
* The Educational Universe chat session: Mon Sep 27, 1999 10:07 AM *

Lucrezia Borgia: Good Afternoon all :)
AstroGator: Is this meeting to start now?
AstroGator: Hi Lucrezia
"mjson": good evening
"Wotter": Lucrezia, hello. *s* I am the person from Maui who you have just had an email exchange with.
"Francis": hi Lucrezia
Lucrezia Borgia: Glad to see you could make it Wotter :)
Lucrezia Borgia: Glad to see you could all make it :)
Bonnie DeVarco: Hello Lucrezia!
"Wotter": Lucrezia, thank you. Bonnie DeVarco, hello. *s*
Lucrezia Borgia: Before we get started with all the tours and presentations, I thought it might be kind of nice for everyone to share a bit about who they are, what instution/program they are from, and all that!
"Wotter": Lucrezia, that's great.
Bonnie DeVarco: Hello everyone, I am Bonnie
Bonnie DeVarco: with a very unimaginitive handle
Bonnie DeVarco: representing projects based at University of California
Bonnie DeVarco: Santa Cruz
Bonnie DeVarco: and co-representing
Bonnie DeVarco: V-Learn, the Contact Consortium's
Bonnie DeVarco: Education initiative
"Wotter": Bonnie, I've heard of you. *s*
Bonnie DeVarco: We are based in California
"Timaeus": I am Marc Gagliano, a doctoral candidate from Ohio University. Interested in the social dynamics of virtual worlds, and thier applications in education, recreation, and commerce.
"Francis": I'm Francis Harvey, a geographer at the University of Kentucky, interested in the geographies of cyberspace and the pedagogical potential, but still new to it all
story1: I'm Michele Dickey from Ohio State University. I did my doctoral dissertation on the use of 3D virtual worlds and learning
"Francis": and learning...
"mjson": I'm Mike Jakobsson from the Informatics dept Umea University, Sweden, were building an AW conference center
"Wotter": I am Louis Tomaino, putting together a college program in Worldbuilding on Maui, at Maui Community college, and a Charter High School here. I have my roots at the Media Lab (learning and Epistemolgy) and the Rhode Island School of Design.
"mjson": Hi Michele!
AstroGator: Ok , I am from Homestead Middle School (a Base.Net Magnet School), I am the tech there and waiting for the network to be installed soon so the teachers can start to use this program. Name is Daniel Jones
"mike": Mike Kern from WI Educational Communications Board. We try to help teachers in WI use new technologies.
"Wotter": *pasted introductions into Notepad and trying to read them* *I*
zg: Hi I'm Zg - I am late as usual : 0)
Jhag: Jon Hagee, University Of Kentucky - working on a VR course presentation for "continuing" distance education
"Wotter": Michele Dickey, will we be able to find you and your work on the Web?
story1: yes...my dissertation is online, but the server is down today:(
Lucrezia Borgia: Oh yes, Michele, please post the link, it's a wonderful read
story1: :-))))
"Timaeus": Very interested in that Michele
"Wotter": Story1, thank you.I look forward to reading it.
"mjson": I agree, very good dissertation!
story1: <http://www.cgrg.ohio-state.edu/~mdickey/resfr.htm>
Bonnie DeVarco: your dissertation's progress has been oft noted by Bruce Damer -- so glad it is now available
Schattenjager: Hi :-)
Lucrezia Borgia: I am Mandee Tatum, VP of Educational Technology for Activeworlds.com, Inc.
story1: Thanks! I had a lot of support from others.
AstroGator: For info I am recording the text, under Options, settings, Chat you can record it too, if you want my copy sent email to me at 6251@dcps.dade.k12.us
Jhag: Hi Mandee
"mjson": here's the link to my research group btw: <http://www.informatik.umu.se/~mjson/nlrg/nlrg.html>
"mjson": that's the Net-Life Research Group (excuse the plug)
AstroGator: For info I am recording the text, under Options, settings, Chat you can record it too, if you want my copy sent email to me at 6251@dcps.dade.k12.fl.us sorry this one is right :-)

Lucrezia Borgia: If you'd like to head to the east, there's a series of images linked to a web site - courtesy of Bonnie and VLearn

"Wotter": AstroGator, it's nice to meet you. I imagine the charter high school I am helping put together at the tech park on Maui will benefit from your school experience.

Lucrezia Borgia: That takes a look at all the different educational applications of Active Worlds that are being done in the existing AW universe, and we hope are indicative of the creative worlds we will see here in the Educational Universe

"Wotter": Lucrezia, will we be able to get a transcript after the tour?

"Wotter": *heading east*

Lucrezia Borgia: If you choose SAVE CHAT TO A FILE in your options you will have a personal log :)

"Wotter": Lucrezia, thank you. *s*

Bonnie DeVarco: Lu, can you say a few words about how the EduVerse came to be and why AW feels it is so important?

Lucrezia Borgia: A few? :) Careful getting me started!

"Wotter": *s*

"Francis": *s*

Bonnie DeVarco: :-)

Lucrezia Borgia: For the last couple of years we've seen a growing number of educators express

"Timaeus": This is a good forum to hear it all, Lucretizia

Lucrezia Borgia: an interest in using AW for educational purposes.....

Lucrezia Borgia: In recent months we've begun to receive numerous requests daily for support and assistance for educational initiatives

Lucrezia Borgia: So, we thought that an entire Universe dedicated to meeting the needs of educators would be a good place to start.

Lucrezia Borgia: With the support of the different institutions, like the ones listed in this gallery,

Lucrezia Borgia: we've been able to explore how Active Worlds can be used to promote social learning, creative design, and hands on learning techniques.

Lucrezia Borgia: And it's our hope that with the growth and popularity of VR in education

"Francis": Can we ask questions?

"Steve Rosebush": yea

Lucrezia Borgia: and from your participation, that we will see it expand.

Lucrezia Borgia: Please do :)

"Steve Rosebush": can ew/

"Steve Rosebush": thx

"Francis": will we see an example of "hands-on"

"Wotter": Francis, my thought too.

"Steve Rosebush": I sent my application for a world in this morning via FAX, How long does it take for the application to be read?

Lucrezia Borgia: Today the AWStruck Team will be showing us some of their hands on applications for learning geometry.

"Francis": great!

"Wotter": *s*

alterWalter: 8^)

Lucrezia Borgia: I'll be going through today's applications after the Open House :)

Bonnie DeVarco: The students who joined designers around the world got to learn hands-on while creating their own university -- the results of that project will also be shown today

"Steve Rosebush": Thanks Lucrezia

Lucrezia Borgia: I recommend that you all take the time in the near future to take a look at all the resources that Bonnie and the VLearn team have up on their site.....

"Steve Rosebush": heh

Bonnie DeVarco: The site is very much in progress and needs everyone's help to flesh out

Lucrezia Borgia: which makes a nice segue into Bonnie's tour of her projects, if you're ready Bonnie and ZG :)

Bonnie DeVarco: V-Learn wants to feature what you all do!

"Steve Rosebush": Well Do you mind if I idle here for say 30 mins? I have an arron to do/.

Bonnie DeVarco: ready zg?

Bonnie DeVarco: Thank you Lucrezia for giving us an opportunity with the special AW edu worlds

"Steve Rosebush": :: will BRB ::

Bonnie DeVarco: to bring many students in the coming months into this universe\

Bonnie DeVarco: there have been difficulties doing that as much as we like in the regular universe

zg: oops yes sorry

Bonnie DeVarco: and this will giv us an opportunity to cross-fertilize our institutional efforts as well

"Robert McDevit": hi

Bonnie DeVarco: Is everyone ready to teleport to the Virtual High School?

"Francis": yes

queenbee: yes

"Lewis": yes

story1: yes

"mjson": yep

"Francis": where should we go?

