
* Active Worlds chat session: Thu Nov 16, 2000 11:45 AM *

padraic: hi Lu
padraic: how do i find info on organization and research for my project
Vetunimi: hello
padraic: hi vet
Vetunimi: is there the round table
padraic: how do i do research
Vetunimi: ok thanks
padraic: xelo
[xelo]: Yes, padraic...
padraic: how do i find information on organization and research
padraic: stupid xelo
[xelo]: Same to you, padraic
padraic: Can anyone remind me of the log chat command?
padraic: How do i footnote
Policy Guy: Should be options, settings, chat - then click the chat and indicate file location
Vetunimi: hi p g
Policy Guy: hi
padraic: thanks
padraic: i guess we'll wait a couple minutes
padraic: Cinzia
padraic: is that you?
Vetunimi: hi yes it's me
padraic: nice to see you
Vetunimi: who are you padraic?
Vetunimi: nice to see you too
padraic: patrick mckercher UC Santa Cruz, your humble host
tig: Hi everybody
Vetunimi: hi there! i get lost with nicks
padraic: hi root
Vetunimi: hi tig
root: hi Padraic
padraic: welcome all
Vetunimi: thanks
padraic: I'm going to ask for general introductions in a minute
Vetunimi: ok
padraic: Welcome and thank you for coming. I would like this to be a true roundtable and hope that our conversation will continue after the session.
padraic: Thus, I wonder if everyone would give us an email address, tell us what world you are with, and perhaps what you'd like to discuss today.
padraic: you didn't expect a pop quiz, i bet
Vetunimi: you bet
padraic: If you like, you could also tell us what school you are with, and what subject you teach.
padraic: I'm going to be cutting and pasting b/c i'm a bad typist, so if i miss your contribution, pls repeat it
Vetunimi: ok
padraic: I'll start while everyone composes: pmmckerc@cats.ucsc.edu, eCollegE, and I'm interested in how to build community and how to make VW's more interactive, perhaps using gaming.
padraic: I teach writing and environmental studies to first year college students
padraic: now you all
padraic: could you log please?
root: sorry I got some crash problems
padraic: yes, it's possible i might disappear too, but i'll be back!
Policy Guy: I'm Dwight Toavs (toavs@ndu.edu), National Defense Univeristy, and am designing PolicyWorld, and am interested in learning how to build at this point. I teach information resources management and public policy subjects - senior career adult students
root: ok I'm a dutch artist working together with the Mondrian Museum on a national project on arts and education on the base of constructivistic learning
padraic: great PG, did you see transcripts on world building roundtables?
padraic: yeah constructivism!
Policy Guy: no, but I'll like to!!
padraic: tig?
tig: I'm Roberto Cuccu, (centro.apeiron@tin.it) I teach English at a Liceo Scientifico in Italy. I'm also a trainer in ET and moderator of the Italian Mailing List on educational simulation on 3D worlds
padraic: ET=?
Vetunimi: I am Cinzia Gandini DVM cgandini@iol.it, I work on Small Animals in a Clinic in Milano italy, and I am interested in the application of this media as new computer resource in distant training ,learning and as a clien aide

tig: I'm the caretaker of Edutopia. ET stands for Educational Technologies
Vetunimi: client=
padraic: **what a great group**
root: Our project is monitored by two Dutch universities faculties for education and special education. Studies are done around chat-behaviour

padraic: **Does anyone have anything particulat thry like to discuss today?**
Vetunimi: i have forgotten something maybe obvious..i am the caretaker of Vetunimi world here in Eduverse
tig: First thing that comes to my mind is bot as tutors
padraic: **great, we'll see some on the tour**
Policy Guy: This is my first roundtable, and I'm interested in everything at this point - especially bots
root: Our first world was in the AW domain Eduhml which was created in 1998 later we started cooperating with the Euroland project

