
Collaborative Virtual Environs
Comp10043
Lecture 2

Where it all started ...

Collaborative Virtual Environs

December 1968

- Standard computer model is timeshare
  - Remote terminals to a single powerful mainframe give illusion of working on a ‘personal’ computer
- Input usually via punched cards or switches – sometimes via keyboard
- Computers used almost exclusively for data processing / scientific calculations

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You are invited to a special session at a computing conference in San Francisco – Doug Engelbart will be presenting a demo on the use of computers to augment human intellect. This will become known as '**The Mother of All Demos**'

Collaborative

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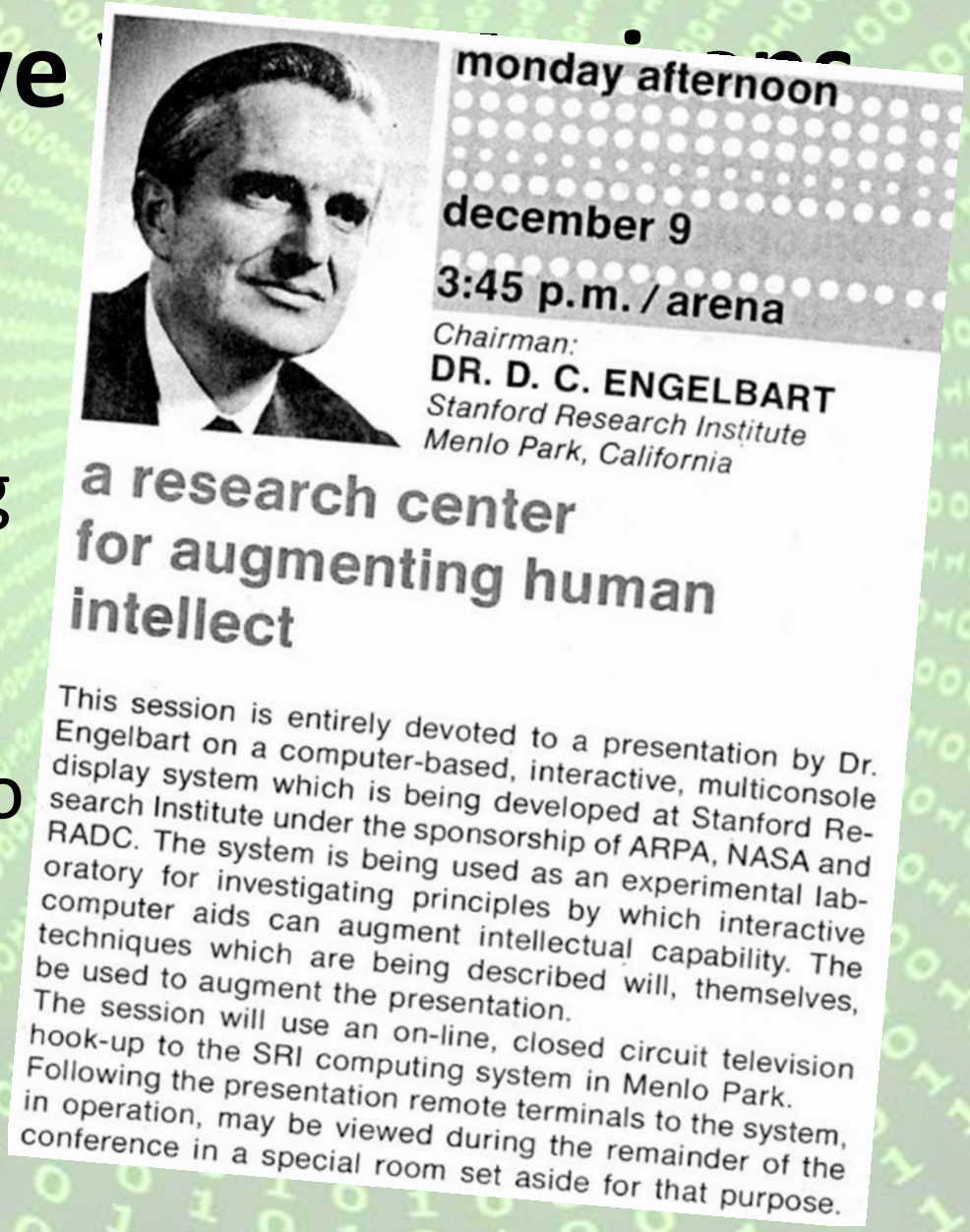