"Robert McDevit": yes

Bonnie DeVarco: Hi Queenbee

"Timaeus": Sure - very interested
 "Brian Myers": yes
 "Manoduro": ok
 "mike": yes
 queenbee: Hi Bonnie, lets go!
 Bonnie DeVarco: okay it is VHS in the world menu
 zg: teleport to VHS on your worlds list
 Lucrezia Borgia: Choose VHS from the world menu
 Bonnie DeVarco: see you in gz of vhs
 HamFon: :-)
 Lucrezia Borgia: If you were told the world is full, try again now :)
 Dr Pedrioli: thank for help Lucrezia, i received Caretaker Information
 Lucrezia Borgia: Choose VHS from the world menu
 "Wotter": Thanks, Lucrezia. By the way, I will have to disappear for an hour or two to teach a class in 45 minutes, and will return.

Immigration Officer: **Welcome to the Virtual High School, a demonstration model for the University of California College Prep Initiative.**

A1FIND1: Hi Bonnie
 Bonnie DeVarco: and I was able to work with them
 A1FIND1: Hi ppl
 Bonnie DeVarco: closely for three weeks to set up a demo of a multi-user 3d space for synchronous learning
 "Wotter": *I*
 Bonnie DeVarco: I will show you some of the features of this world
 "Manoduro": where is digigardener
 "Manoduro": ok
 Bonnie DeVarco: which resides in three different places in AW
 Bonnie DeVarco: He should be here soon if not already
 zg: he's not her at the moment
 Bonnie DeVarco: Zg - could you explain just a bit about the architecture before we go inside?
 zg: well the architecture was based on a very loose brief
 zg: it should look remotely like a californian high school

"mjson":
 zg: but, as i have never seen one in the flesh so to speak
 zg: its very much artisticly licensed
 zg: all the panels are modular
 zg: so they fit with the standard aw set
 zg: and can be used to create and extend the buildings ad infinitum
 zg: its designed to replicate real life in order that those with little vr experience
 zg: have something concrete to relate to and are not disoriented - as is the case with most non-cartesian worlds
 zg: initially, only the north section was existing
 Bonnie DeVarco: going from the "known to the unknown"
 zg: but due to the inherent flexibility of aw
 zg: we were easily able to rotate and replicate the south section
 zg: and add new content
 zg: over to you bonnie
 "Wotter": Thank you, Zg.
 "Francis": thanks
 Bonnie DeVarco: Okay, well I will show you some of the things we started to demonstrate
 Bonnie DeVarco: lets teleport to the student
 zg: if anyone has specific questions i am happy to answer them later
 Bonnie DeVarco: web quest wing over here
 Calpantera: No far AV in this world huh?
 Bonnie DeVarco: the teleport is right here to the west
 Bonnie DeVarco: We have a number of rooms in here
 zg: if you are stuck under the floor - use shift plus up arrow
 Bonnie DeVarco: a Spanish Lab, gallery show, office
 "Manoduro": where are we teleporting?
 Bonnie DeVarco: and this Science Lab
 "mike": I like the bird
 zg: walk north manoduro
 Bonnie DeVarco: The webquest wing takes its inspiration
 Totoro: *
 Bonnie DeVarco: from the ThinkQuest and WebQuest models
 Bonnie DeVarco: of Project-based student learning
 Bonnie DeVarco: where students group into teams to analyse and organize
 "mike": My apologies, Totoro. Loved the movie.
 Bonnie DeVarco: a group of materials and present them as learning "modules" on the World Wide Web.
 Bonnie DeVarco: Since AW is so user friendly with on-the-fly creation of content, links, images
 Cholo: zg
 Bonnie DeVarco: etc.

Cholo: you speak spanish?
zg: sorry - no
zg: barely speak english ;)
Cholo: ok :-((
Bonnie DeVarco: students can work together inworld to create dynamic presentations of web-based material
Bonnie DeVarco: the collaborative, constructivist opportunities are much higher in here than on a web page
"Manoduro": good grief there's grace hopper, i wondered where she went after she passed on
Bonnie DeVarco: and students are very creative with their presentation skills
Bonnie DeVarco: now let's walk out the door and over to the gallery
Bonnie DeVarco: in the hallway here, Zg has taken a vrml buckyball
Bonnie DeVarco: and brought translated it into a macromolecule that students can walk inside of
Bonnie DeVarco: come to 13N 1E facing N to see
zg: you may be interested to note that the buckyball is 30k polys - a file of over 1mb in size - proving how complex objects can be in aw and still function acceptably
Bonnie DeVarco: come on into it!
"mjson": once it's loaded ;)
Bonnie DeVarco: the value of macromodels in science cannot be underestimated, as queenbee can attest
queenbee: he he thanks
Bonnie DeVarco: having an avatar and a sense of scale
Bonnie DeVarco: makes that easier in AW than any vrml demo on the web
Bonnie DeVarco: you will see much more of this type of thing in SciCentre and AWStruck
Bonnie DeVarco: any comments or questions so far?
"Francis": yes
"Francis": will somebody explain the interface between VRML and AW later?
Bonnie DeVarco: Great question
Bonnie DeVarco: I think that is one of the most critical things to be aware of
zg: aw is better :)
Bonnie DeVarco: that you can translate a number of different formats into rwx.
zg: more flexible ,easier to develop for and the environments are of unlimited size
Bonnie DeVarco: I think Jitterbug will talk a bit about java-based geometry files too later
queenbee: so is the buckyball .rwx or vrml?
AstroGator: y
"mike": I need to idle for an hour during a meeting but I want to stay to record chat
"Francis": yes, i'm waiting for that
zg: its rwx
Bonnie DeVarco: k mike
zg: started out as vrml2
queenbee: k
"Francis": rwx is vrml2???
"Timaeus": converted with what application zg?
zg: no - rwx is a different format
"Francis": k
alterWalter: can i export vrml2 files to aw?
queenbee: yes
queenbee: but you have to tweek
Bonnie DeVarco: There is a great need for the excellent skilled people in AW to mentor educators since this format has been evolving rapidly in such a shoirt time
zg: a lot @)
alterWalter: 8^) thx
Bonnie DeVarco: okay now we can teleport to the geometry gallery for a sec
"Francis": wwill you tell us where the tutors are?
Lucrezia Borgia: You can export most formats to AW with the proper tools :)
zg: theres a teleport here
Bonnie DeVarco: teleport is right here
HamFon: Also, AW natively handles trueSpace files :-)
"Francis": behind me of course...
zg: hmhhh
Bonnie DeVarco: we have only eight minutes so I will show you some highlights there
Bonnie DeVarco: and then talk very briefly about the v-ucsc project

zg: the images may take a while to dl
"Timaeus": Excellent trick
Bonnie DeVarco: In any case, this project
aurac: if anyone is stuck under the floor please use your shift and + to fly upwards
Bonnie DeVarco: inspired another project sponsored by Vice Chancellor Michael Thompson
Bonnie DeVarco: to have our designers, Active Art Design
Bonnie DeVarco: work with students
Bonnie DeVarco: at UCSC to actually build their own campus in AW
Bonnie DeVarco: <http://oasas.ucsc.edu/v-ucsc/v-ucsc99/>

Bonnie DeVarco: Here you can see small screenshots of that humungous world
Bonnie DeVarco: shall we teleport there in these last couple moments? I mean to babel
Bonnie DeVarco: for the large screenshot?
Bonnie DeVarco: okay everyone teleport to babel
Bonnie DeVarco: or join me
Pedrioli: ok
Immigration Officer: **Welcome to Babel - a world of many voices**
Bonnie DeVarco: moving right along
Bonnie DeVarco: This is Zg's world but we will see a nice screenshot of v-ucsc
zg: ok - this may take a while to dl also
"Maуз": hi zg
Bonnie DeVarco: you can visit both vhs and v-ucsc in AW and we will soon have them in eduverse as well
zg: over here is a pic of the science library from v-ucsc2b
zg: hi maуз
zg: the area to the north is a demonstration of the objects available in the eduverse
AstroGator: still loading :-)
"Wotter": *s*
zg: to the south is an exhibition of some of the work we have done in aw
Bonnie DeVarco: For more information on these projects, please write devarco@cruzio.com
Bonnie DeVarco: we hope to collaborate in the weeks and months to come
Bonnie DeVarco: we have team sites on the web with lots of background documentation
zg: its kinda funny seeing all the cartmen running around
Bonnie DeVarco: zg will show this world in depth later today
Lucrezia Borgia: Thank you so much Bonnie!
Bonnie DeVarco: And I should pass the baton to the next presenter/tour person, Queenbee
"Timaeus": Thanks for the great presentation.
Bonnie DeVarco: Thank you all for coming!
queenbee: clap clap
Bonnie DeVarco: IThank you, ZG]
Pedrioli: Thanks a lot
"Manoduro": clap clap clap
didax: clippity clap clap
"Wotter": Lucrezia, I will need to leave for about two hours for a class in about twenty minutes, and will return.
"Wotter": Bonnie, thank you.
Lucrezia Borgia: *claps*
"Francis": thanks
"mjson": I seem to be too fat to put my hands together :)
Bonnie DeVarco: :O) take it away, Queenie
Lucrezia Borgia: queenbee, when you're ready, lead the way :)
zg: all of south park is here
queenbee: Great, thanks Bonnie. So let me say, playing with you all is half the fun and that's what work should be right? let's teleport ot SciCentr.