tig: I know Euroland
padraic: **we are on the bleeding edge of bots, meaning you'll see some that don't quite work yet ;)**
root: I amm cartetaker of the EduArt world which is still privat and under construction
Vetunimi: did yo ubuild your own software or are you using HamBots?
Policy Guy: Not to worry! Everyone has technology stability challenges
padraic: **kepp making your wants known as we go, and i'll give some background on this pj**
tig: right
padraic: **we have used bots by Hamfon, Xelagot and Imagenius (not even sure which is which anyone)**

padraic: **Here's a brief overview of this project: Several years ago, Bonnie DeVarco <claps for Hypatia> and a team of students digitally documented our campus and then worked with architects (including Zg) to recreate the campus.**

padraic: **The original idea was to give prospective students a sense of our beautiful campus, but soon experiments began to make it a genuine learning space.**

padraic: **As an offshoot of this, the Virtual High School was created to allow interaction between public schools and UCSC.**

padraic: **eCollegE is an extension of this outreach effort; environmental issues are perfect for this purpose, since it involves all academic subjects.**

padraic: **A small but hardy team of students and I have been developing our skills and this world for about a year.**

padraic: **If you'd like, I'll give you a tour to show the basic layout and thinking behind the design. I welcome your suggestions and questions at any time.**

padraic: **We'll start with the heart of project, the Situation Room. I hope the bots don't get too annoying, as I can't shut them down from here.**

Policy Guy: What functions generally do the bots do in this world?
padraic: **As you noted when you arrived, Kate directs visitors and answers questions. She's an imabot, the easiest to use because of the simple GUI interface. She can be taught to answer new questions "on the fly." kate define what is PCB**

padraic: **kate define what is PCB**
padraic: **padraic: Please enter definition for what is PCB.**
[Kate]: **PCB's are a carcinogenic chemical often found in electrical insulation and virtually all organisms on the earth.**
padraic: **padraic: Definition successful.**
padraic: **kate what is PCB**
padraic: **what is PCB**
[Kate]: **PCB's are a carcinogenic chemical often found in electrical insulation and virtually all organisms on the earth.**

padraic: **it's just that simple**
Vetunimi: can we link a database to a bot?
tig: Sort of Web Knowledge
padraic: **this bot can also have flexibility in how close the word string has to be**
root: Kate is reacting yust on PCB i guess
padraic: **we're just starting to think about databases, but you can use bots to trigger all sorts of events, so in principle it sounds doable**

padraic: **It's odd, sometimes you have to use her name, and sometimes you can't**
Vetunimi: yes it is one of my favorite dreams..now you can make a good and complex script...but a database could be great

padraic: **In the Situation Room Guidancebot (a boothbot) gives a slide show (soon to be multilingual) orienting the user to the situation and how to use the room.**

tig: I've just wispered to Kate the same question about PCB, but there was no answer
root: can you demo the slideshow by boothbot?
padraic: **might have to be exacly the right string of characters, but as i say, there's some ways to get around that problem**

padraic: **We'll start with the heart of project, the Situation Room. I hope the bots don't get too annoying, as I can't shut them down from here.**

root: PCB
padraic: **you can click on the red sign to your left or join me**
padraic: **When you get close to guadance bot (boothbot) it shd start**
root: what is PCB

[Kate]: PCB's are a carcinogenic chemical often found in electrical insulation and virtually all organisms on the earth.

Vetunimi: yes the bot is talkative!

padraic: In the Situation Room Guidancebot (a boothbot) gives a slide show (soon to be multilingual) orienting the user to the situation and how to use the room.

padraic: yes, this is technically only a 1/4 world, so we have only one chat zone; chat control is a problem

padraic: Ideally a bot will whisper only to the person making the inquiry

padraic: we only have one slide at the moment, but you get the idea

padraic: At the risk of repetition, i'll tell you about this room

padraic: Two metaphors are imbedded here: If we could see the world (panopticon/conning tower) we would feel obliged and empowered to protect it.

padraic: In a Situation Room, the head of state is given the best and most current info, offered scenarios and then must make a decision.

padraic: Should I wait until boothbot stops bothering you all?

