room-Demo		▼ Normal	▼ Done
agree-end I-Room-Demo		▼ Normal	▼ Done
agree-previous-minutes I-Room-Demo		▼ Normal	▼ Done
▼ address-action-items I-Room-Demo		▼ Normal	▼ Refine using address-action-items
discuss-action "Davie Munro" "Obtain Security Service Input"		▼ Normal	▼
discuss-action "Ai Austin" "Read Ops Pineapple Briefing"		▼ Normal	
address-agenda-items I-Room-Demo		▼ Normal	
discuss-any-other-business I-Room-Demo		▼ Normal	
finish-meeting I-Room-Demo		▼ Normal	
setup-next-meeting		▼ Normal	

- Done
- N/A
- Escalate to Cabinet Office
- Pass to MoD
- Pass to OGD
- Delegate to Local Government
- Delegate to Emergency Services
- Delegate to Security Service
- Carry to next meeting

Catalyst – Links between OpenVCE Portal and 3D Space

Catalyst Tools | OpenVCE - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://openvce.net/catalyst

Most Visited Getting Started Latest Headlines

- My profile
- Log out

3D space

teleport now

Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

Event calendar

October

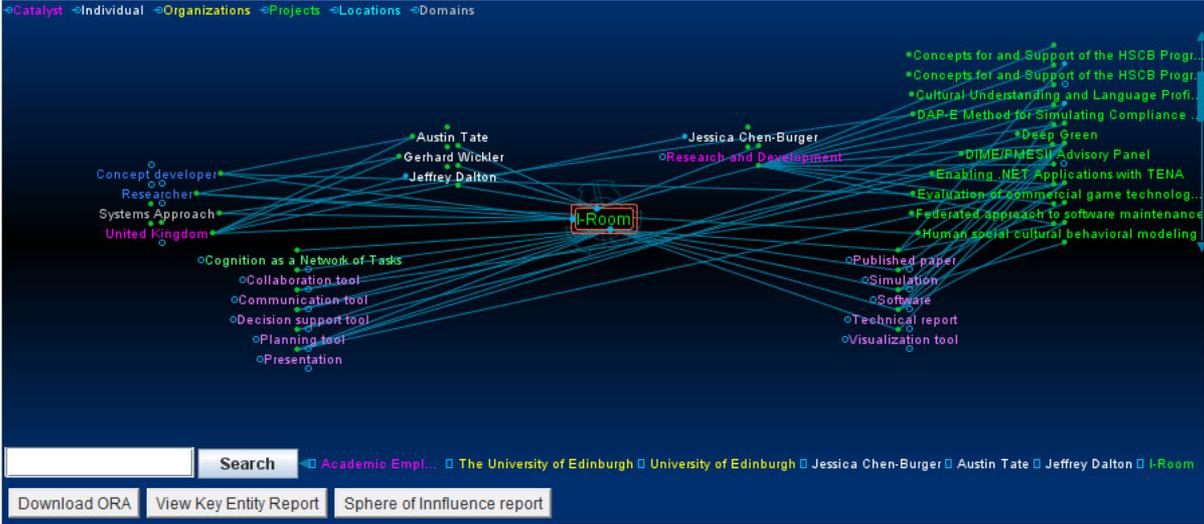
S	M	T	W	T	F	S
		1	2	3		
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Image gallery



CMU Catalyst - WoSCR Community Visualization - The Brain

◊Catalyst ◊Individual ◊Organizations ◊Projects ◊Locations ◊Domains



Search Academic Empl... The University of Edinburgh University of Edinburgh Jessica Chen-Burger Austin Tate Jeffrey Dalton I-Room

Download ORA View Key Entity Report Sphere of Influence report

Project Name
I-Room

Start Date
Jan / 2000

End Date
UNDETERMINED /

Primary Project Type
Research and Development

Your Primary Project Role
Concept developer

Country Location
United Kingdom

Geographical Region Location
Edinburgh, Scotland

Primary Support Organization
University of Edinburgh

Project Website URL
http://www.aiai.ed.ac.uk/project/i-room/

Primary Domain
Systems Approach

Secondary Domain
Knowledge Management

Who's online

There are currently 2 users and 3 guests online.