Immigration Officer: **Welcome to Scicentr: Please visit our Avatar Changing Room before you begin your exploration**
queenbee: Welcome to SciCentr this world is a project for the Cornell Theory Center, the high-performance computing center at Cornell University.
queenbee: Welcome to SciCentr this world is a project for the Cornell Theory Center, the high-performance computing center at Cornell University.
queenbee: sorry.
"Bill": Sorry for what?
queenbee: I am Margaret Corbit, Science Outreach Coordinator, and this world focuses on communicating about research areas that we support --- Molecular Modeling --- Plant Genomics----
queenbee: goofed up with my text.... ok now
queenbee: SciCentr is a project being designed and built by undergraduates at Cornell. We are moving from the team-based development of science Web sites
queenbee: to making this virtual science center. The model is half expo --- half hands-on science center. The expo metaphor is loosely centered on the
queenbee: 1939 New York Worlds Fair when TV and Electrification were new and about to change our lives dramatically. We will try to relate those technological revolutions to today's :>)
Bonnie DeVarco: I will be around until about 1:30 to see scicentre presentation and then off to a meeting up at U
queenbee: So, the visitors center is a copy of the Trilon and Perisphere from 1939, which you see here near Ground Zero. You may have to fly up the walkway to see the Trilon, depending on how you have your browser set.
Bonnie DeVarco: at UCCP but so glad to have been able to show ucsc's work -- thanks most to zg and you!
queenbee: Let's have a look around from Ground Zero before we tour a bit. Ok?
queenbee: ready?
queenbee: or loading?
"Francis": yes
HamFon: ready :-)
alterWalter: ready 8^)

"Timaeus": ready :)

"Bill": Sure

"mjson": loading, but that's ok

"Wotter": ready

queenbee: I will wait a sec.

A1FIND1: ready

"mjson": i think i got most of it, ga

queenbee: ok

queenbee: If you look to the left of the Peri, you will see the Genehouse (I like puns, so please bear with me as we look around). It lies at the end of a sort of yellow brick road (also 1939, Wizard of OZ) of corn icons.

queenbee: The Genehouse is the entrance to what will be a world about plant genetics, breeding, etc.

queenbee: As we keep moving to the left, you will see the Avatar Changing Room. Right now we only have 3 avatars of our own, but our plan is to only offer appropriate and fun avatars in our worlds. So the default will always be some variation of our old buddy,

queenbee: gray.

queenbee: We will invite you to check him at the door and try out something more interesting. Maybe a mosquito for our upcoming Modeling Malaria exhibit? Or a molecule man, or our yellow submarine? I will be very excited to see how visitors react.

queenbee: Next, you should be able to see the teleport to the Fourier Fountain off in the distance to the South. It is a pink triangular shape. The crystal structure of the fountain was designed by Lux at the Art Center College of Design in Pasadena, CA

queenbee: Now to the left you see a molecule and then a molecular man standing next to a bubble. Let me stress that the molecule is a scientifically correct model based on simulation and crystallography. The man is our first attempt at the object for the molec

queenbee: sorry the tourists are stuck as gray, but you can see the choices on the other avs. :>)

queenbee: The man is our first attempt at a model for the molecular man avatar. I think I really want him to be a dragon who can chase his tail. bonding, you know.

queenbee: OK. Please check your avatar and let's fly over and bump into the bubble to take off for the Fantasy Flask.

"Wotter": Pardon my leaving early now. I hope to be back after this morning's class. Thank you, Queenbee.

queenbee: welcome Wotter

"mjson": weee

"Bill": Lol

A1FIND1: 1111111

queenbee: The first stop is a platform. If you back away, it's fun to watch the warp parade. Then click on the molecule beside the blue sign and continue on to the Flask.

"Timaeus": Wheee

queenbee: The Flask is an exhibit space for our work with Protein Folding. It is suffering from a redesign right now. It links to our VRML Web site, The Problem with Protein Folding (<http://www.tc.cornell.edu/Exhibits/Alanine/>)

queenbee: There will be a teleport from the inside of the flask for Molecbot, a site where you can build an amino acid molecule in AWEDU. And warp bubbles will carry you through the exhibits up to the top of the flask and out with the rest of the bubble sprites!

queenbee: Now let's teleport back to GZ. Just pull down the teleport menu and type SciCentr with no location. Hit return and you will be back at GZ.

queenbee: wait! don't do it! teleport on to the flask please. just click on the molecule.

queenbee: I got visited by a student and a daughter mid stream :>), sorry

queenbee: The Flask is an exhibit space for our work with Protein Folding. It is suffering from a redesign right now. It links to our VRML Web site, The Problem with Protein Folding (<http://www.tc.cornell.edu/Exhibits/Alanine/>).

queenbee: this space is truly an analog for a traditional exhibit space

queenbee: There will be a teleport from the inside of the flask for Molecbot, a site where you can build an amino acid molecule in AWEDU. And warp bubbles will carry you through the exhibits up to the top of the flask and out with the rest of the bubble sprites

queenbee: molecbot will be in a sort of gladiator arena, with a portal for taking on the role of building

queenbee: I think turn taking is going to be an issue in interactive design in Virtual worlds.... one to anticipate and program for

"Manoduro": help lost the crowd

queenbee: ok, now back to GZ. OK?

"Francis": GZ of ^centre^

"Manoduro": thasnks

queenbee: gz scicentr, please

Bonnie DeVarco: good thing there is no gravity in here :0)

queenbee: Our next stop will be the Fourier Fountain. So please fly into the pink crystal teleport that you can see due South.

queenbee: here it is

AstroGator: sorry ran into sign lol

queenbee: This will create a chord and the server will play the chord back to everyone in the area. Sort of a pipe organ. The crystals in the middle will also change their appearance-light up.

queenbee: When you entered this sector of our world, the Web page automatically came up. Notice that the bottom frame is empty. That frame is reserved for a RealPlayer interface

queenbee: that will autostart playing the sounds and chords through our server when the bot is running.

queenbee: So this project is again a programming challenge for students. We will link a mathematics software package, Matlab, to it to the bot so that the web page will present graphical representations of the sounds from our RealServer.

queenbee: The images are based on Fourier transformations of the sound waves. Thus the name! We have tested it ONCE :->) so far.

queenbee: The Fourier Fountain will be the focal point of a sector of the world dedicated to wave science.

queenbee: Now please teleport back to GZ for our last stop.

queenbee: Please follow the corn stepping stones out to the Genehouse.

queenbee: The Genehouse is getting ready to grow. Here you see a display greenhouse that will introduce the issues, which range from world hunger to bioethics to bioengineering.

queenbee: Content and activities will focus on crop plants and featuring the genomics programs here at Cornell for Rice, Tomatoes, and Wheat. Students will be working with researchers directly to create the content.

queenbee: . We have a bit of infrastructure funding from USDA for support here.

queenbee: As database capabilities for this medium improve, we will explore using it to visualize the genome database itself, a visual interface that can be extended by the users-annotated informally. We will end our tour with a look at the site of an experime

queenbee: experimental interface for plant breeding inworld.

queenbee: Please click on the Genebot sign near the entrance or fly over with me to the genebot platform. I put up some documentation signs for you here. Mike Heim visited last week with his class in virtual world design from the Art Center College of Design i

queenbee: n Pasadena.