root: we can read the log later ;)

tig: go ahead

Vetunimi: yes sure

padraic: ok, In a Situation Room, the head of state is given the best and most current info, offered scenarios and then must make a decision.

padraic: So you the user are the VIP, and it's your decision how to deal with the environmental crisis.

padraic: So the left wall gives realtime data and images, and bulletins on urgent action. The back wall allows the user to drill down by geography, topic or species.

padraic: The right wall allows site navigation: a large gathering place, a place to display student projects, a writing center, and a hall of ecoheroes.

padraic: Earth, air, fire and water will have their own interactive exhibits, the next room, Ocean, is our first attempt.

padraic: let's wander that way

padraic: The ocean room has live animal cams, cams of aquanauts living under the ocean, realtime tracking of sea turtles, and singing (and virtual) whales.

padraic: You can watch video from current oceanographic expeditions, ask the researchers questions, and investigate simulations.

padraic: Bottom line, we were going for interactivity

padraic: By the way, agentsheets.com has amazing (Mac) software for even young students to create sophisticated simulations and then post them on the web for all to use.

padraic: any ideas or questions at this point?

root: no pc alt at agentsheets.com?

padraic: you can play with the various things here, most are listed on the red flowery kind of image

tig: how interactive can you go?

padraic: you know, i thot there was a PC version, but didn't see it on their webpage but maybe that was just download

root: ok I'll have a look

padraic: I think having students make their own simulations is pretty amazing

Vetunimi: yes there are also pc programs to build applets

padraic: we're also trying to make the world more interactive with the triviabot in the next room

tig: mm

padraic: yes? agentsheets builds the applet than launched it to the web with a button, i'm told

padraic: we can go play with the triviabot now if you like.

root: I clicked on the red flower still waiting for downloads

tig: Have you tried to integrate sound in this room?

padraic: would someone like to type trivia start? don't know proximity requirement

root: trivia start

[Trivia]: root: Game started.

[Trivia]: Hi. Lets start a Triviagame. Please answer with a, b, c, or d.

[Trivia]: Here is one (Earth): (1) What percentage of cancers have environmental causes? a) 27 percent b) 84 percent c) 80 percent d) 45 percent

padraic: there's some sound in earth status room, environmental radio streaming, and there's a hydrophone that sometimes allows hearing live whalesong

padraic: We just added a triviabot as our first attempt to add some gaming aspect: i don't like the "drill-and-kill" multiple guess format.

padraic: c

root: a

[Trivia]: You got it, padraic, for 5 points.

[Trivia]: Here is one (Earth): (2) Intensive Irragation leads to a) equitable distribution of welth b) increase in soil nutriants c) crop diversity d) Selenium poisoning

padraic: the faster yoyu answer, the more point

padraic: I don't mean to bum anyone out with the info here

padraic: d

[Trivia]: You got it, padraic, for 5 points.

[Trivia]: Here is one (Earth): (3) Since the introduction of chemical pesticides in the 40's, losses to insects have a) dropped 85 percent b) risen 45 percent c) remained constant d) doubled, but offset by production increases

padraic: d

[Trivia]: You got it, padraic, for 9 points.

[Trivia]: Here is one (Earth): (4) What three cancers are increasing rapidly a) bone marrow, skin, lymphnode b) heart, brain, skin c) lung, liver, skin d) none of the above

padraic: i hate a showoff

padraic: b

padraic: no reaction to wrong answer

padraic: Also I want it to coach on wrong answers, but we will soon have it run a sort of scavenger hunt based on content in the world (could also train users to do research)

padraic: a

[Trivia]: You got it, padraic, for 2 points.

[Trivia]: Here is one (Earth): (5) What percentage of Americans will develop cancer in their lifetimes? a) 33 percent b) 40 percent c) 57 percent d) 10 percent

padraic: b

[Trivia]: You got it, padraic, for 10 points.