- Mhor Atlass
- admin

Catalyst – Links between OpenVCE Portal and 3D Space

[Catalyst](#) [Individual](#) [Organizations](#) [Projects](#) [Locations](#) [Domains](#)

Security (Pol... Infrastructure Geographic Regions Catalyst Individual Academic Employee Austin Tate

Title	First Name	MI	Last Name	Suffix	Country of Citizenship
Prof	Austin		Tate		United Kingdom

Professional Address

AIAI, University of Edinburgh

Appleton Tower, Crichton Street

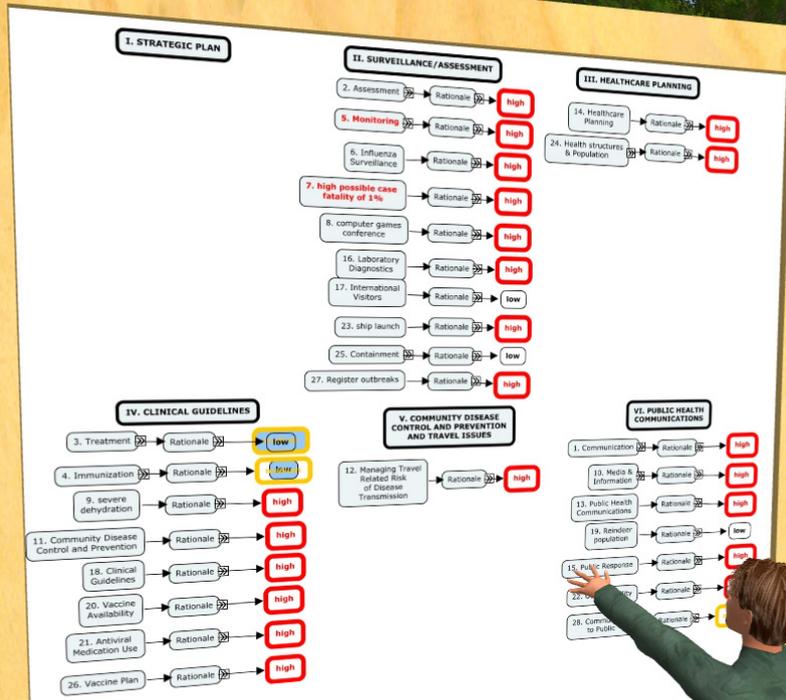
City: Edinburgh State/Province (if applicable): Postal Code: EH8 9LE Country: United Kingdom

Primary Phone Number: +44 131 650 2732 Secondary Phone Number: E-Mail: a.tate@ed.ac.uk

Personal Webpage URL

http://www.aiai.ed.ac.uk/~bat/

Shared Media – E.g. Concept Maps & Adobe Connect



Meeting Help
https://adobe.harmonieweb.org/opencvce7/launc
Harmonie Web Adobe Connect