"Steve Rosebush": hey hamfon

queenbee: He thought this might be the first interface in AW? Could be.... That would be exciting. The object is to see what happens when you cross individual plants in different ways. We have had input from Ag school faculty and are ready for more :->)

queenbee: I guess Mike is here! so I have a witness that the bot runs sort of sometimes :->)

queenbee: Very early stages here, but it has worked on occasion. At the back of the platform you will see a couple of images of Mike and his team at ACCD during their visit. I cannot stress enough that I see the opportunity for open collaboration as being at t

queenbee: the heart of AWEDU.

"shard": hear hear!

Lucrezia Borgia: I couldn't agree more queenbee :)

"Francis": i think that's great!!!

queenbee: Well, I ran you through a good part of SciCentr in record time. Anyone want to ask any questions?

Void: THATS RIGHT

"Francis": how do we develop an equitable collaboration? I need to learn a lot...

HamFon: Looks GREAT, queenbee :-)

"Timaeus": Where do you see the project going in the next few months, Queenbee?

queenbee: As someone who was dragged out of ignorance by the AW community. I would say get your feet wet and your hands dirty, so you have good questions and someone will help.

queenbee: Next steps in SciCentr. Move the servers to "production" we are serving our own worlds and learning how to do that.

queenbee: Working in a huge, security conscious, NT environment.

"Bill": How many people do you have working on this?

queenbee: Develop a self guided tour of our machine room.

"Timaeus": Thank you Queenbee, for the excellent tour!

"Francis": this is a very supportive community indeed

"shard": [Perhaps building a navigable reference that anticipates beginners at the outset of their aw experience...? This reference is something the "old hands" might collaborate in building for the new hands on deck.]

queenbee: 7 students this fall working on AW. A graduate student working in CAVE and AW, we'll see.

"Francis": I'm so new I'm just really looking fro background reading too

"Francis": shard has a great idea, IMO

"shard": I didn't originate it, but I hope it will be launched soon.

"Manoduro": Bye queenbee enjoyed it. clap clap.

"shard": Queenbee would be among the most sought-after contributors

Lucrezia Borgia: *claps* Thank you so much queenbee

didax: brava, queenie

"Timaeus": If you could do one thing differently during the creation of this project, what would it be, Queenbee?

queenbee: thanks Lucrezia for the opportunity. Now it's time to move on to ACCD a wonderland!

Bonnie DeVarco: bravo queenbee

aurac: well done qb

alterWalter: thnx 8^)

story1: thanks
"Francis": thanks
Pedrioli: very impressive your molecular creation and effects
Schattenjager: *applauds*
"Timaeus": :) l8r
Lucrezia Borgia: didax, if you'd care to lead the way :)
Void: virtual physics, spot on
queenbee: sorry I have to run. soccer mom. enjoy didax!
didax: okay, Lucrezia
didax: Didax will teleport to ACCD world
AstroGator: ty bee
didax: and you can either Join didax or just find ACCD on your world list
didax: see you there in a few secs...
Lucrezia Borgia: CHOOSE ACCD FROM THE WORLD MENU ON THE LEFT
Immigration Officer: [Art Center College of Design welcomes you to Eduverse....](#) Monday afternoon we host a talk by [Michael Heim on "Worlds in Worlds"](#)

didax: today we don't have
didax: much to show you
didax: about our building
didax: but we do have some
didax: BIG IDEAS
didax: about collaboration
didax: and style
"shard": <approving murmurs from the crowd>
didax: this world is Eduverse has not yet begun
didax: we are just thinking about how
didax: to make this ACCD world in EDU
didax: continuous but different
didax: from our accd world in AW mainland
didax: for us, 80percent of our work
didax: is in thinking out our concepts
didax: so we are still thinking....
didax: as designers, we plan plan plan
didax: then work like hell
didax: excuse me..
didax: almost got ejected..
"mjson": good thing your bot isn't on :)
didax: hehe
Void: lol
didax: too true
didax: we have an aggressive GoodBot
didax: who watches language
didax: today i can show you on these two slides
didax: what the future of Eduverse will -- could -- be
didax: look here on my right and you see
didax: a slide of Avatars 98
didax: how many of you attended last year?
Lucrezia Borgia: *raises hand*
Void: me
"Francis": i'm too new
aurac: *hand up*
didax: only two of you?
"Lux": *hand, jumping*
Bruce Carey: *raises hand*
didax: four?
"shard": aye, five
Schattenjager: Had a stand there for a community group :-)
alterWalter: 2 new
fsu1: new 2
"mjson": me
didax: okay about half -- six of you were there
didax: well, this slide shows a panel discussion led by Bonnie DeVarco
didax: where we had a number builders from different teams
didax: discussing design principles of
didax: our respective worlds
didax: the panel took place in the Av'98 convention hall
didax: built by Bruce Damer (Mr. Collaboration)
didax: this slide shows the convention world
didax: hosting two sets of screen shots from two distinct world styles
didax: worlds within worlds within worlds...;-)
didax: here on my left

didax: you can see another slide
 didax: taken last week
 didax: in SciCenter
 didax: How many of you have ever seen SciCenter?
 didax: (trick question...)
 "Francis": me
 "Francis": I think ;)
 alterWalter: just there
 Lucrezia Borgia: *raises hand* :)
 Void: umm, well :-)
 "Timaeus": duh...
 "Lux": yep
 didax: hehe
 Schattenjager: The world or a real place?
 Pedrioli: right two minutes ago!
 didax: "duh" is the correct answer!@
 "mjson": hehehe
 "Timaeus": :)
 "Francis": :)
 "sas": Conduct Guidelines
 didax: this slide on the left illustrates the work
 "sas": World Rules
 didax: of the Cornell SciCenter team in
 didax: connecting with us designers
 didax: at Art Center in Pasadena, Calif
 didax: Margaret Corbit and members of her team
 didax: came to Pasadena in person to visit
 didax: and talk with us last summer as
 didax: she was planning to build in AW
 didax: the personal contact came after initial exchange
 didax: visits inworld
 didax: after Avatars 98
 didax: (thanks Bruce Damer, who nourishes these meetings)
 didax: the exchange of ideas led to shared work
 didax: SciCenter wrote a little program for us
 didax: we worked on some model structures
 "shard": (aye, and thanks Bonnie DeVarco who nourishes the educational track)
 didax: what you see in the slide (left) is
 didax: SciCenter's acknowledgement of the collaboration
 didax: this BTW is very traditional in academic and scientific work
 aurac: well said Shard
 didax: i expect we will see more of this kind of work in Eduverse
 didax: we are becoming the new academia
 "Francis": the, "the" or a?
 didax: we need to collaborate and work with established academic courtesies
 alterWalter: acamedia???
 didax: if we do this -- i conclude -- we may really create an Eduverse that
 didax: gives the Universe-ity a run for its money...
 zg: is mr heim being self important again?
 didax: i'd be happy to respond to comments or questions...
 didax: BTW, you can see a page summarizing these comments, with links,
 didax: on the attached Web page here...
 zg: how easy do non vr users find it to adapt to your non-cartesian environments
 alterWalter: dah@
 "shard": A second to "the" new acamedia
 didax: well, our work is experimental
 zg: ic
 didax: a recent newbie who wrote about our world
 didax: took around two hours to get the feel of things
 story1: non-cartesian??
 zg: i read in the guardian that the reporter experienced motion sickness
 didax: she had little or no prior AW experience
 didax: yes, zg, that was the writer I mentioned, Margaret Werthim
 zg: right
 didax: she was brand new to AW and navigation
 "Timaeus": I am very interested in the learning curve for AW - I think it depends entirely on previous
 experience with computers
 zg: so she didnt adapt
 didax: well, she spent about 2 hours and was in a hurry to get the experience
 Lucrezia Borgia: That's a good point Timaeus :)
 "Steve Rosebush": ?