[Trivia]: Game ended. Standings are padraic (31)

[Trivia]: The winner is padraic

padraic: Let's go back to the situation room: (if you add me to your contact list, then you can rightclick on my name to join us)

padraic: shoot, triggered guidancebot again

padraic: i want to make sure we have time to talk, so i'll cut some bits of the tour

padraic: this room has some nice multimedia examples

padraic: the next room has info on ordinary people doing amazing acts to protect the planet, check out the Wa video at some pt.

padraic: We'll also skip the virtual science fair room, but there's amazing student sites on the ocean from Thinkquest.

padraic: You might see a black dome in the distance: we're trying to give users a way to manipulate objects in world using bots.

padraic: since you are into bots, we can go over there quickly.

padraic: these telescopes are the first objects we made

padraic: we wanted to find a way for users to manipulate object in AW, so we made the tele a bot

padraic: the idea is, the user types show me orion, and the tele rotates, makes noise, opens a door in dome, and pushes a url for NASA image

padraic: maybe this will work after final exams ;)

root: it is n't working yet?

padraic: our last stop is the writing center

padraic: i have seen bots respond to command like rotate 180 degrees, so i know it;s doable

root: but why let this be done by bots if you can manipulate them yourself

padraic: let's go to writing ctr now, there a teleport in Sit rm, or join me

Policy Guy: Thanks padraic, must leave to catch my car pool. Washington DC traffic is unforgiving! I'll come back again.

padraic: cya. root, i guess a citizen could be given the ability to change an object, but not a tourist?

padraic: and right now, the user could rotate, but url push would not happen

tig: crt

root: That's true yes this url push

padraic: here is our last bot, our own creation with the help of Alex de G, xelagot

padraic: i'm at 7n 7e .4a?

tig: By the way, do any of you know how to remove the frame from a picture

padraic: here we have a seminar room with groupware (centranow.com), which is amazing because you can broadcast any application to the others in the meeting

Vetunimi: investigating!

padraic: I don't know about the frame problem, but Zg would.

tig: any email address for Zg?

[xelo]: Can't define what is PCB. Can't define what is PCB. Joining you, padraic. Can't find us), padraic. Can't find writing ctr now, padraic. padraic, can't do that :(Joining you, padraic

padraic: Xelo is our tutorbot, who can push URL in response to a chat inquiry; i was just trying to remember that the questions were when you all arrived

Vetunimi: <http://www.activeart.co.uk/>

Vetunimi: zg homepage

padraic: thanks vet, she's an international treasure

padraic: birdie is a bot with that capability, but since our bot guy is liberal minded, it might take a while

tig: let's go ahead

padraic: in fact it might be a bot test in progress

root: is there a bot for jb like behaviour to eject?

padraic: anyway, students can go thru the writing process assisted by the bot, and at each stage famous writers will give them advice