Attendee List (2)
My Status: Active
Austin Tate
Austin via SL

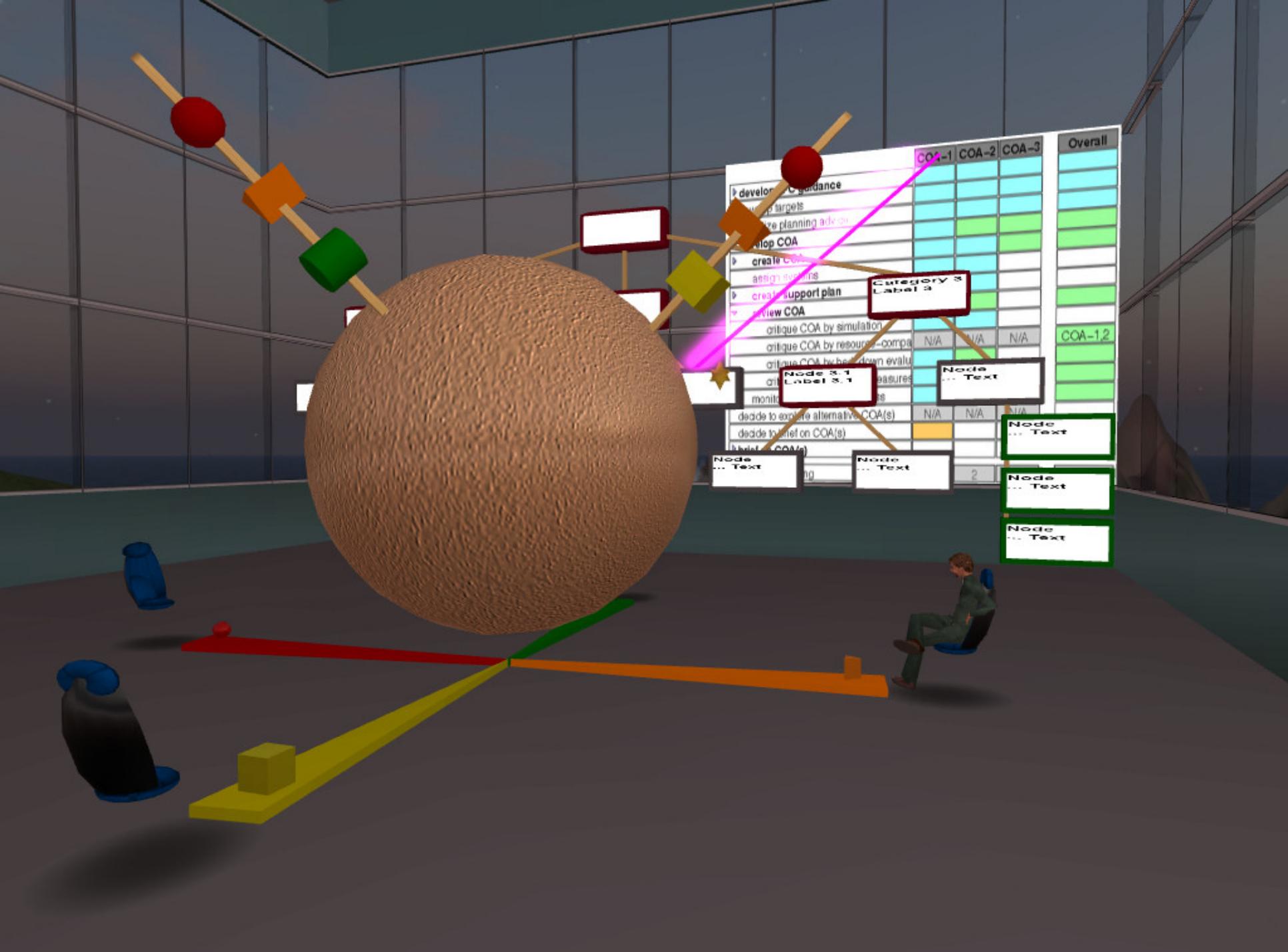
Camera and Voice

Note
See <http://tr.im/vcee2> for info.
Aura Atlas is for connection only.

Chat
the opportunity to participate and I would be happy to do so again.
Saul Godinez: (15:05) Has anyone considered or given thought to a 'classified/secure' version of this collaboration protocol?
Aura Atlas 2: (15:05) Thanks, Victor
Aura Atlas 2: (15:05) Jeff: I'll comment on Saul's comment shortly
Aura Atlas 2: (15:08) Dabbie: i think for Team B - AC could've been very useful if it worked correctly for all, we could've been able to collaborate real time and see it on the

Talk to: Everyone

OpenWCE
AI Austin
Austin Tate
AI, University of E



	COA-1	COA-2	COA-3	Overall
development guidance				
define targets				
define planning actions				
stop COA				
create COA				
assign resources				
create support plan				
view COA				
critique COA by simulation				
critique COA by resource-compare	N/A	N/A	N/A	COA-1,2
critique COA by breakdown evaluation				
critique COA by measures				
monitor COA				
decide to explore alternative COA(s)	N/A	N/A	N/A	
decide to implement COA(s)				
highlight COA(s)				
Node ... Text	10		2	
Node ... Text				
Node ... Text				
Node ... Text				
Node ... Text				

OpenVCE – Event Participants

- **Real Participant in Physical Meeting Space**
- **Virtual Participant**
 - Second Life
 - Opensim
- **Web Observer**
 - Adobe Connect
 - Video Stream (H.264) in Web Page

3D Space via Adobe Connect for Web Observers

The image displays a complex web-based interface for a virtual world, accessed via Internet Explorer. The main window, titled "OpenVCE VIWS-1 - Internet Explorer", shows a URL from "https://adobe.harmonieweb.org/p7595120/". The interface is divided into several sections:

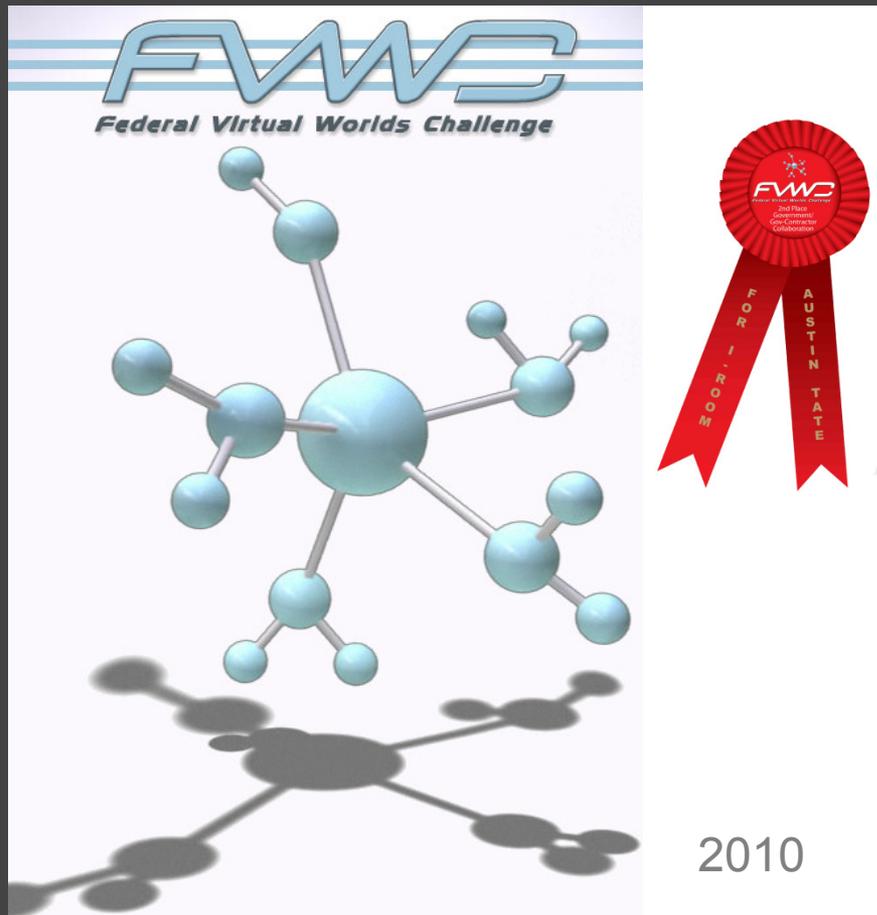
- Attendee List (13):** Lists participants such as Stephen Potter, Anna Cianciolo, atscops, Bob Fall, Chuck Shaver, George Hodermarsky, Lynn Siegel, and rob Blandford.
- Note:** Contains the text "See <http://openvce.net> for more information."
- Chat (Q & A):** Shows a message from Stephen Potter: "(9/28/2009 17:33) Hi can people see/hear the Second Life feed okay?".
- 3D Environment:** A virtual world titled "Share - Stephen Potter" within "Second Life". It features a large, modern building with a glass facade and a grid floor. Numerous avatars are visible, each with a name tag. A large screen in the background displays "SCR Community Workshop 1 Agent Monday 28th Sept 2009".
- Twitter Feed:** A separate window titled "OpenVCE Twitter Feed - Internet Explorer" shows a list of tweets from @openvce, including messages about a "MEET-12 finished" event and a "Federal Virtual Worlds Challenge 2009" room entry.
- Chat Log:** A window titled "http://openvce.net/services/venues/vce-venue/isay/applet.html - Internet Explorer" displays a chat log for "Austin Tate at Venue@VCE, VCE(16,240,25)" on Monday, 28 September 2009. The log includes messages from AI Austin, Douglas Lowbeam, and dvas Popstar.

