

<meta name="viewport" content="width=device-width; initial-scale=1.0; "\>Event ID:
1628567
Event Started: 10/12/2010 6:00:00 PM

>>> Or.

>>> Please stand by for realtime captions.

>>> My name is Janelle and I am a Project coordinator for Web manager University. Thank you for being here for today's webinar. Just a couple things before we get started. If you're having any problems accessing the webinar, please call Carol at two zero two two 080668, or you can e-mail him at webmanageruniversity@ga.gov.

>>> All lines are muted today. Today's webinar will be recorded and you will receive the link and a follow-up e-mail.

>>> Before we begin I would like to introduce Lisa Nelson from the GSA Center for customer service excellent. Welcome everyone.

>>> I want to take the opportunity to welcome John Eric Hackathorn and thank them for giving us the work he has been doing, and I will refer to that as NOAA.

>>> Eric is a program manager, a three D. web designer for NOAA. And he was one of the first people I think an government outside of maybe the military who began using virtual world years ago, and he began working on a presence for NOAA at home in the evenings, and showed his management the potential benefits of, a kind of exploded from there over the next few years. NOAA has been doing some great things as things as well as other federal governments, specifically other scientific organizations.

>>> NOAA 's experience in virtual worlds has grown and now includes what Bill McGregor and ongoing collaborations between scientific agencies, universities and the public. and with that, I will turn it over to Eric.

>> Thank you, I appreciate the opportunity to come today and present. Virtual world has been around and it is now coming around, but hopefully we can show some interesting projects of what is going on in government now and maybe what we are headed down the line here.

>>> Assuming that the PowerPoint are up on your screen, you will see an image of an island. I think the important thing to take away here is that this is not an actual photograph. Everything you will see here today is rendered, in many cases, in realtime. and this is for a virtual world platform called blue Mars. You can see the URL below. It is free to try out and if you are up for a fun challenge, I certainly suggest you try to visit.

>>> There is another .-dot Mac member of government run sponsored projects already underway, most focused on education. And some already have good assessment data within its blue Mars platform, there is a project called the motion boneyard.

>>> And I don't know how this will work, but I will type the URL for some of these things into the chat and maybe those will get Brad Castillo out in a bid, but if you you're the type of person who cares about educational assessments and return on investment, you are welcome to check out some of these URLs as I go along here or in your spare time.

>>> Backing up just a second, what are virtual worlds?

>>> The way I like to describe it is an extension or translation of content into a virtual setting. So in the slide you will notice on the left, is a photograph of planet theater, as we call it, which is just across the hall from the office I'm currently sitting in.

NMT-Virtual Worlds.txt

>>> That a science on a sphere, so it is a large they are COBOL that is suspended in the middle of the room. -- a large spirit gold ball. And even notice the lights that shine on it that creates a spherical projection screen.

>>> It is a great way to show realtime objects, because satellite comes in and we can see hurricane tracks, it is kind of what the Earth would look like from 100 thousand miles up in space.

>>> There are 50 three of those around the world now. The 50 third was just installed this week actually. A number of those are international. It's a fantastic tool for visualizing some of the stuff that NOAA or other government agencies do and you will note in virtual worlds that is translated than in realtime to a virtual setting.

>>> And now anyone with a decent computer can come visit some of these same educational settings.

>>> The avatar there is kind of the hallmark of many virtual worlds and it literally means reincarnations, so there is the other atomic representation of myself.

>>> The URL at the bottom, if you are curious, and I will let you visit those on your own time. And you will note that the bottom slides have links to multimedia resources. Some of those are a bit difficult to get to in the go to meeting that you are welcome to check those out.

>>> That particular URL is a YouTube video and we put together a note at the bottom that talks about virtual worlds. So if you are looking to creative ways to explain to your management why you want to get involved, check out the URL resources.

>>> And I forgot to mention, taking out Mac organization assets and creating a scalable printing experience.

>>>

>>> But this brings up the question as to why you might care, sublets investigate a few virtual case is that are currently underway and this will generate ideas of what you could do.

>>> Once again, we are not going to watch this video. Hopefully some of you had a chance to look at it. I know this went out with the presentation material that went out last week, but in two thousand seven, the federal Consortium for virtual worlds was started by the good folks at the national Defense University's eye college. The URL there, consider checking out.

>>> It is kind of an overview video and runs about seven minutes, and just kind of a promotional piece looking at different government use cases.