"Francis": she's a reporter, right?
"Francis": they never have time
"Steve Rosebush": hey Lucrezia
didax: she's very quick witted but i think most people need longer to; adapt
"Steve Rosebush": I heard you got my app
"Timaeus": Many users have told me they get motion sickness in AW.
aurac: hmm that I think is a moot point
didax: yes, she's a science writer and freelancer ("Pearly Gates of Cyberspace" -- Norton, 1999)
didax: some people get motion sickness from MechWarrior3
zg: aah - so she has cybersapce experience - but experienced motion sickness
didax: or Freespace
didax: yes, she experienced hi-end VR like OSMOSE (Char Davies)
Lucrezia Borgia: I think the immersive visual experience can bring out different reactions in every one :)
zg: thats very true lu
didax: but she was new to AW
"Timaeus": Do you think having no gravity helps with vertigo - motion sickness, or has no effect Didax?
zg: we have had great success with real world based environments
Bruce Carey: didax - on your web page you have said that there will be no reliance on text - how will this be achieved?
"Francis": good question
didax: no-gravity is part of our effort to explore the unique properties of cybersepace
"Steve Rosebush": that would be neat
"Timaeus": Thank you.
didax: yes, i think navigation is more difficult but we do adapt
didax: we try to keep text minimal to non-existent
zg: yes - but will the general run of the mill person want to adapt
Bruce Carey: thanx
Lucrezia Borgia: I think this is one of the unique opportunities of the medium.....
didax: take a look at accd world in AW and you'll see very little/no text
didax: yes, we are trying to focus on 3D graphic environments period
Lucrezia Borgia: it allows for practical as well as imaginative applications and designs of space :)
didax: yes, we need to open the imagination
"Timaeus": The advent of virtual social space presents a unique chance to explore all of these issues!
Totoro: In my fist days in AW, the fairly realistic Aurac and non-realistic ACCD were 2 of the worlds I felt most comfortable in. One world was like the world I see outside my window, the other world was like the one inside my head.
didax: and find a replacement for the stupid computer desktop
Lucrezia Borgia: precisely :)
didax: great, Toto
Void: :-)
didax: we want to create mental / psychic space
Schattenjager: You can choose yourself where you want to go :-)
"Timaeus": how is this achieved Didax?
didax: then we can put all the data -- movies, music, people -- inside it
zg: indeed schatt
didax: we already do this in our psyches
didax: now we project our psyches on screens -- into CAVEs
Schattenjager: I'd always like tho think that with the AW technology, you can make (some of) your dreams become a reality...
didax: let's do that for education too
"Timaeus": How do the collaborative aspects of this technolgy affect you concept of design?
didax: well, we are always learning from other worlds
didax: we hassle world builders
didax: i think the effect - if we pursue it -- will be to help us
didax: find our what WE really want to project
didax: differently from others
didax: we do this already in the other arts but
"Timaeus": So are these spaces representations of and archetypal virtual space - an ideal space?
didax: the AW technology builds in networking
didax: so we have more connectivity
didax: "ideal" space in the sense of projecting our inner psyches, yes
didax: (you guys all LOOK like aliens to me, hehe)
"mjson": :)
Lucrezia Borgia: *smiles* Thank you so much Michael, I am looking forward to seeing how ACCD develops in here :)
"Timaeus": Do you see graphical space as an (eventual) alternative to the desktops we all use everyday?
"shard": Wouldn't all the builders present agree that aw building constraints don't allow for a true exploration of archetypal virtual space...
didax: thanks very much for your attention, sorry we don't have more to show you today
"Francis": thanks
alterWalter: Thanks Michael, have to go now, thanks all! *claps*

story1: thanks
 Bruce Carey: thanks very much didax
 didax: thanks for coming
 "Francis": me too, bye
 "Timaeus": Good point, shard - there are limits imposed by the tech...
 "Steve Rosebush": Thanks Didax
 didax: hope you can return in a few weeks
 "shard": ...but that all building of the pioneering sort is an exploration of the possible virtual spaces -- actually, the cyber spaces currently supportable by the tools at hand?
 Lucrezia Borgia: If yo'd like to join us in Babel
 "Steve Rosebush": shure
 Void: cheers Didax
 "mjson": clap clap
 Pedrioli: thanx didax i will reproject my mind after today
 didax: hehe
 Lucrezia Borgia: ZG and Aurac will be walking us through the design of a Virtual University :)
 "Timaeus": thanks Didax :)
 "Steve Rosebush": :: claps amd transports to Babel ::
 didax: see you folks in Babel

 didax: pleased to be part of this opening day!
 Immigration Officer: Welcome to Babel - a world of many voices
 zg: ok
 Void: You all make one hell of a collaborative 20 eyed monster as you land
 zg: so now its everyones chance to ask me the awkward questions
 zg: <takes deep breath>
 Lucrezia Borgia: First it's my chance to thank you for donating this glorious object path to the project :)
 zg: the building you can see in front of you (to the north)
 zg: is part of the world aurac
 Bruce Carey: beautiful sky!!!
 zg: which was designed (ta bruce)
 "Steve Rosebush": yea
 zg: as an entry for the 1997-8 contact consortium competition to design a virtual campus
 zg: we have the disadvantage of not being academics
 zg: so therefore are not confined by what is and what is not the correct way of doing things
 zg: (no offence intended)
 Void: geeee :-)
 zg: so we approached the world aurac
 AstroGator: Is EdVerse going to put on bots to monitor the words in the worlds or is it up to the owner to get one?
 zg: as a way of teaching our kids
 zg: looking at what they would need to know for their schooling
 zg: and figuring out the easiest and best way to present it to them and their friends
 Lucrezia Borgia: *(to AstroGator) We'll be providing them, but it will be up to you to choose the language you monitor for*
 zg: so we ended up using the traditional verbal and visual methods of transmitting information
 zg: ie pic signs web links etc
 AstroGator: thank you
 Bruce Carey: great zg
 zg: please bear in mind as you head up here that this is almost two years old
 zg: and has existed in three different worlds
 Void: bye bye ppl, got to go
 zg: so its not entirely state of the art
 "mjson": bye void
 zg: it did however feature a number of firsts for aw
 aurac: there were four buildings in total in the original Aurac
 aurac: one the reception building
 aurac: the Web library which
 AstroGator: Have to go, its been nice, have a nice one, bye all Thank you
 aurac: was extendable as more and more links were needed
 aurac: and an exhibition hall - for specials
 zg: if you go up in the elevator - you will find a section on cyber life
 zg: you will notice as you move around that the ambient sounds change
 esoeric: beautiful!
 zg: this gives a sense of place
 aurac: and for a little relaxation there was a garden filled with just odd links and information
 zg: and keeps the user 'entertained'
 zg: for let us not forget
 zg: if the user is not in some way entertained - he/she/it will soon get bored
 aurac: which is particularly true of children

zg: there is a purpose built lecture hall at the north of the building which features a small animation of the building of ground zer in the world

zg: all the doors open on their owwn

Bruce Carey: what age group of children participated?

zg: and the world is particularly conent rich

zg: this project was completed in very short order

zg: a matter of 8 to 10 weeks

"Steve Rosebush": Question in General: When does Open House end today (VRT)

aurac: the school our children attended was a comprehensive school in the UK

zg: starting with an empty world and no ideas (a very daunting position)

aurac: Charters who have a world now in the Eduverse and one in AW

"Steve Rosebush": thanks

zg: so to an extent we hhad to write our own rules

zg: this is only a small part of the original world

"Steve Rosebush": nice chairs

zg: ta

zg: with more work this could easily be turned into an automated learning environment

zg: using bots

zg: one of the things we feel very strongly about

"Steve Rosebush": It would be a great effort

zg: is that eductaion shouldnt only be for the anglo speakiers

zg: we have done some work in this area and have developed on of the first (if not the first) multilingual bots used in aw

story1: automated learning environment?

aurac: one of the advantageous of schools having VR worlds is that children broaden their horizons by meeting people from all over the worlds

zg: automated learning environment

aurac: therefore breaking down cultural barriers

zg: a world populated with intelligent bots

zg: each a specialist in its own area

zg: giving regular lectures

zg: and able to respond to userse questions either by a straight text answer or by use of the web or multimedia content

story1: hmm...