Vetunimi: well we all have customs aide here in eduverse root

padraic: you can definitely eject for language, in fact i thought it was built in in Eduvesre
Vetunimi: yes my bot is really strict!
tig: How? through email ?
padraic: yes,
Vetunimi: but it's ok
padraic: we're nearly out of scheduled time, but i" hang out as long as anyone likes.
root: hambot will do this
Vetunimi: yes i guess so root
padraic: di you have any questions or ideas for us?
padraic: or ideas on how to use bots in your wolds?
padraic: Vet. what do you use bots for?
Vetunimi: i am working on aw object window codes..at the moment
padraic: tell us more
Vetunimi: to get a more interaction between the 3D and the web
root: well we're doing our first experiments still and must think about it.
padraic: i'm not sure what an obkj window code is
Vetunimi: well i am trying to build clickable object that can just modify a webpage
padraic: or what it does?
Vetunimi: well there are many yo ucan use..
padraic: so what would be an example of a use of this function?
root: anyhow thank you very much for your show, I'd like it and will read the logfile over and try this bots.
Vetunimi: well we got some "targets" parameters working..
padraic: i'll give the urls for the main three designers we have used
Vetunimi: so we can just trigger action directly on a html script
root: I hope to invite you all another time in one of our conferences and giving you our experiences
padraic: to update content?
Vetunimi: no not to update that would be reductive
padraic: yes, root, pls do invite us.
tig: I was wandering if it could be possible that some of our worlds collaborate in activating a single project.
root: sure
Vetunimi: to build a little "software" inside the software if i can say so..maybe would be better to say to build a presentation
padraic: yes, i was just reading a transcript of an earlier roundtable where that was discussed, root
padraic: i mean tig
tig: There are so many interesting things around here
padraic: ah, so a slideshow would be possible?
Zzed:
padraic: yes tig, our job has luckily been much more about cfinding content than building structures.
root: Stuard Gold did a lot. I visited his show some time ago.
Vetunimi: my next step would be to enlarge a particular..or any particulars of a 3D clickable object
padraic: bye mark
Vetunimi: yes sure the slide show is possible yes
root: You mean a slideshow in html done by a bot?
Vetunimi: enlarge and rotate..
padraic: not sure i understand enlarge a particular
Vetunimi: enlarge and move or open
tig: I'm experimenting with Real Audio Slide Show, it seems easy and really great
Vetunimi: yes maybe is my language
padraic: yes, we have access to a relaserver i think, but i have not heard of the SS pagm
Vetunimi: suppose i click on the eye of your avatar and i see a bigger one
Vetunimi: ayeball..
Zzed: lol
Vetunimi: eyeball
padraic: ah, i see. like zooming in on a map to get more focussed data
Vetunimi: it's not funny zzed
Vetunimi: zooming good that is a better word
tig: What about having different images of different sizes?
Vetunimi: yes
Vetunimi: but that won't be 2D ..
Zzed: i think it is Vetunimi :)
tig: right
Vetunimi: i want to make it all in 3D different windows
Vetunimi: well that is reliable yet tig
padraic: It's sounds intriguing, V. I am always looking for ways students can fly thru info, get info visually and manipulate objects
padraic: ethan are you still here?
tig: What I wanted to tell before is just that these worlds are too visual
Vetunimi: yes it is interesting myself much too..ideed

Vetunimi: too visual?
padraic: **how so?**
root: should be fun to have a dataglove like app inside the world
Vetunimi: what do you mean too visual?
tig: We should also allow students that learn through the auditory channel
padraic: **root, is that possible anytime soon?**
Zzed: yes i agree tig, text seems to have been neglected
tig: to have a chance
Vetunimi: well the problem is we have a few ppl working on this for those purposes, i mean generally, and so a few resources..for example i work alone
tig: So do I
padraic: **yes, on all channels. as a writing teacher i sort of mourn the loss of textbased MOOs**
Vetunimi: yes, so i a programmer was with me i am sure something really nice could pop out
Vetunimi: if
root: I dont know. we used it 10 years ago with other software moving and tactile feedback
tig: I'm talking about audio, not only tests
tig: I mean texts
Vetunimi: i saw many good new programming features that could integrate with this software
padraic: **some language teachers here are doing amazing things with audio: listening to students from a disk, students listen to spanish folk songs while reading the worlds, watching video interviews with the singer etc**
tig: I think we should provide chances for multiple intelligences, if you know what I mean
padraic: **For example Vet?**
root: Padraic such a glove app should be possible but written ;) in vrml it is possible
Vetunimi: what do you mean tig? a collaborative effort?
padraic: **Amen to that Tig, that's why i am interested in constructivist approach.**
tig: Also
Vetunimi: for example the new web features in VB6
Zzed: *wonders what you ppl are actually trying to achieve
tig: I don't know about it
Vetunimi: yes it is just amazing
Vetunimi: the "simple do miracles"
Zzed: would i mind what padraic?
Vetunimi: sorry brb
Zzed: why are you whispering to me padraic?
padraic: **Tell us more V**
padraic: **eject Zzed**
Zzed: charming, is this way you treat all your guest padraic?
root: calm down please
Vetunimi: back
Zzed: padraic, why do you keep whispering to me?
root: it was too amazing to let this happen...;)
Vetunimi: what happened?
padraic: **In a year, this is the first time i've been obliged to deal with such nonsense, so that's a good sign for the future. let's continue.**
Zzed: i dunno Vetunimi
root: 4 persons + 4 bots
Vetunimi: what happened?
Vetunimi: anything wrong?
Zzed: i asked for some focus on the meeting objectives and padraic tried to silence me
padraic: **Not so far as i can tell from here.**
root: some misunderstandings, see your log file later
Zzed: thank you root
Vetunimi: well we all come from different parts of the world, i think it is just amazing itself, why arguing?
root: and take a bot who logs all whispers
tig: probably there are some cultural misunderstandings
Zzed: without doubt tig
Vetunimi: well my english is too bad as this time!! i hope to not beign offensive with anybody
root: I think so its a strong but rare communication technic this
padraic: **I hope so. So does anyone have any other ideas or questions?**
fantasia2: hello
root: a friend of me is doing research to chat qualities I'll show him the log
Vetunimi: hi fantasia
Zzed: hi fantasia2
padraic: **welcome Fant**
Vetunimi: yes i have
fantasia2: thank you everybody
root: Padraic and others thx very much hope to meet you all once again bye
fantasia2: mi chiamo valpi
padraic: **We are just finishing an AW roundtable discussion on educational virtual worlds, with special emphasis on bots.**