>>> and we are currently representing the consortium of all the Cabinet level agencies and the federal government, as well as state and local government. They're is a number of educational institutions and an folks and vendors who are interested in how to leverage that technology and the government setting.

>>> Rather than just look at virtual worlds via PowerPoint, we will see if we can't stretch the capabilities of go to meeting hair a little bit. -- here a little bit and we will visit a couple of virtual worlds.

>>> As you can see, my avatar is quite large relatively speaking. This is a project that we call second verse. A combination of Second Life plus Google Earth. Second Life is probably the largest public virtual world in terms of the number of avatars and a number of government projects.

>>> But as we attempt to log in, those of you that do have avatars, consider joining

me on the no less island.

>>> So if that doesn't make sense at all don't worry about it.

>>> What I will attempt to do here is actually pull up second life, and log in and give you some of that immersive experience experience that happens in these sorts of settings.

>>> So this will take a minute to log in, and hopefully I can get my password right, that is always a challenge.

>>> One minute.

>>> Think of the Second Life client here is a bit like a web browser. But rather than visiting URLs at locations on the web, we are actually visiting landmarks. And in this case, this is NOAA 's virtual island, the first one that was opened the beginning of two thousand seven.

>>> As I zoom around here, and hopefully this is working for folks at your end, this is my avatar, Evan Hartford who has been reincarnated in several different virtual worlds.

>>> Those of you who have an avatar, consider joining me here, but we won't be here very long. I just wanted to give you that realtime experience of walking around an island.

>>> Coming on here is Farnham, which is a friend of mine that works with the EPA. You notice that he he is a great right now, which does not -- great right now, which doesn't mean he is naked but it means that his clothing textures have not loaded on my screen yet.

>>> And we have someone else over there in the airport, so we have a parade in different things.

>>> One thing I wanted to.out really quick was an example of a simplistic realtime weather map. And as I zoom around here, you can see that we have clouds and the circle there represents temperature at the different airports, with three letter identifier is at the different airports, and so I will pop up here if it will let me on the map.

>>> I happen to be located in Denver.

>>> This is getting pulled in from the National Weather Service which is part of the NOAA, so this map is uploaded every few minutes. Obviously not what you would consider a forecasting tool at this., it's more considered a forecasting demonstration. But as you can imagine down the line these expand and the ability to pull in data gets better, but what you end up pulling is a collaborative CAD system. Visibility to display fancy fancy weather like in Google Earth, but in a collaborative environment like the one that we have here.

>>> Just a quick look at this map on what we have, we have been up in the airplane hangar there, or realtime member Dominic weather map.

>>> We are looking at a map on the plaza, and you see science on a sphere there, which is a virtual version of our real-life product. We also have glaciers that melt over time and as the life exhibit there that you can pilot a sub around in the different ocean life, a tsunami, bad things happen when the tsunami comes in, and along with a meeting hall, which shows different events and examples.

>>> So again, this has been around for a few years and I see that a few of you have showed up. In the URL information and whatnot, I am sure that we could pass along and you can sign up for the avatar for free and visit this, and it is nice to see a couple of you show up, and certainly there is plenty more to see here. You will

notice that the second earth in the distance, but we better keep moving.

>>> So I will quit that one, which should hopefully take us back there to our slides in a minute and will continue turning on.

>>> One of the tools we have begun using fairly recently is called unity, and the website is unity three D..com .

>>> Here you will note some content that very much looks like another virtual content, but the visual acuity is increased quite a bit.

>>> This is not content that we had NOAA created, this was content that was given away for free as part of that unity demonstration package. The content can be recycled into your own package as long as it stays within the unity environment. But you will note that the visually acuity and whatnot has increased somewhat.

>>> and in the spirit of trying new things, we will try new demonstrations here as well.

>>> Those of you can pull up your own web browser and try those as well.

>>> But I had a quick demonstration of unity to show as well.

>>> Let me pull up a web browser, and with luck, I will share -- pull up our first test here.

>>> Now, for those of you that visit this URL the first time, it may not pop up like this.

>>> what you may end up seeing is a prompt to install the unity web player.

>>> Think of it about like you do flash, like you have to go to Adobe to install a flash plug-in.