Bruce Carey: is the technology there at present to allow that zg??

zg: yes - aw

zg: this is possible

"shard": in the hands of the few ... the technology reveals its possibilities

Schattenjager: Replacing teachers, or in addition to them? I would love a way to study in my own tempo, and find answers with the bots as much as I can, but from time to time I'd like to discuss / have a challenge of wits with a teacher...

zg: thats a good point schatt

zg: you would still need teachers

zg: they would need to provide the basic brains of the bot in the first place

"Timaeus": Also, we may need to address the question of whether or not lectures are a good way to learn. but bots would remove a lot of the humdrum repetition that must exist in curriculum based teaching

zg: you would combine lectures and web quests

didax: teachers union would be happy to feed the bots...

zg: they are cheap to feed :)

"Timaeus": We need a really good artificial intelligence engine

story1: a lot of learning theory is moving away from that type of model

"shard": the lecture type of model

"Timaeus": Yes, story1

zg: that may be stiry - but as a non-academic i am unburdened by theory

"mjson": how many avatars can be in this world at once?

didax: robo-U

"shard": not the automated learning environment model (I presume, since it's an uncharted region)

"Timaeus": But self directed learning - this is the thing of current interest

Schattenjager: I'd say curriculum based teaching could be replaced by a per-need model...

zg: so the only experience i have to go on is that which i see working with my own eyes

Schattenjager: Self directed learning... I like that phrase, Timaeus :-)

zg: andthings like this are perfect for kids who have t spend time out of school

Lucrezia Borgia: I think the technology offers a good opportunity to look at hybrid approaches

Bruce Carey: you could surround the students in possibilities - immerse in content possibilities - and then guide them to pose problems and work collaboratively on them

zg: indeed bruce

zg: the possibilities are endless

"shard": excellent

zg: or is that boundless

"Timaeus": Agreed Bruce

Lucrezia Borgia: You can incorporate the lessons learned in the 2D web with actual social teaching
zg: and if you can make it fun tehcn so much the better
zg: i have learnt a lot oabout geometry and art from working on these projects
zg: something which i would never have come across in my normal life
Bruce Carey: a pprogramme based on the development of thinking skills would be interesting to try
didax: could this be done as well on CD-ROM?
"Timaeus": I think the interface engages a poulation that might not be interested. Before they know it, they
have used the web to learn something in a fun way. Edutainment :)
zg: it could but cd-roms are not dynamic
zg: so the content is static
zg: aw is most dynamic
"Timaeus": Interactivity is the chat element, and dynamically updated avatar info.
Bruce Carey: surely the interaction of the minds of the students and teachers (and both are) is what gives this
its potential?
didax: do you see bots as dynamic?
zg: you could start with a cd-rom, but when the students connected to the web they wouod instantly
get access to the latest content
zg: i see bots as being dynamic
zg: with the correct programming
story1: how?
"Timaeus": My students often ask where the "fire key" is. :)
"shard": (edutainment might be replaced by the concept of acamedia -- really like that term)
"Timaeus": Yeah, thats a good one.
Bruce Carey: I saw a bot in Mandalay once that was pretty 'smart" and it fooled some ten year olds for awhile -
but in the end it has to follow a predetermined course?
Lucrezia Borgia: (me too Shard)
zg: <enhancement request - Roland please add the rocket launher :)
Lucrezia Borgia: *laughing* Speaking of Rockets :)
zg: bots can be as complex as the programmer can imagine
"Steve Rosebush": :: hardly speaks, just observes ::
zg: you can hook them into all orts of databases and other reources
zg: they can learn
story1: isn't this Seymour paperts argument?
didax: are we talking linux-clustered neuronets?
Bruce Carey: can a bot store info a bout a student and previous interactions??
"Timaeus": yes, this is a truely interesting area - bots could be very useful tools to monitor students progress,
and offer contextual help. In avatar.
zg: yes bruce
zg: dunno didax
Lucrezia Borgia: Yes Bruce one could :)
"shard": I do like the sound of that didax
Lucrezia Borgia: Thank you zg and aurac :) for your tour, your contributions, and for your generosity :)
Bruce Carey: students can definitely learn this way - I use the Lego Mindstorms robotics stuff with kids and they
train entirely off the CD
zg: i like to call em smartbots
didax: real-time appause here (no automation of keyboard!)
Bruce Carey: vey interesting thanks zg -
"Timaeus": How to we make the bots available to educators more powerful, and less proprietary?
didax: clap,clap
zg: write em in c
Bruce Carey: heeh
zg: thanks all - time to hand back to lucrezia for a trip to mars
"Timaeus": We need to share some source code...
Lucrezia Borgia: *claps* shhhh... don't let the VB people hear you say that :)
Schattenjager: Open Source?
zg: people are sharing code
"Timaeus": Thanks for the tour...clap clap..
Lucrezia Borgia: On our way to our final presentation in AWStruck.....
"shard": Thanks for the commitment to innovation!!
"Steve Rosebush": thanbks
"Steve Rosebush": :: claps ::
Bruce Carey: thanks a heap zg
Lucrezia Borgia: I would like to invite you all to come pop in and take a look
Lucrezia Borgia: at Luna and Ares
"mjson": thanks zg
Lucrezia Borgia: both worlds were designed using real images of the Moon and Mars (respectively)
"shard": Oh no, must run immediately! sorry to miss awstruck!!
Lucrezia Borgia: and they give an idea of how you can offer students a chance to experience a real place in virtual
time while learning
Lucrezia Borgia: I'll be heading to Ares first if you wish to join me :)

zg: ta - i try
Immigration Officer: Welcome to Ares, if you are underground, please use SHIFT and the + (number pad) to rise up to ground level

Lucrezia Borgia: The image you see in your web window
Lucrezia Borgia: was used to generate the terrain in this world :)
didax: wow
Lucrezia Borgia: The image is from JPL of mars..... ergo, you're walking on mars :)
didax: wow
Lucrezia Borgia: The same principle applies to the world Luna :)
Lucrezia Borgia: SO, you can take your students to a far away planet, and let them explore it as it *really* is :)
didax: luna, as in real moon?
Lucrezia Borgia: As in :)
didax: cool
Lucrezia Borgia: (our version comes complete with Neil Armstrong ;))
"mjson": but not spherical though, right?
Lucrezia Borgia: Not in this instance, no
Lucrezia Borgia: we only generated a partial image of Mars
Lucrezia Borgia: and of the moon to prove that it could be done :)
Lucrezia Borgia: If you'd like to pop into Luna on our way to AWStruck you can get a peek at that too :)
Lucrezia Borgia: I'll head over and you can join :)
didax: what software did you use?
Lucrezia Borgia: We created it in house
Immigration Officer: Welcome to Luna, if you are underground, please use SHIFT and the + (number pad) to rise up to ground level

Lucrezia Borgia: :)
"mike": Is the LEM part of the scenery or how is it used?
Lucrezia Borgia: It's actually just scenery we put in for a demo for Nasa :)
"mike": Very well done.
Lucrezia Borgia: Thanks.....
Lucrezia Borgia: If you'd like to head over to AWStruck, they'll be starting their presentation in a few

Lucrezia Borgia: The Struck team has some awesome stuff to show us :)
Immigration Officer: Welcome to Untitled, Lucrezia Borgia
Jitterbug: welcome everyone.
"mjson": hi
Bruce Carey: hi
Lucrezia Borgia: :)
"Timaeus": :)
Jitterbug: hi .
"mike": hi

story1: hi
esoeric: hello.
Jitterbug: have we got everyone yet?
aurac: hi
Lucrezia Borgia: They're making their way :)
Jitterbug: let me tell you a little about the world.
"Steve Rosebush": hey jit
Jitterbug: hi steve.
Jitterbug: AWStruck which is pronounced "awestruck", is a concatenation of two words AW=ActiveWorlds and Struck. It is a melding of two Communities. Struck is a program written by Gerald DeJong, It's free and you can download it here:
Jitterbug: <http://www.beautifulcode.nl/struck/index.html> A community of users has grown up around Struck. Unlike most bloat-ware programs today is simple, based on a simple premise-- That of the elastic interval. Its most often referred to as a spring.