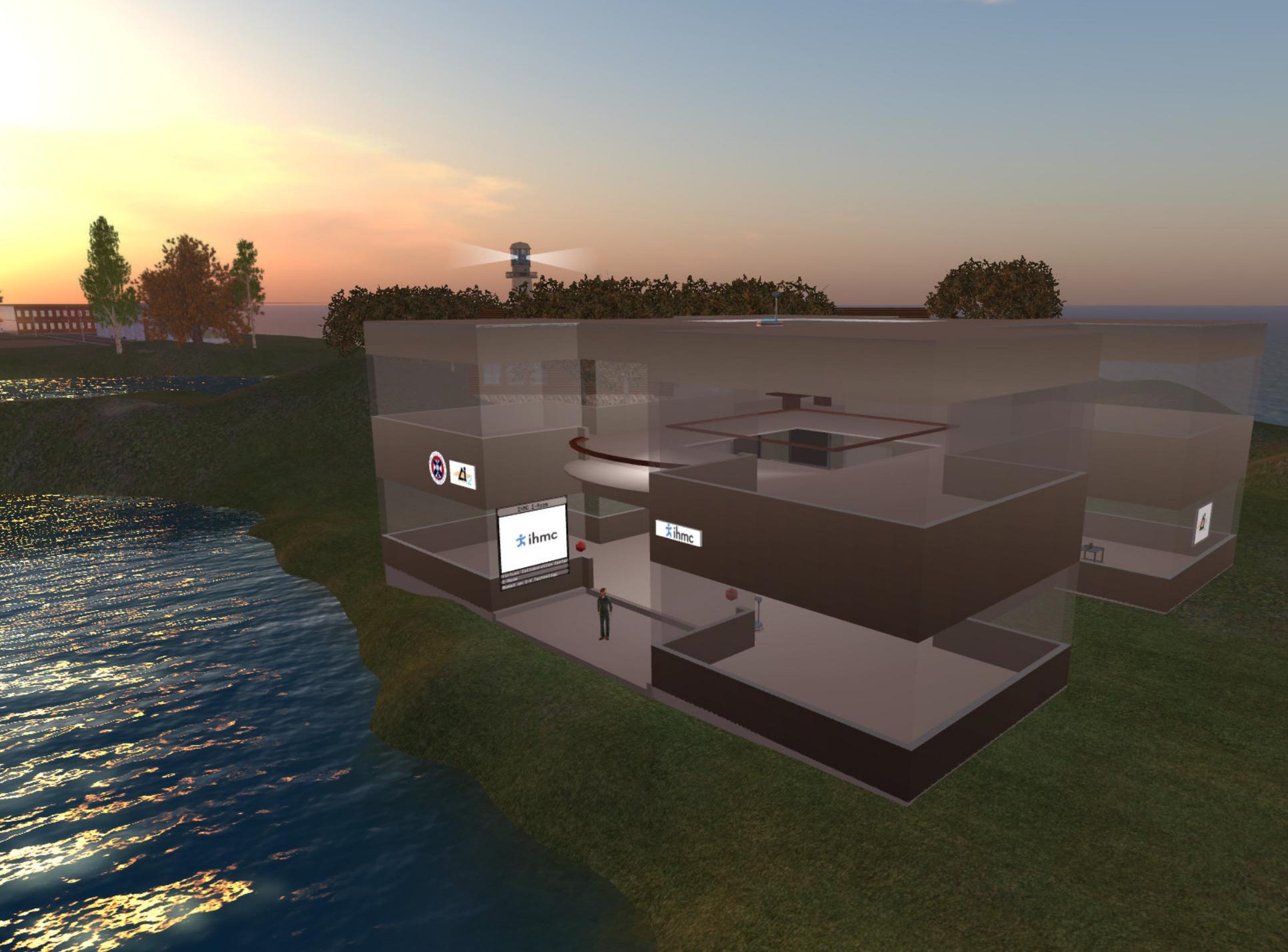
At the bottom of the main window, there is a "PLAYING..." indicator and a timer showing "1:07:10". The status bar at the very bottom indicates "Done" and "Internet | Protected Mode: On".