>>> From my experience, you don't need to think you need administrative control to get this and, of course I wouldn't want you to violate any security policies, that in the meantime you could hopefully see this world that we are in, and this is just a simple water demonstration. and I can suggest in, and this gets you the idea that visual acuity here is a little bit better. You will note that I can pop under the water and then looked back up at it and zoom around and get an idea that this might be a pretty cool setting, and with that in mind, this is something that I whipped out this morning to see if that works, and the URL for this as again is again in the slides. and so as we load this up, it's about a 10 meg download to give you an idea of the size.

>>> And you will note that we are on an oil rig. If I walk out to the end of the platform here you will see some of that same water that is down there, but now we are on this big platform, we could explore the platform for a while, although we probably don't have time. There is is a helipad over there and all sorts of buildings. I think I could get fun here, and I think space-bar jumps in this case.

>>> Don't try this at home kids, but with luck I should be able to clear that wall, and yes, Man overboard, and I'm on the seafloor.

>>> So a long way to go in terms of getting usable NOAA vision and content here, but the immediate goals are to include an R. O V., so you can pilot around down here.

>>> That with some of the ecosystems that are pertinent to the Gulf of Mexico.

>>> In terms of resources to give you an 90 here, the oil rig was three hundred \$75, that was the Model that I thought.

>>> The number of popular paces places online to purchase three D. models, and

about two hours worth of development time to get that in here. So they aren't necessarily high-priced expensive visualization that we are talking about. They're is a lot that can be done in fairly simple order.

>>> But again, I encourage you to download and try this out on your own. That should be available for most people to grab, and you can explore to your hearts content. There isn't a lot more in here yet, but this is part of a larger NOAA project. Our first video game, which I will talk about more in a little bit, maybe, but I have glad to see that that seemed to work.

>>> Let me minimize that, and I'm glad to see that we are through the demonstration Phase and nothing blew up in my face.

>>> That's always nice. But this can kind of give you an idea of where things are headed.

>>> That will rake in those photos look so minor. You will note that ROV there, and then we have some quarrel. It is important to note that these are not photographs, these are realtime renderings that are fairly available for agencies to use.

>>> Some quick examples of some use cases, it is kind of a collage trying to figure out all the different things that government might use for these sorts of capabilities.

>>> We have been looking at a few from design contests, a [indiscernible] approach to component where, best-of-breed, build a contraption that can successfully plug the oil leak at the bottom of the ocean, poll perhaps that is politically charged that you get the idea where you can get the challenge and pull into their own content into this virtual setting and some data could plan procurement.

>>> The fact that you could have avatars visits and I could give you a URL, and his oil rig lends to a certain amount of transparency in my mind.

>>> And two mail out better citizen feedback for the project.

>>> Science fairs, the idea of allowing students to create contests.

>>> That various people from the community could come in and judge or visit, a much more immersive way of teaching, and hopefully maybe a better way of getting feedback for some of the educational process.

>>> And we will go into all of these, but hopefully I am bringing a few bells. And you will see perhaps how you could use this sort of technology in your own government setting.

>>> So we just visited this place, and I thought I would go in and show a few different agency use cases for the virtual worlds, starting off with NOAA.

>>> There is a photo in the distance, we were there by the weather balloons.

>>> And if you would like quick a quick overview of that island, that URL there will overview what we have done.

>>> It is old and outdated but hopefully that will give you a good idea of what is there.

>>> And these are my adventures on no less island.

>>> This was one adventure that was open in two thousand seven, we had 14 earlier this year, and that would give you an idea on why I can't cover all of the content in today's hour, and of course now we have expanded into other virtual worlds like unity.

>>> And there is number of other agencies developing content as well, so it is is great to check out if you want to sign-up and create I avatar.

>>> Energy island by the Department of energy is right next to NOAA, and their purpose was for job recruitment. They have a career center open to the project, and they have fairly regularly spaced presentations.

>>> They had one last month at October twentieth will be their next one, the national nuclear security administration. That is presented on some of the work that they do keeping tabs on enriched uranium in those countries and in some cases, removing it and putting it under lock and key.

>>> So along with the traditional career center, we are looking at here is a re-creation of a particle accelerator. So my avatar is hovering over the corner there and in this case is a very small scale, we have shut down to the atomic level, and you can see some proton packets colliding here within the detection chamber.

>>> The URL there is an example of the recent DOE jobs talk that they did. They actually promoted promoted your CIO, the CIO just retired at energy and they promoted the replacement CIO within the virtual world, so there is a bit of that presentation and talk.

>>> It isn't a finished movie but it was far enough along that I thought I'd share, and will be incorporating some of the follow-up materials for some of the other talks we have given.

