

SecondLife

Written by Tom Starai

Saturday, 14 November 2009 00:00 - Last Updated Sunday, 24 January 2010 01:12

The IEEE Computer Society is conducting virtual meetings on Second Life (SL). We are building a technical meeting schedule as we are getting familiar with the environment and discussing topics. The virtual meetings will eliminate travel and add convenience. I have verified that SL will work on a laptop over an 802.11g connection (from a hotel room or airport). In advance of the anticipated meeting schedule, I encourage you to find a member of our group online.

We are increasingly attracting members to participate in our virtual meetings. We expect to engage speakers from across the globe and have found interest across the country. Several speakers have expressed interest. Aside from the convenience of a virtual meeting, we will have projects that take advantage of the virtual environment.

Please drop in and see if one of us is online and join us to discuss plans and attend technical meetings. We are looking at the first Saturday of the month. Schedule is 1100 EST/1400 SLT for an SL introduction/tutorial (if needed), 1130 for socializing and sound checks 1200 for the meeting proper. Meeting notices are provided in second life to group members.

If you're not familiar with SL, consider that your avatar will be in a meeting with avatars representing other members in our facility that you view from your computer screen. You can communicate with the group by voice and message chat. You can also conduct private communications while in SL by instant message (IM). We will prefer presentations use voice. You'll need to get a headset - a microphone/speaker will create annoying echo. Test voice before the meeting. Ask for help.

We have a presentation method (power point slide show) for technical meetings and will continue with familiarization and planning meetings. I am suggesting technical topics and will discuss these at LinkedIn discussion group, IEEE Virtual. We can reach anywhere on the globe for presenters.

Here are some background links.

<http://www.youtube.com/watch?v=tfJgEYzgtnE>

http://www.youtube.com/watch?v=veUimLucXC8&feature=channel_page&hd=1

First step is to register on www.secondlife.com . Select a name and an avatar. Next step is to download a viewer. Optional viewers are mentioned here and the Linden viewer is available for download at registration. Log onto the viewer to enter the virtual world. Next step is to join our group, "IEEE computer Society", to find us. Send group IM to request help to get familiar. Announcements on SL will be sent to the group within SL. If an email address is provided at registration, the announcements will be forwarded to the email if not on SL to receive it. We will ultimately meet at one of IEEE Islands in one of the meeting facilities. We will provide a "landmark" to easily find the location.

.... MEETING PRE-CHECK AND SL ETIQUETTE - Links shown below will help you entry into SL:

GETTING STARTED: http://www.ieee.org/web/volunteers/tab/secondlife/get_started.html

SL CHECKS: <http://openvce.net/slchecks> SL QUICK START GUIDE: <http://tr.im/quickstart>

EMERALD VIEWER (has many advanced capabilities over other viewers):

<http://modularsystems.sl/downloads.html>

HIPPO VIEWER (used for OpenSIM and SL):

<http://mjm-labs.com/viewer/download..php>

AJAXLIFE VIEWER (web-based and iPhone -- shows media on parcel, but no 3D or voice capabilities yet):

<http://www.ajaxlife.net>

SIGNUP FOR AN AVATAR:

<https://join.secondlife.com>

A major project on Second Life

is the Artificial Intelligence Learning Center (AILC) on SL IEEE Island.

You can see a web presence at

<http://ailc.agstech.net.com>

Pictured below is our Second Life mentor, SL name Vema Paine, who graciously offered to accelerate your familiarization. You can use SEARCH to find Velma and send an IM.