Jitterbug: Springs can be connected to any number of other springs arbitrarily. The springs have a preferred interval length that they will try to achieve by either pulling their ends together or pushing them apart.
Jitterbug: In some spring networks, all springs can achieve the preferred length, but in others they can't, in this case they still may be able to settle into a shape in which all the forces are balanced, or they may go chaotic and crumple into a tangled mess.
Jitterbug: Struck is a good hands on way to explore Geometry. Struck can export to RWX format. You will be disappointed if you want to use struck as a general purpose rxw modeler program. Its goals are very different than that, still many of the things you see
Jitterbug: around us now in this world are created with it. Struck is an excellent tool for studying the structural form, but it is not the only one the people in the struck community uses. Making physical models is also very popular.
Jitterbug: open your web browser window to see a screen shot.
Jitterbug: AWStruck is a world inspired by the work of Buckminster Fuller, or as he liked to be called-- "Bucky". He is of course best known for popularizing the geodesic dome. He was a Architect, mathematician, engineer, visionary, humanist,

Jitterbug: educator. All categories could apply but none fit. Bucky was a maverick. he did not go along with a group or party. He questioned and examined everything, always going back to fist principles and working things out for himself. It

Jitterbug: is this hands on, "don't just take some ones word for it", approach I admire most. It is also a very uncommon common sense approach to truly understanding something.

Jitterbug: Geometry was the primary tool that bucky used to help him understand and reinvent his world.

Jitterbug: any way thats the two primary influnces that make up this world.

Jitterbug: shall we take a little tour?

didax: les go

Jitterbug: k follow me.

Jitterbug: allways wanted to lead a perade.

Jitterbug: come on up this tube.

Jitterbug: i would all like you to stand next to me and face the signs.

aurac: love the reflections :0)

Jitterbug: please stay behind the rail that way eveyone can see.

Jitterbug: dont forget you can fly up to get a better look.

Jitterbug: click on the signs while we wait.

Jitterbug: When polyhedra are discussed, It is common to catalog them into lists, often divided into a taxonomy based on historical accident.

Jitterbug: The categories are somewhat arbitrary, and the relationships between the polyhedra are largely left unexplored. With the concentric hirerarchy we are trying show these relationships.

Jitterbug: By clicking on the signs you can turn the polyhedra in the center of the pool on and off. Give it a try.

"mike": I'm new. How do I fly up there?

story1: very nice

Jitterbug: use the "+" and "-"

Jitterbug: let me guid you a bit.

Jitterbug: Turn on one tetrahedron (purple) and the cube (blue), and see how the tetrahedron is hiding inside the cube?

Jitterbug: All you have to do is connect only some of the vertices (corners) of the cube together and you get the tetrahedron.

"Timaeus": This is very impressive work.

"mike": +

Jitterbug: the tetrahedron acts as a brace for the floppy cube. Jitterbug: Turn on the cube (blue) and octahedron (yellow). See how the the cube and octahedron are related?

didax: how did you do this control panel?

Jitterbug: its done using animation commands.

didax: ingenious!

story1: this is amazing

"Steve Rosebush": cool

Jitterbug: The cube and octahedron are made from exactly the same number of rods (have the same number of edges). The rods of the octahedron and cube are 90 degrees from each other.

Jitterbug: The cube has the same number of corners as the octahedron has faces. See the octahedron's corners are centered directly over the center of each face of the cube?

Lucrezia Borgia: I love this :)

didax: do you have a web page explaining this yet?

"Steve Rosebush": heh

Jitterbug: You can turn that around as well. Each corner of the cube is centered directly over the face of the octahedron. This relationship is called duality.

Jitterbug: The cube and the octahedron are duals.

Schattenjager: It's one thing visualizing this in your head during math... Another to acutally see it :-)

Jitterbug: i dont but i know someone who does.

Jitterbug: let me grab the link.

aurac: I think this world will bring geometry to life for kids

Bruce Carey: it would!

didax: definitely

"Timaeus": Wonderful!

Pedrioli: everybody has an own client different view!

Jitterbug: That brings me to another relationship. what happens when you connect the corners of the polyhedra and its dual?

Lucrezia Borgia: I will finally pass 9th grade geometry in here :)

"Steve Rosebush": lol

didax: i'm going to learn something here!

Schattenjager: Connect all the corners?

"Steve Rosebush": I am learning as well

Jitterbug: Do this Tetrahedron and its dual tetrahedron, and you get a cube. Try this with the cube(blue) and octahedron(yellow) dual and you get a rhombic dodecahedron(green).

didax: bravo!

Jitterbug: i will have to find that link latter (netscape trouble)

Jitterbug: The rhombic dodecahedron (green) is the second shape that we have come to that can pack to fill all space without leaving any gaps.

esoeric: brilliantly conceived and superbly executed.
Jitterbug: The first was the cube.
"Timaeus": You get a blue ribbon in this science fair Jitterbug!
Jitterbug: The matrix made when packing rhombic dodecahedron is a very beautiful one, and when carbon atoms are stacked together in this way where every corner of the r.d. is occupied by a carbon atom.

Jitterbug: We call the resulting material diamond.
Jitterbug: any questions on this? i know i flew through it at warp speed.
Bruce Carey: is the mirror effect difficult to achieve?
Jitterbug: o have a lot to show in a short time.
didax: can you please put up your website in the Eduverse window?
Ocea: 888888888888
didax: some day soon?
Ocea: oops, sorry....keyboard snafu!
Jitterbug: no you ujust need versions of everyting that are upside down.
Ocea: wonderful site!
Bruce Carey: k
Jitterbug: The concentric hierarchy is not complete we could continue expanding it out further from the center, and get more and more shapes.

Jitterbug: Nor is this the only way we can explore the relationship between the shapes. I know that I have gone through this at warp speed so you may want to come back latter and play.
Jitterbug: I have also made the the basic polyhedra that make up this exhibit freely available so you can play with them yourselves in you own world.

Bruce Carey: thank you jitterbug
didax: can you explain a bit more how the animate command works here?
Ocea: yes, thanks jitterbug
Jitterbug: not somethine i can explain in just a sentance didax.
didax: ok
"Timaeus": Thanks for showing us your work Jitterbug.
Jitterbug: i would be glad to show you latter.
didax: great show!
"Steve Rosebush": Thanks
didax: thx
Jitterbug: are you sobscribed to the mail list?
Lucrezia Borgia: Thank you so much Jitterbug :)
didax: yes
Jitterbug: i could put an explanation up there.
Bruce Carey: jitterbug - have yopu worked with many stduents in here?
didax: great
Jitterbug: no but i would like to.
Bruce Carey: they can explore concepts in a new way here
Jitterbug: do we have something to move onto or can we spend more time here?
Lucrezia Borgia: You're the last stop on the bus :)
Jitterbug: well if you follow me i can show you more....
Bruce Carey: k
didax: bye all, gotta go
aurac: bye
Bruce Carey: bye didax
"mike": bye
zg: CYA
"mjson": bye didax, see you
Lucrezia Borgia: Thank you so much :)
didax: auspicious opening
Bruce Carey: Lucrezia - is there any intention to make the software support shutter glasses fro a true 3D effect??

"Steve Rosebush": ?
Lucrezia Borgia: Oh my good question :)
zg: don't do shutters
Jitterbug: What you see behind me, are just some of the objects i have made available. You can use them by setting your object path to: objects.activeworlds.com/eduverse1

zg: there is a new sony product which is pretty good
Bruce Carey: I have seen crystal eyes and tried a Forte VFX HMD - this would be a VERY interesting place in full 3D huh?

Lucrezia Borgia: Not at the moment, perhaps in some very, very future incarnation - however the aim is to reach the broadest possible scope of technology.....