>>> Moving along, NASA is always doing cool stuff.

>>> This is a moon base off.

>>> This is not in Second Life but one of the first I would say video games from NASA. They had taken some of the models which were developed for them, much like that oil rate that I showed earlier, and incorporated them into a mood setting.

>>> Moon base Alpha gain dcom. They're is a very nice little trailer there that will give you an idea of the gameplay.

>>> At the idea is that on the strike has damaged your good days and you have a limited time in order to fix things before bad things happen.

>>> They released this on steam, which were the videogame players out there is a very popular digital distribution system that houses a number of commercial, for-profit titles. But it turns out it is an excellent way to distribute digital content within the first few days of the game -- within the first few days at of the game's release, they had hundreds and thousands of downloads.

>>> Silly to get a return on your investment, and you are looking at a dollar per person or two, and if you think that sounds expensive, think about the last time you printed out a series of glossy brochures for your confidence boost. I think there is a distinct place for virtual worlds when it comes to outreach and education and really promoting your agency mission and in the digital world.

>>> Moving along, and not to leave out the military, you can see the wiki link here. Interagency contribution and collaborations is immediately difficult. There are a number of challenges, unique challenges, when it comes to these sorts of things, and they are immediately evidence that large-scale military exercises. They could be enormously dangerous as well as expensive.

>>> So this represents a growing joint military continent within Second Life as well as other virtual worlds. It currently has partners -- I hope I'm not leaving anyone out here, but from the Air Force, Army and maybe.

>>> So that collaboration in virtual worlds can certainly be easier and less

expensive when conducted virtually, either through the videogame, or in the case of the military, America's Army is an example of large-scale campaigns done virtually that also feed well into recruitments, so there are a number of challenges or advantages to these sorts of spaces.

>>> And there is a ton going on, and I know I will leave folks out, but hopefully I'm hitting the highlights here and during Q. and A. if you are part of an agency operation that I have left out, feel free to give yourself a plug.

>>> One interesting note, the federal virtual worlds challenge, which is hosted by the army, and also they are on challenged.gov, which I found out today is a GSA sponsored activity.

>>> They are looking at reaching out to a global community and looking for innovative training and analysis solutions.

>>> Two focus this year is on artificial intelligence, but you can as an individual or agency go and promote your ideas, and how do you's thought the challenges that you set forth, and they pick winners, those winners are highlighted and showcased at game Tech, which is a game technology conference.

>>> There is real money behind it, I want to pay the prize money was twenty five k. this year, but certainly worth checking out the URL as one of -- as well as one of the chosen challenges for challenge D which is a new thing put together that I don't feel I know enough two really talk about intelligently, but certainly check out the URL for more information.

>>> Other use cases which I think are interesting, one of them being augmented reality.

>>> Virtual worlds don't necessarily mean entirely immersed in a video game setting, sitting in front of a computer. The devices that more and more of us are carrying around, you can see android, they come with many things, they come with a compass, a digital iMac and a gyroscope and they also come with a video camera. So what you see here are these things working in conjunction, and this happens to be an exhibit from the exploratory and in San Francisco. It is about electricity and magnetism, but likewise, you can see we are adding additional information within an existing infrastructure. So so a visualization of the electromagnetic field waves.

>>> It is great for education and outreach, but some other interesting opportunities down the line might be data vision.

>>> And yes, this is kind of a mockup.

>>> So there is this idea that you could lay her complex information over a theme, in this case, Manhattan, to where you can create a tool with decision makers.

>>> Maybe a tad faster recovery clinic clinic. You could get good information in a very relevant plane.

>>> Data and context is everything, in the future.

>>> So not to throw this out and make it seem impossible, I'm sure many of you would like to know how you can get involved.

>>> They're is a number of interesting things that you could do.

>>> One of them is called V-Gov.

>>> They have a data center that they have set aside and they have procured for different virtual world technologies, and they are doing some amazing things.

>>> The URL at the bottom is a short overview, but if you think this is the

direction that great agency might be headed and, certainly watch the overview video, and if you're interested, give me a shout and I can put you in touch with the right folks from the USDA or one of the partner memberships.

>>> There is Air Force, Homeland security is in there,, a lot of military customers initially, but they are certainly looking for nonmilitary partners, and it will be interesting to see where that heads in the future.

>>> A few quick pros and cons.