monday afternoon

december 9

3:45 p.m. / arena

Chairman:
DR. D. C. ENGELBART
Stanford Research Institute
Menlo Park, California

a research center for augmenting human intellect

This session is entirely devoted to a presentation by Dr. Engelbart on a computer-based, interactive, multiconsole display system which is being developed at Stanford Research Institute under the sponsorship of ARPA, NASA and RADC. The system is being used as an experimental laboratory for investigating principles by which interactive computer aids can augment intellectual capability. The techniques which are being described will, themselves, be used to augment the presentation.

The session will use an on-line, closed circuit television hook-up to the SRI computing system in Menlo Park. Following the presentation remote terminals to the system, in operation, may be viewed during the remainder of the conference in a special room set aside for that purpose.

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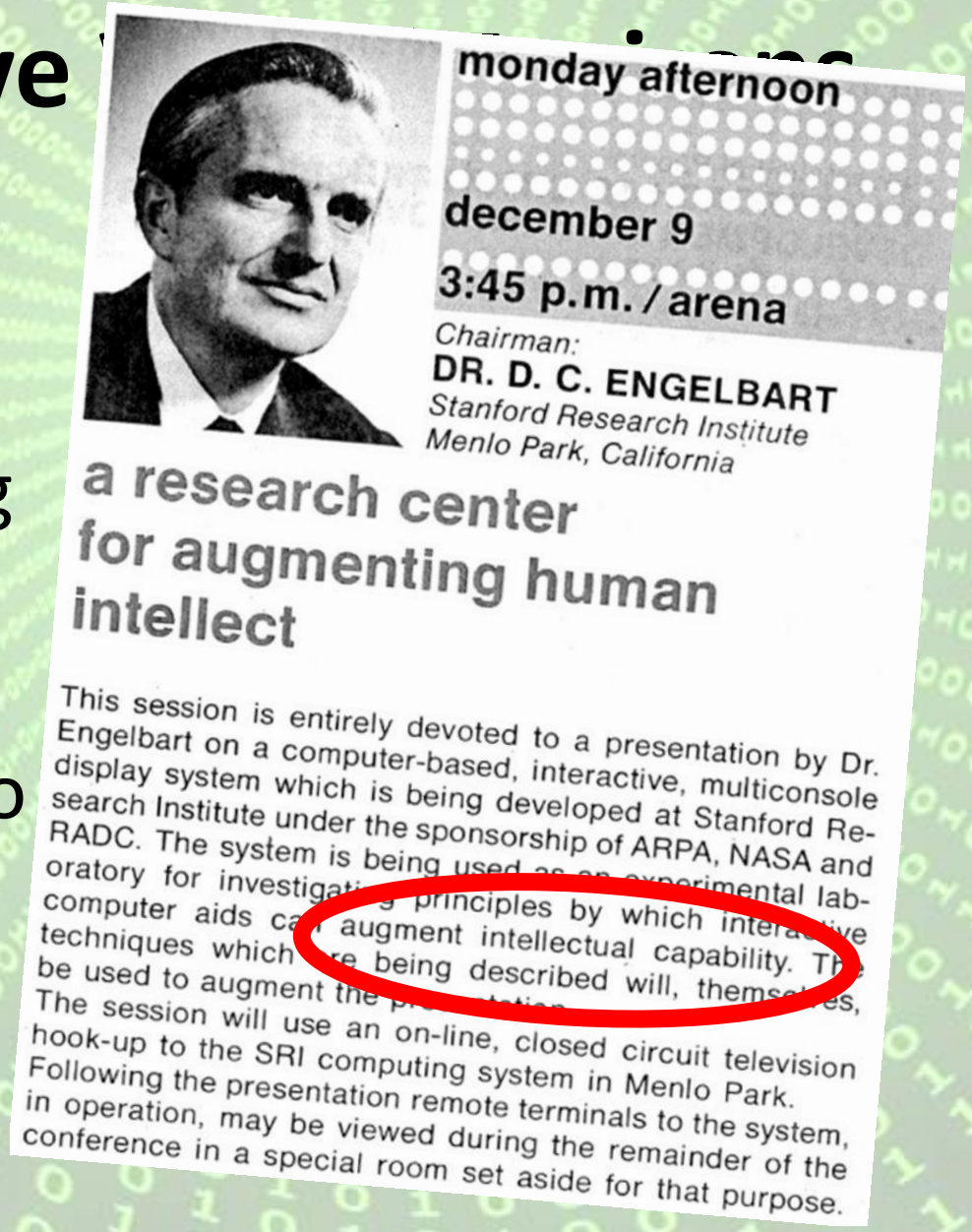