padraic: **thank you for coming root**
Vetunimi: it would be nice to try a simple class out ..composed by students from different part of the world..well i know the difficult would be which right issue to choose
tig: I do agree on that!
fantasia2: i'm an italian teacher
padraic: **Euroland is doing good work along those line**
Zzed: yes Vetunimi, you were talking about enhancing web features, so what purpose?
Zzed: wups so = to
Vetunimi: yes very, i know Robert there..
padraic: **Euroland is a dutch-italian collaboration, i beleive**
Vetunimi: well no i was meaning..something truely virtual
tig: this year is only for Italian schools, I think
Vetunimi: in euroland they were real classes..logging in the virtual worlds
Vetunimi: i don't know anyway..i am not a teacher
tig: the problem is time zones, when to meet
root: We are working with Beatrice Ligorio and Henny van der Meiden
root: From Euroland
tig: I know Beatrice
fantasia2: I'm interested in what you are saying.could you plesse explain me something
padraic: **of course**
root: I cant stop I must go :)) see Ubique world in AW of you want to contact me sjardijn@xs4all.nl
padraic: **thanks you root, i will**
Vetunimi: bye root nice to meet you
root: may be it should be good to give e-mail addresses
padraic: **sure pmmckerc@cats.ucsc.edu**
Vetunimi: yes i did at the beginning: cgandini@iol.it
tig: mine is centro.apeiron@tin.it
root: I'll send you all a message to inform you about our project
tig: Have a go to Edutopia some time
Vetunimi: thank you root
root: Tig I'll do that :))
tig: OK
padraic: **yes, i have thinking we need some some of registry or index so we can know what everyone is doing.**
tig: great
tig: Sort of Forum
Vetunimi: yes we could have our own journal
tig: we post our projects there
padraic: **When i first began a year ago, i did a quck survey of worlds, but there are so many now**
Vetunimi: e_journal of corse
Vetunimi: yes true..they are so many..it is almost difficult to surf them all
padraic: **Yes, Hypatia is building a virtual library in VLearn world that she wants eveyone to collaborate on, we perhaps could put it there**
Zzed: ** gone
padraic: **Or a database, so you could search by Inaguage, subject matter etc**
Vetunimi: good
Vetunimi: bye zzed
root: Let me know by e-mail what you decede please I must go now
tig: I must be going, something to do for tomorrow
root: I mean decided
Vetunimi: ok yes me too..
padraic: **decide about ?**
tig: It has been a nice evening together, thanks to all of you
padraic: **thanks so much for your contribution today**
root: bye all <>
tig: bye
Vetunimi: bye everybody
Vetunimi: thank pedraic..and cograts for you nice job on the worlds
padraic: **hope to see you soon**
Vetunimi: i hope to have you all gusts in my world too
Vetunimi: bye