>>> and prose for V-Gov are the multi- agency inertia. There are a lot of great groups behind this, they have funding and a lot of expertise and knowledgeable staff, and it addresses a lot of the issues to do with security which has been a hindrance in the past for a lot of groups.

>>> And they are integrating with their eops system which the USDA uses for a number of their projects, so this idea of using existing authentication rather than having to have another password, or authentication that is done by third-party that the government doesn't have control over, V-Gov is seeking to address a lot of those challenges.

>>> There are some problems with it and it's a very new project, and the cost structure, if you are focused on external applications, things like outreach, education K. through twelve, things or you don't necessarily want strong authentication, I just want avatars that can be anonymous. But this is really meant for internal applications.

>>> So things like training, data visualization, things that have been behind your firewall or where to look for V-Gov.

>>> One potential con though, this technology is changing so fast, they have done a procurement. They have picked for different platforms, it will be interesting to see whether they will provide this time of unrest and rapid development and end up on top.

>>> I don't have have the answers they are, but many of you involved in the procurement pass process, if you know that they can be a procurement float in those sorts of environments.

>>> Another great way to get involved still I would say is is that the Second Life.

>>> This would does with the virtual use cases and it's free to sign up, you can create an avatar. Owning a private island recently increased to around the three hundred dollar a month price range and the island in this example would be what you saw with NOAA.

>>> Would the developer projects content is going to be the majority of your costs.

>>> So certainly if you are looking at something that is public, you don't mind being hosted on a third party, Second Life is a way to get get involved without having to have a whole lot of expertise or specialized hardware or development suites, so that is worth looking for.

>>> A few pros and cons of this, this does have a very low entrance barrier and those of you who have tried Second Life, it doesn't always feel like that, you do still need to sign-up for an avatar account. You have to figure out how to walk around.

>>> You will notice that with unity we pulled up a webpage, and it was just there, so a lot of it is being done to make things easier, but I would say it really has a reasonably low entrance area as compared to some of the other platforms out there.

>>> It also has believe it or not a proven track record. Second Life is made by a

company Linden Lab which has been up open since two thousand three to the public. The company itself has been around since the late 90's, but seven years as a long-time for virtual worlds. And it will be interesting to see where they had.

>>> On that note, the cons, the company is undergoing quite a substantial amount of change. I think they are working on price models, and as any new technology, it will be interesting to see where things had.

>>> and certainly looking for this, you will have the content translated to another technology.

>>> Do you have backups? What are the inherited advantages of being third-party hosted, which is the case in the second? Virtual technology changes fast, that's not necessarily a con, but you need to plan plant some risk mitigation strategies for you to invest heavily to be sure that you have a roadmap forward if things were particular platform go south.

>>> The final one that I thought I would look at in terms of easy entrance, well,, I back open simulator is an open source virtual world alternative. It is based on Second Life, and customers had a strong enough desire to control their own infrastructure that a good portion of the technology has been reverse engineered. And it does give you the ability to host and maintain your own content. And the photo here is an example of the content which was available via the common license and can be installed. The YouTube video at the top here, you will note another URL, it's a quick little sort of movie of me floating around as a fish, the fish flying by the screen there is actually the controllable character.

>>> So you start out inside that don't but then you can teleport, and the more besides -- I don't know if that is the right word -- into a fish and float around on the sea.

>>> and certainly ways of teaching again, with NOAA being my agency, the background of ocean science.

>>> So this is certainly worth looking into, check out the URL and the content, I'm sure the content has a twist and I'm sure you can imagine your own content to put into it.

>>> The pros and cons,.

>>> and if you consider the Internet, the web, what but we called the standard technologies are traded, that is a very distributed environment. NOAA has its own infrastructure, and using the same web browser I can connect to NASA or any other number of websites.

>>> And the district did nature makes it very robust. The standardization means that I can transfer content from one agency's website to another, and it also means I have a strong control over the technology and content.

>>> So open same to me is one to certainly keep your eye on.

>>> The cons? Well, it is outside and it's a pain to use at time.

>>> The entrance barrier, but as I speak to actually getting it up and running, and developing content, it is still fairly high.

>>> There are a number of companies out there that support opens them third-party wise, and end with that comes a certain relinquishment of control.

>>> So it is really a question of looking at your use case and deciding where it needs to be housed and doing a risk analysis to figure out what you need.

>>> Figure is a quick executive guide to keeping up with the virtual world.

>>> Feel free to contact me. I love to talk with people.