OpenVCE and I-Room

More information and papers at <http://openvce.net/iroom>

YouTube video at <http://openvce.net/iroom-tour>

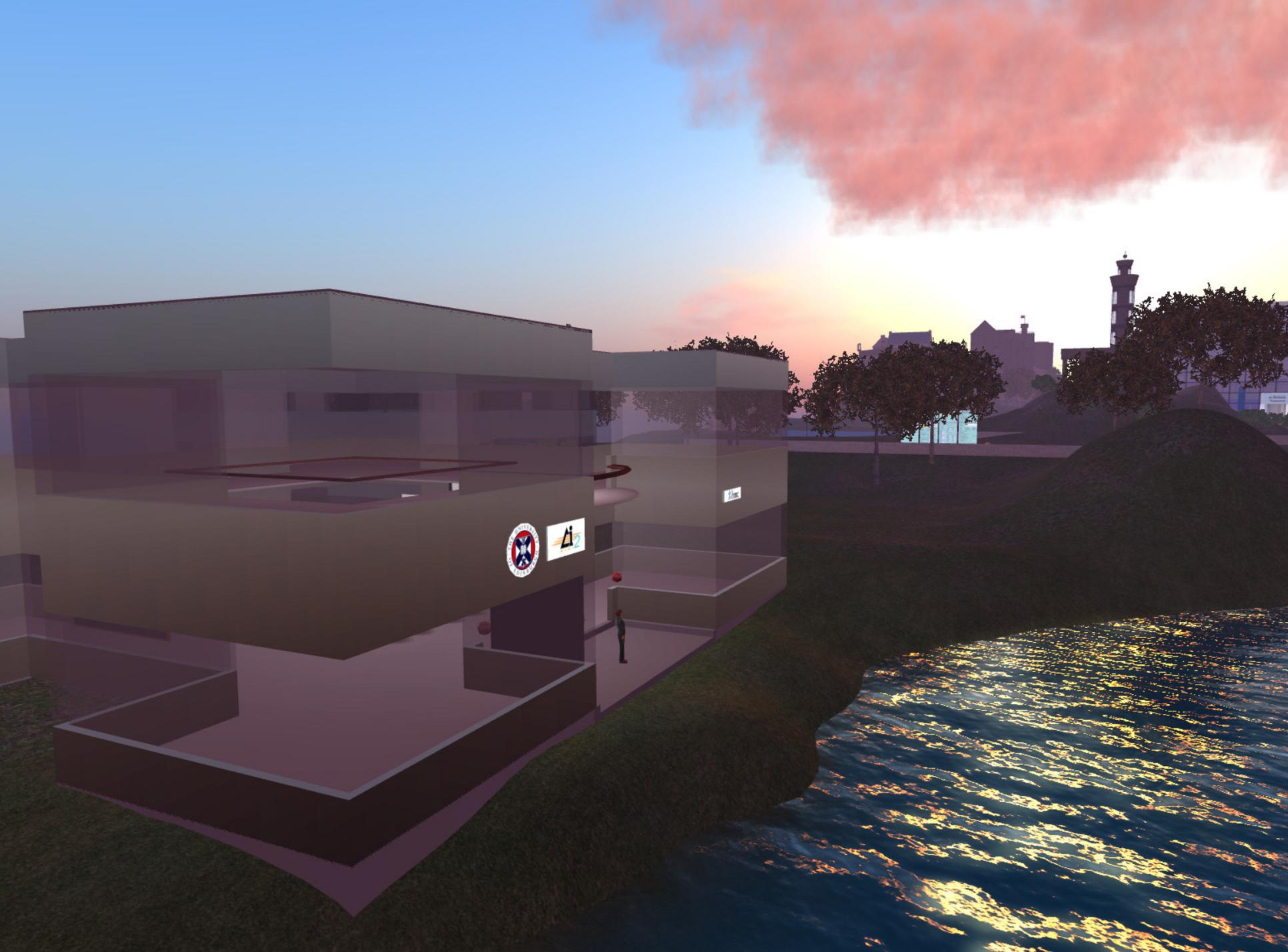




ihmc
ihmc

ihmc







IHMC I-Room



Virtual Collaboration Center
I-Room
Based on I-X Technology

A large digital display on the left wall. At the top, it says "IHMC I-Room". In the center, it features the "ihmc" logo, which consists of a blue stylized human figure with arms raised, followed by the lowercase letters "ihmc". At the bottom, it lists "Virtual Collaboration Center", "I-Room", and "Based on I-X Technology".

W



N





TCE Sumoku

jffaa Acer

jeffihmc Alex

OpenVCE Event Reception

DenisMoore Bluestar

KenIHMC Breil

AlaniHMC Baudin

Clear Clickers

Chat Relay

OpenVCE
AI Austin

I-Room Helper

Austin Tate
AI, University of Edinburgh



... open virtual collaboration environment

<http://openvce.net>