Lucrezia Borgia: available to the average users..... and most people are only just getting computers.....
zg: yes - very interesting (but lo-res) :(
Jitterbug: is that the path still lucrezia?
Lucrezia Borgia: goggle's throw them quite a bit :)
Bruce Carey: can be hi rez though - cant it?
zg: no more that 800x600

Bruce Carey: ok
zg: and they are still really high cost
zg: getting better and cheaper - but a long way off yet
Lucrezia Borgia: At the moment we're focused on bringing AW into RW3 - which will give us the best possible rendering....
"mjson": luc, is it possible to move a world from AW to Eduverse?
Lucrezia Borgia: and we always work with the end user in sight.....
Bruce Carey: sorry - probably headed off on a tangent then
Jitterbug: join me please.
Pedrioli: what is RW3?
Lucrezia Borgia: Yes, you can mjson :)
Lucrezia Borgia: Renderware 3 - it's the latest rendering agent
"mjson": phew!
Lucrezia Borgia: *L* Tangents are good :)
Jitterbug: If you can find a place behind the rail.
Jitterbug: What you see behind me, are just some of the objects i have made available. You can use them by setting your object path to: objects.activeworlds.com/eduverse1
Jitterbug: Geometry like all math is about understanding patterns. Nature is full of them. Natures patterns are not just there to be admired but by classifying them and working with them,
Jitterbug: we discover a great secret: They are vital clues to the rules that govern natural processes.
Bruce Carey: thanks very much jitterbug - for making these objects available
Jitterbug: welcome.
Jitterbug: 400 years ago, the astronomer Jonannes Kepler wrote a small book, the six cornered snow flake, as a new year's gift to sponsor.
Jitterbug: In that he argued that snow flakes must be made by packing identical units together. This was long before the theory that matter is made of atoms had become generally accepted.
Jitterbug: Kepler performed no experiments; he just thought very hard about various bits and pieces of common knowledge.
Jitterbug: His main evidence was the six fold symmetry of snow flakes, which is a natural coincidence of regular packing.
Jitterbug: If you place a large number of identical coins on the table in try to pack them closely as possible, then you get a
Jitterbug: honeycomb arrangement, in which every coin -- except those at the edges -- is surrounded by six others, arranged as a perfect hexagon.
Jitterbug: Lets try a little experiment here, Let me build something...
Jitterbug: see the red tetrahedron?
Bruce Carey: yes
Pedrioli: yes
Jitterbug: i have made one twice the size.
"mjson": yep
Jitterbug: What I have done is make a bigger tetrahedron out of 4 smaller ones. Look in the center.
Jitterbug: Do you see an octahedron?
Bruce Carey: hmhhh
Bruce Carey: eys
Pedrioli: yes
"mjson": yes
Jitterbug: ok now extend this pattern out...
"Timaeus": yes
"mike": Have to go .Thanks for the open house.
"Timaeus": Is this a fractal?
Jitterbug: the big purple one expands ot much farther...
Jitterbug: in a way...
"Myrddin": looks a lot different from the inside.
Jitterbug: I could have this with individual octahedra or tetrahedra I chose to use a tetrahedra.
Jitterbug: Note there is 1 octahedron for every 2 tetrahedra. Bucky called this a "isotropic vectormatrix" and had patented the idea. He claimed to invented it in 1899 kindergarten class.
Bruce Carey: something from before - if all snowflakes are different is there an element from chaos theory acting?
Jitterbug: He loved retelling the story where, the teacher had given the class equeal length toothpicks and semidried peas to play with. While all the kids were making houses, cars and other stuff,
Jitterbug: Bucky because he could not see very well at the time, built by feel. (He had poor vision all his life and wore thick glasses, but at that point his eyesight problem had gone undetected so he didn't even have glasses). Where as the rest of the kids built what they saw, bucky's world was a blurred one, so he built what he felt was strongest.
"Timaeus": Fascinating...
Jitterbug: yes but what kepler was interested in was the regular hexigon pattern.
"Steve Rosebush": Aggreed
"Steve Rosebush": Agreed
"Timaeus": Did he have musical aptitude?
"Steve Rosebush": pardon

Jitterbug: Alexander Graham Bell made the same matrix, when he was building kites and was studying to make heavier than air flight. He needed a structure that was both strong and light.

Jitterbug: He believed that the tetrahedral cell would be the "brick" form which the safe strong flying machine of the future would be built.

Jitterbug: My neighbor who built his own airplane using fabric covered wood construction (not his own design) had wings that took advantage of the lightness and strength of the triangle. It was not exactly like this matrix but it was a pattern not that far removed.

Jitterbug: "Timaeus": carbon fiber honeycombs are the stuff of strong aircraft today...

Jitterbug: yes its getting its strength from geometry.

Pedrioli: really amazing way to learn geometry :))

Jitterbug: on many levels. both the atomic and the macroscopic.

Pedrioli: in this sense "fractal"

Jitterbug: s sheet of carbon fiber is floppy but it its a honycomb its strong.

Jitterbug: Bucky may have patented the idea and and Bell and his associates may have built this first, but who discovered it first?

Jitterbug: My guess? Some grocery store clerk stacking oranges, some time not long after the dawn of civilization. You see, each rod is the same length so the joints are equidistant apart.

Jitterbug: When oranges, or any spherical object is packed together the CENTER of the orange is can only be twice the radius of the orange from CENTER any other orange.

Bruce Carey: does it occur in living things?

Jitterbug: The interval distance can be greater but not less without squishing the oranges.

Jitterbug: im more familiar with this on the atomic level.

Bruce Carey: like - I mean bees can make hexagonal prisms

Jitterbug: the way many crystals arrange themselves this way.

Bruce Carey: sure

story1: I've got to go. Great Job with Eduverse. i look forward to it's evolution:-)

Jitterbug: This is Kepler's snowflake concept in extended from flat disks to one using spheres.

Pedrioli: I have to go - thanks to all - c u soon!!

Lucrezia Borgia: Thank you for coming :)

"mjson": it's getting late here, Thanks for the demo Jitterbug, bye everyone

Jitterbug: thats about it for the tour i hope you will try this stuff.

"Timaeus": Thank you Jitterbug.

Lucrezia Borgia: THank you so much Jitterbug!!!!!!!!!!!!!!!

"Steve Rosebush": Thanks Jiter!

"Steve Rosebush": Jitter!

Bruce Carey: thank you Jitterbug

Lucrezia Borgia: Thank you all for coming today :)

Jitterbug: What i would like to take away from this world is a willingness to experiment.

Jitterbug: wether you choose to use what is here, or are inspired to explore deeper into struck...

"Wotter": Lucrezia, thank you for arranging this and having us. I see I made it back agian in time for goodbyes.

Jitterbug: thanks for comming. sorry about running over.

Pedrioli: thanks a lot Jit - bye to all

Lucrezia Borgia: Oh it was wonderful Jitterbug, thank you :)

Pedrioli: have to learn a lot! Bye

zg: top world jitter

Totoro: Dazzling.

esoeric: Great work Jitterbug!

"Wotter": Jitterug, this is a really ice space. Thank you.

Jitterbug: thank you for the universe. this is a great concept.

Bruce Carey: very thought provoking - appreciated

Lucrezia Borgia: I am looking forward to seeing how this Universe develops :)

Jitterbug: we still have more to look at around here even now.

"Steve Rosebush": Myself as well

Jitterbug: so i hope you will have a look around.

"Timaeus": Lets have more events as projects evolve Lucrezia!

"Steve Rosebush": Yea!

Jitterbug: more to come ofcourse.

Lucrezia Borgia: Oh, absolutely :) And I am hoping we can come back to AWStruck and learn more :)

"Timaeus": Indeed.

Lucrezia Borgia: And that there will be more worlds like this where we can learn from each other :)

"Steve Rosebush": As they say "The last is sometimes the best" and this is the case

"Steve Rosebush": or in soem kind of wording

Jitterbug: ptera has done some exelent work on physical models, very hands on kind of stuff. he has a dome with picture of his stuff further down the hall.

"Timaeus": A tour de force

Lucrezia Borgia: I am in love with this avatar.....

"Lady Persian": soo, since i got here late, maybe someone can explain to me what EduVerse is for? im not really sure

"Steve Rosebush": lol

Lucrezia Borgia: This is a universe for educational programs and institutions :)

Jitterbug: the "jitterbug" yes that is the shape i took my name from.
Lucrezia Borgia: It's a definitely creative design :) and unique
Jitterbug: thanks. i will be giving more objects away as soon as im happy with them.
Lucrezia Borgia: Well, I too must be off..... again, my thanks to everyone for coming today..... and for all the presentations :)
"Steve Rosebush": Cya Lucrezia!
Lucrezia Borgia: I'll be posting the day's log to the list as soon as I can :)
Bruce Carey: bye everyone and thanks again to Lucrezia and Jitterbug
Totoro: Bye, Lucrezia.

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