>>> Actually this weekend using Facebook we started a new group they are called virtual worlds. I didn't realize how quickly that would fill up my inbox.

>>> I opened it Saturday and we had 130 people as of this morning, so I've been busy accepting folks, so certainly there are people out there that interested in virtual worlds.

>>> So join the virtual world and create an avatar. Ask your kids about virtual worlds, or your staff may be well versed as well. And take a look at the different news sites and I would be happy to pass those along if you are interested.

>>> And with that said, that brings me to questions.

>>> First of all, who is the audience, are they students were employees for your virtual worlds?

>> It is dependent on a use case.

>>> Indicates as Noah's Island that we visited in Second Life there, it was very much out reached focus. As we looked around, and learning about hydrodynamics.

>>> and so, in Second Life that was replicated to what is called the teen grid, there is a second version for children and again, some interesting bucks going on at the lab there, but the audience for NOAA's virtual world was very much student focused rather than NOAA staff focused. But that will change depending on your use case, so hopefully that answers your question.

>> Yes.

>>> What business problems we are trying to address, like how did you make this business case in your management at NOAA that this was worth doing?

>> Absolutely.

>>> The business case there is, and again, this would be very dependent on the agency, but we conducted some polls, and folks especially in the younger age range were asked if they had ever heard of NOAA before, and about 40% had not.

>>> There seems to be a gap if you will in our current coverage and familiarity of branding, and if you take a look at what kids do nowadays, mobile certainly comes to mind and a lot of these virtual worlds have mobile branches at this. Video games and the concept of an avatar is certainly not new. I think it was one of you folks actually that's sent out a link this last week that says there is now over a billion avatar is out there, predominantly the younger age group. But the business need their initially was very much to extend our branding and name recognition into the new technologies. And this would make sure that they stay relevant. And this would be the argument for other social media, making sure that we see out there and are involved in the conversation to a certain extent. But we don't fade away under our own lack of new media PR.

>> A couple questions. How do you develop this content, how do you create these simulations, and what skills would someone need to use it?

>> While a lot of it would be online -- old-line and new bottles.

>>> Second like something like Second Life is easy to develop in, which admittedly, not too many people had but they have been used a long time and animation and data visualization and creating sort of the high-end things that you might see on television, so three D. modeling is certainly a good skill to have.

>>> Graphic design, so the Photoshop, illustrator, those sorts of skills when it comes to graphic design are important in basically taking or Model and then picturing it to make it, rather than plain grey, make it look like concrete or wood.

>>> And finally there are elements of programming. So you have created a Model and made it look like something, but there has to be a certain amount of interactivity, which comes through programming.

>>> A lot of the same skills that go into web development, but may be reordered and prioritize a little to create three D. content instead of to detect content.

>>> In terms of developing strategies, you could do it in-house. There are advantages to this, and there is a number of advantages to this, some successful to develop this content for you. And it boils down to a question that doesn't become all that complex for you when you develop infrastructure. Whether or not you develop it internally or you write and ammo you to have other agencies develop it for you, or whether you develop an RFP, none of this is magic, just a question of finding the Post post Post the Mac Mac desktop strategy.

>> With some time it takes effort.

>> I can, and I don't know if I mentioned it though, after about two hours of work this morning we had about \$400 in models.

>>> So once we had that infrastructure in place, you can create some fairly sophisticated visualizations in short order.

>>> And it may be more expensive upfront, but in the long run it might be the most effective way of doing content refresh, making sure that you have pertinent stuff.

>>> Any anytime you begin to rely on third parties, it becomes a question of, what can we afford to pay them right now, so there are pluses and minuses too bold.

>> Now if I wanted to set up the virtual world, should I set it up as sort of a Sea world as you mentioned or how would I go about doing that?

>> They received three suggestions. And part of it depended on your vision, what it is that you want to build, and your budget.

>>> And go, V-Gov would be a great way to do your external act iMac. And in terms of expense, this is probably most expensive. Second Life and opens them are certainly less expensive, and opens them is probably the cheapest and can be used for both external and internal cooperation. He probably has has the highest amount of technical support, in order to publish what you are doing.

>>> Unity is probably between all of them, it can be web-based but you can't export computer executable, and they now support iPhone and android and you can even type it out to Xbox and PlayStation, so there is a number of different Digital dissertations and models, so there is a number of technologies, and there is no single answer is.

>>> Silly folks want to talk about it, I would be happy to delve into it and try to come up with the best approach.