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The Mother of all Demos

On December 9, 1968, Douglas C. Engelbart and the group of 17 researchers working with him in the Augmentation Research Center at Stanford Research Institute in Menlo Park, CA, presented a 90-minute live public demonstration of the online system, NLS, they had been working on since 1962.

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The Mother of all Demos

The public presentation was a session of the Fall Joint Computer Conference held at the Convention Center in San Francisco, and it was attended by about 1,000 computer professionals.

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The Mother of all Demos

This was the public debut of the computer mouse.

But the mouse was only one of many innovations demonstrated that day, including hypertext, object addressing and dynamic file linking, as well as shared-screen collaboration involving two persons at different sites communicating over a network with audio and video interface.

http://sloan.stanford.edu/MouseSite/1968Demo.html

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http://www.archive.org/details/XD300-21_highlights_AResearchCntAugHumanIntell
(Start at 14.46)

Where we are now …

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Slack

Platforms:

Web, Windows, iOS, Android, Windows Phone

Features:

Drag-and-drop files, on-desktop notifications, group projects

Video calls:

Yes

Integrations:

Dropbox, Google Docs, Box

Free trial:

Free version available

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Slack

Click for video

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Asana

Platforms:

Web, iOS, Android

Features:

To-do lists, project templates, dashboards

Video calls:

Yes

Integrations:

Slack, Dropbox, Github

Free trial:

Yes

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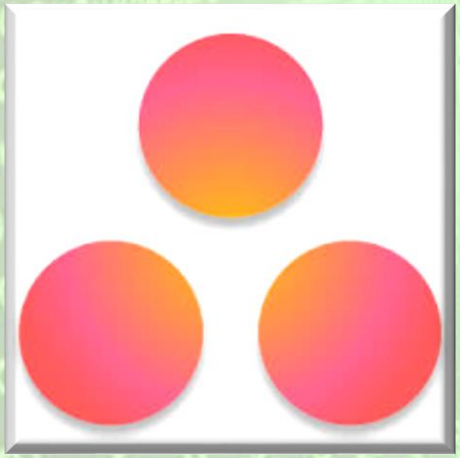
Asana



Click here for video

Collaborative Virtual Environs

Podio

Platforms:

Web, iOS, Android

Features:

File sharing, project tracking

Video calls:

No

Integrations:

Dropbox, Google Drive, Evernote, Zendesk, Campaign Monitor

Free trial:

No

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Podio

Click here for video

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Ryver

Platforms:

Web, Windows, Mac, Linux, iOS, Android

Features:

Easy-to-use newsfeed, filters, file sharing

Video calls:

No

Integrations:

Dropbox, Gmail, Box, Basecamp, Yammer

Free trial:

Free product

Collaborative Virtual Environs

Ryver

Click here for video

Collaborative Virtual Environs

Trello

Platforms:

Web, iOS, Android

Features:

Create boards and lists, flexible project management

Video calls:

No

Integrations:

Evernote, GitHub, Google Drive, Slack

Free trial:

Free version available

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Trello

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Collaborative Virtual Environs

plus

Collaborative Virtual Environs

plus

And many, many more...

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Online collaboration is big business.

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In this course your task is to create your own online collaborative tool but in a virtual world.

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Assessment

The assessment for this course requires students, in teams of 3 or 4, to design and create a virtual Games Studio (students from courses other than Games Dev can create a Software House or Web Development company if preferred).

The final virtual world should allow remote users to collaborate to create a game (program, website).

