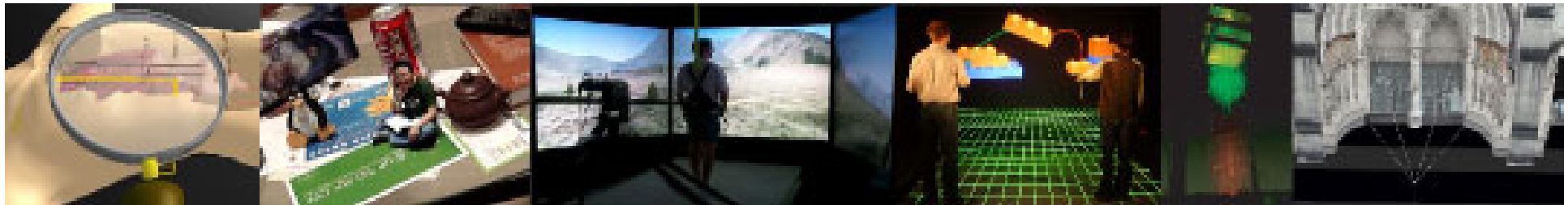


First International Workshop on
Massively Multiuser Virtual Environments

MMVE'08



at

IEEE Virtual Reality 2008

March 8-12 Reno, Nevada USA

Welcome to Reno & MMVE'08

- MMVEs increasingly popular
 - games, virtual communities, web3D, simulation, training, ...
- Required:
 - distribution platforms
 - virtual reality systems
- Our goal:
 - provide a link between networking & VR communities
 - discuss novel architectures, algorithms and protocols
 - incite collaboration between groups

Schedule (1/2)

8:30-9:30 am **Welcome & Keynote**

Session Chair: G. Schiele, University of Mannheim, Germany

Getting There from Here: A Roadmap For the Interoperable 3D Internet

by Jon Watte, CTO, Forterra Systems

9:30-10:00 am **Coffee break**

10:00-12:00 am **Session 1**

Session Chair: A. Wacker, University of Duisburg-Essen, Germany

- **Scalable Reputation Management for P2P MMOGs**
by G.-Y. Huang, S.-Y. Hu, J.-R. Jiang
- **Clustering Players for Load Balancing in Virtual Worlds**
by S. Rieche, K. Wehrle, M. Fouquet, H. Niedermayer, T. Teifel, G. Carle
- **Consistency Management for Peer-to-Peer-based Massively Multiuser Virtual Environments**
by G. S., R. Sueselbeck, A. Wacker, T. Triebel, C. Becker
- **Data Aggregation Method for View Range Computation on P2P-based VCS**
by R. Nishide, D. Ito, M. Ohnishi, S. Ueshima

Schedule (2/2)

12:00-1:30 pm Lunch

1:30-3:30 pm Session 2

Session Chair: S.-Y. Hu, National Central University, Taiwan

- 1. An Implementation of a First-Person Game on a Hybrid Network**
by A. Steed, B. Zhu
- 2. Solipsis: A Decentralized Architecture for Virtual Environments**
by D. Frey, J. Royan, R. Piegay, A.-M. Kermarrec, E. Anceaume, F. Le Fessant
- 3. The HyperVerse - Concepts for a Federated and Torrent Based "3D Web"**
by J. Botev, M. Esch, A. H., H. Schloss, I. Scholtes
- 4. Towards an Authentication Service for Peer-to-Peer based Massively Multiuser Virtual Environments**
by A. Wacker, G. Schiele, S. Schuster, T. Weis

3:30-4:00 pm Coffee break

4:00-5:00 pm Open panel discussion

Topic: **Peer-to-peer MMVEs – future or fashion?**

...and Now

...have fun with the workshop!