>>> Pay period well there is a lot that goes into that.

>>> Another person ask, they hurt people are using virtual worlds for a meeting and office with internal functions, what are your thoughts about that, and how agencies do this?

>> Absolutely. There are a number of groups using virtual world as kind of an extension to the webinars.

>>> And as we visited today, one nice thing was we could see other people, using go to meeting. I look at the bar on the screen, and it looks like I have managed to keep 57 people around, but I can't see those 57 people. They can't talk to me or sure what I have been up to without it quickly disintegrating into mass chaos.

>>> So for good reason, we keep the line unit but in the virtual world we have freedom to go off to the corner and sit at the table and have a private chat, or pull up her great visualizations out of your inventory to show what you have been up too.

>>> So I think there is a great potential for a virtual world when it comes to meeting.

>>> and the caveat is, to me, it doesn't make a lot of sense to have a a lot of avatars show up and is it an virtual chairs and watched the PowerPoint presentation on a virtual screen, there is no difference between that and what we we are doing here other than adding additional layers of complexity and possible things that could break.

>>> So in some minds, using the virtual worlds for meetings requires us to move away from this concept of one directional presentations, which I am going to do today, and using it more as a brainstorming to directional conversation.

>>> And the reason this is their purses are more traditional PR department, we will have to see what happens in the next two years.

>>> Hopefully that answers the question.
>> Yes.

>>> A question we get a lot on all different pools is, it is accessible to people with disabilities, like Second Life?
>> I thought it would probably get that. So the age old 508 question.

>>> There are several ways to answer that. And I am not an expert, and those of you that are, I would love to see the guidelines come out that highlight exactly what it needs to be section 508 compatible in a virtual world.

>>> There are a number of very successful projects, and Second Life, for example, as a text viewer.

>>> I might be aging myself here but for those of you that grew up with Zork, Zork was a textbased adventure game that was around in the early 80's, and it would literally present you with a paragraph of text that would describe what you are looking at as you were reading a novel, and you could issue a command, like, go north. For interactive commands, like kill troll with sword. And that might not be the best example but, with the right metadata, you could begin to construct a virtual world in a textbased scenario for use with screen readers and whatnot.

>>> There are a lot of successful projects like that, but I have not seen clear guidance from the community in terms of what is required and what isn't.

>>> For those of you with extra time on your hands, Google virtual ability.

>>> There are some great examples of these sorts of communities establishing strong foothold in virtual worlds, and using them to raise awareness, and best practices in terms of creating content. I am not of the mind to where we have to sit on our hands where to tell policy catches up, because policy will never catch up with technology. I believe we have a duty to use the technology and get to a place where we get to the policy, but virtual world is kind of that stage right now where we don't have all the answers, but I don't think that is a good excuse to mean that we should get involved. So hopefully that answers the question without being too political.

>> And we will put you in touch with Bruce Bailey and [indiscernible] and they tear our accessibility Council, so hopefully we could answer some of your questions and any questions that other people have about 508 compliance.

>> Definitely.

>> Another question before we wrap up, which, which agencies are represented?

>> Well the federal Consortium for virtual worlds, we we have representation from all the agencies. So that is important to keep in mind.

>>> I unfortunately did not cover all of the agencies and I know that I've left a few good people out.

NMT-Virtual worlds.txt

>>> And they have re-created a town has some issues when it comes to chemical spills and good living, and the State Department has done some amazing stuff in terms of discipline as he and reaching out to folks in other countries and bridging that gap if you will little bit using virtual world.

>>> We highlighted P2, NASA, the military -- I know I will leave folks out, but, if you are wondering about finding that agency that is close enough to yours that you could perhaps leverage that as an argument for your own use case, I think my e-mail is still on the screen air.

>> Yes, we will send your contact information out as well so that people have questions they can't contact you directly. If there there is a.of contacting your agency, there is a list of other agencies and you could use that and it would be great.

>>> There is one last question, I know I just said that, but there is one more.

>>> I guess it is a comment.

>>> The CDC has a virtual world.

>> Yes, they were the first one.

>> Just a note for the attendees, you will receive a follow-up e-mail and evaluation link and also provide the link in the chat box, which I will put him right now. And please, when you do fill that out, we do read your comments and would like to make our courses available to you.

>>> Check out our upcoming code iMac courses at that at web manager University.gov. Thanks everybody.

>>> [event concluded]