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Assessment

Assessment 1 - Design

40 marks

Teams of students should collaborate online, using tools they have identified, to produce a design document, and a presentation

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Assessment

Assessment 1 – Design (40)

Marks will be allocated as follows:

Design Doc - 15 for content of document

- 10 evidence of online collaboration

Presentation - 15 content and delivery

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Assessment

Assessment 1 – Design (40)

Example submissions:

C Pass
- Document with adequate but basic design
- Minimal evidence of online collaboration
- Basic presentation

A Pass
- Document with detailed design
- Extensive evidence of online collaboration
- Online presentation in virtual world

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Assessment

Assessment 2 – Production (60)

Marks will be allocated as follows:

Virtual World - 20 for modelling
- 30 for functionality

Video - 10 for video walk through

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Assessment

Assessment 2 – Production (60)

Example submissions:

C Pass
- Basic model
- Some functionality
- Basic video demo

A Pass
- Detailed model closely matching design
- Extensive functionality
- Online presentation of virtual world
- Comprehensive video demo involving all team members narrating their own contribution

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Sim On A Stick

Navigate:

UWS-opensim0.7.0.2-bin/

bin

and run OpenSim.32BitLaunch.exe

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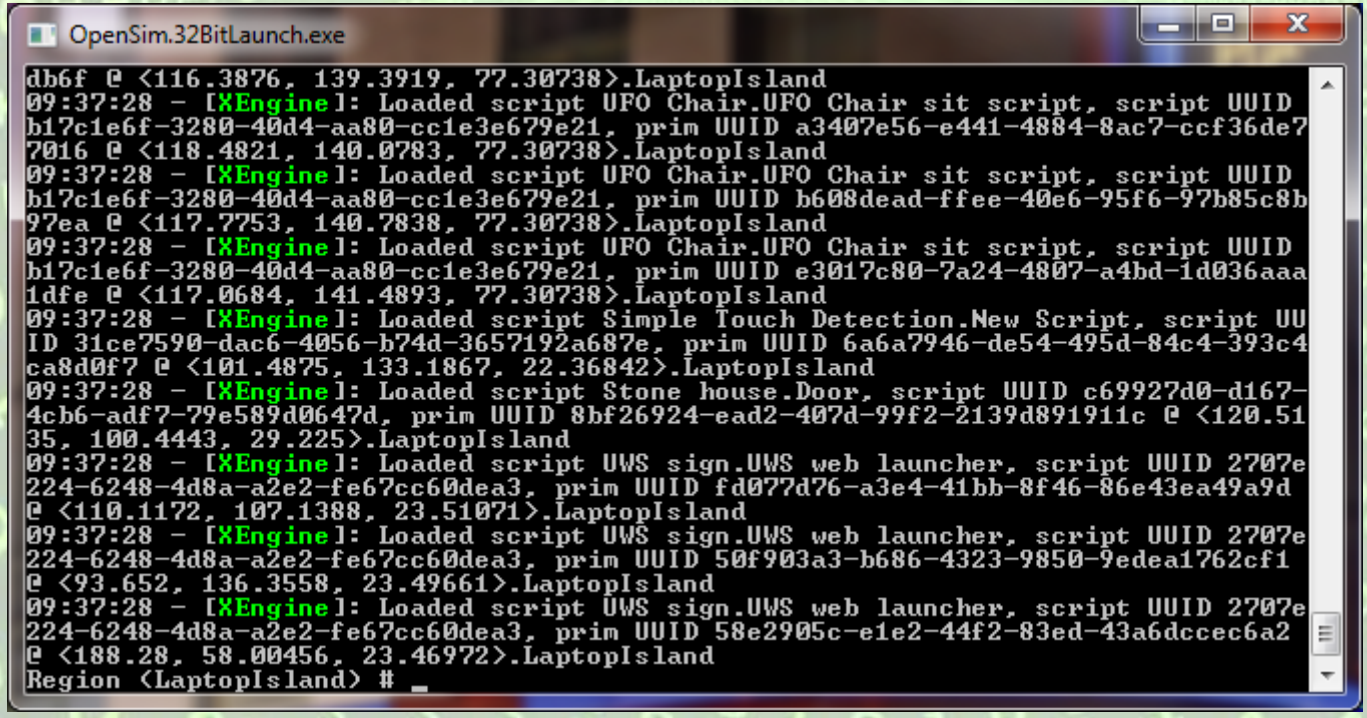
Sim On A Stick

After a few minutes (be patient) you'll see: Welcome to LaptopIsland!



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Sim On A Stick

LaptopIsland is now running, but we need to use another piece of software to view it.

Navigate:

soas_viewer uws/

Imprudence/

and run Imprudence.exe

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Sim On A Stick

Imprudence is now running

First name:

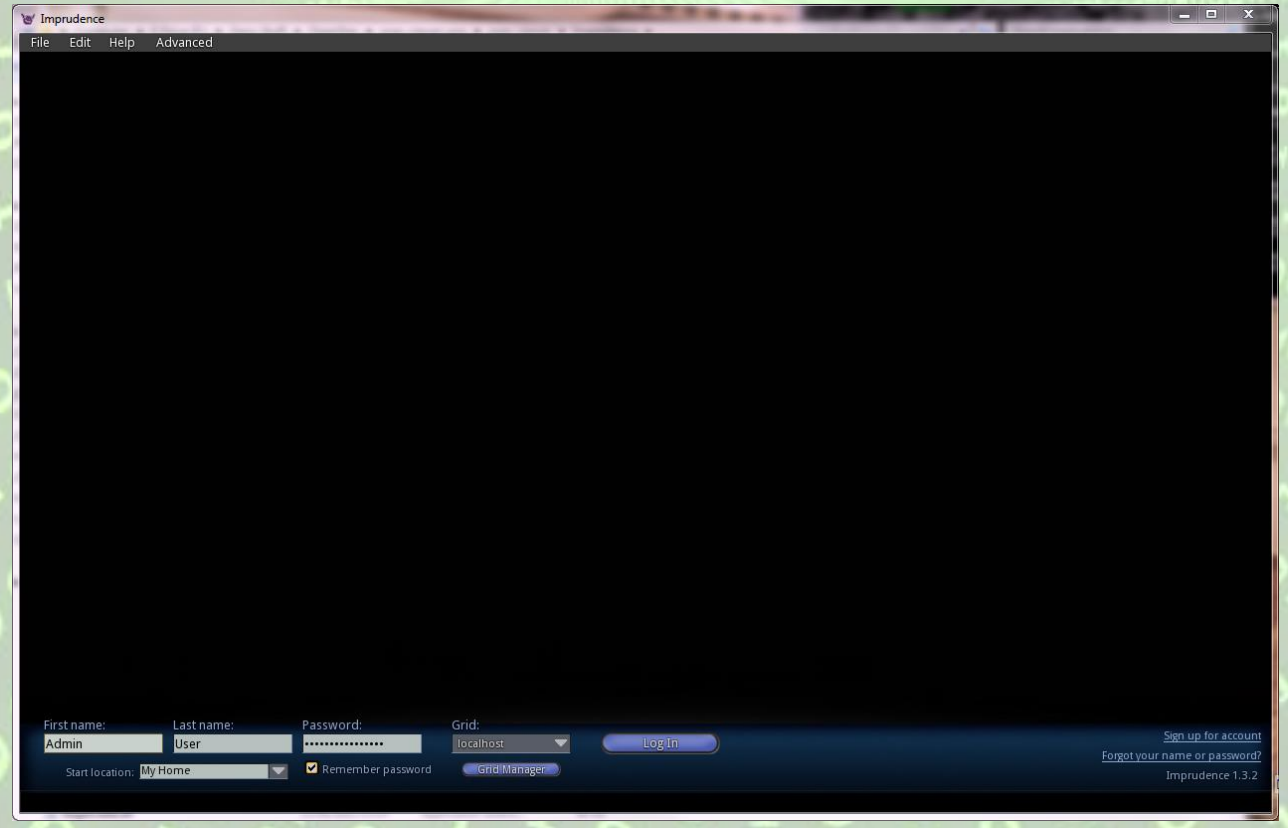
Admin

Last name:

User

Password:

123456



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Sim On A Stick

You are now in LaptopIsland, as Admin User.

This is your own copy, nobody else (at the moment) can access your world.

Follow the instructions on the tutorial sheet, and experiment with movement, actions etc.