
Collaborative Virtual Environs
Comp10043
Introductory Lecture

Collaborative Virtual Environs

A virtual world or massively multiplayer online world (MMOW) is a computer-based simulated environment populated by many users who can create a personal avatar, and simultaneously and independently explore the virtual world, participate in its activities and communicate with others.

https://en.wikipedia.org/wiki/Virtual_world

Collaborative Virtual Environs

Introduction to Course

This module asks students to review the technology and application of a range of collaborative technologies, from web-based applications for collaboration, communication and sharing, to rich 3D multi-user virtual environments. The history of such technologies, and some of the unusual and surprising ethical and moral issues that have emerged form a background for a module where students work in teams to develop novel, practical and immersive projects within a 3D multi-user virtual environment.

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Course Structure

In this course, a lot of the marks are allocated solely for online collaborative working between the members of the team – the point of this course to show how we can work effectively with others who could be anywhere in the world!

Therefore you **MUST** provide evidence of your online activity.

Most work carried out face-to-face is not admissible.

In previous years this has proved problematic, given that 4 hours lab time is allocated each week.

So …..

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Course Structure weeks 1 to7

Week	Hamilton		Paisley		Dumfires		Class		
1	Mon	10-Sep	Thurs	13-Sep	Thurs	13-Sep	1	Lecture 1	Introduction to course, explanation of Lecture/Online model, Course management (fortnightly meetings, SMART targets, minutes, agendas) Assessments, software. Peer evaluation (Hons Classification). Form groups, first meeting, set out roles/rules.
2	Mon	17-Sep	Thurs	20-Sep	Thurs	20-Sep	2	Lecture 2	Second lecture Second meeting - minutes, agenda, SMART targets for next meeting, signed roles/rules
3	Mon	24-Sep	Thurs	27-Sep	Thurs	27-Sep	3	Lecture 3	Third lecture Third meeting - minutes, agenda, SMART targets for next meeting
4	Mon	01-Oct	Thurs	04-Oct	Thurs	04-Oct		Online Collaboration	No class - students should have evidence of online collaboration (in labs or home)
5	Mon	08-Oct	Thurs	11-Oct	Thurs	11-Oct	4	Lecture 4	Fourth lecture Fourth meeting - minutes, agenda, SMART targets for next meeting
6	Mon	15-Oct	Thurs	18-Oct	Thurs	18-Oct		Online Collaboration	No class - students should have evidence of online collaboration (in labs or home)
7	Mon	22-Oct	Thurs	25-Oct	Thurs	25-Oct	5	Design Document presentation and submission	Presentation of Design, submission of Design Document

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Course Structure weeks 8 to 14

Week	Hamilton		Paisley		Dumfires		Class		
8	Mon	29-Oct	Thurs	01-Nov	Thurs	01-Nov		Online Collaboration	No class - students should have evidence of online collaboration (in labs or home)
9	Mon	05-Nov	Thurs	08-Nov	Thurs	08-Nov	6	Lecture 5	Fifth lecture Fifth meeting - minutes, agenda, SMART targets for next meeting
10	Mon	12-Nov	Thurs	15-Nov	Thurs	15-Nov		Online Collaboration	No class - students should have evidence of online collaboration (in labs or home)
11	Mon	19-Nov	Thurs	22-Nov	Thurs	22-Nov	7	Practice Demo	Chance for a dry run demo of work to date Sixth meeting - minutes, agenda, SMART targets for next meeting
12	Mon	26-Nov	Thurs	29-Nov	Thurs	29-Nov		Online Collaboration	No class - students should have evidence of online collaboration (in labs or home)
13	Mon	03-Dec	Thurs	06-Dec	Thurs	06-Dec	8	Virtual World demo and submission	Submission of 3d Virtual World video and Management documentation. Demo (if possible) of 3d Virtual World. Seventh meeting - distribution of marks (attendance is mandatory).
14	Mon	10-Dec	Thurs	13-Dec	Thurs	13-Dec	9	**Virtual World demo and LATE submission**	**LATE** Submission of 3d Virtual World video and Management documentation. Demo (if possible) of 3d Virtual World. Seventh meeting - distribution of marks (attendance is mandatory).

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Course Structure

We will be meeting approximately every two weeks.

- In those weeks lectures will take place as well as scheduled meetings with your lecturer, and any issues that NEED to be dealt with face-to-face can be handled (but these should be kept to an absolute minimum)

In the intervening weeks

- There are no scheduled classes so that you will have time to collaborate online when you are all free.
- Of course, online collaboration can take place ANYTIME that suits all/some team members.

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Lectures/online collaboration

LECTURES:

Weeks 1,2,4,6 and 10

Attendance is compulsory

MEETINGS:

Weeks 1,2,4,6,8,10 and 12

Team meeting with lecturer

Marks allocated for attendance and contribution

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Lectures/online collaboration

ONLINE COLLABORATION:

- Every week all members of a team will be expected to collaborate online
- Marks can only be awarded where evidence of online collaborative is produced
- Record all collaborations – audio/video, screen shots, etc

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Team Meetings

Team meetings with lecturer take place at set times.

At each meeting, the team should provide:

- Update on SMART targets from previous meeting
- New/revised SMART targets for next meeting

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SMART Targets

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SMART Targets

Or ….

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SMART Targets

There are a few slight variations of what **S**,**M**,**A**,**R** and **T** stand for. However, it all boils down to the same thing:

when the meeting is over you should know, and have agreed, exactly what you have to do, when you have to do it, and how you will know/prove that it has been done.

You will also know what everyone else has agreed to do too!!

At the end of the course your individual mark will depend on you being able to demonstrate that you met all your agreed targets.

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SMART Targets

At each meeting the SMART targets should be negotiated by all the team members.

The workload should be **balanced** so that all contribute equally.

- Each target can be allocated to one, some or all team members.
- Each team member can be allocated more than one target.

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SMART Targets

Example:

Find out about online collaborative tools

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SMART Targets

Example:

Find out about c 

orative tools

Instead, make it : **S M A R T**

By **next meeting**, **find three methods** of **producing online text** documents which allow multiple users to **view and edit at the same time**. Also **produce 200 words** on each detailing pros and cons for discussion at **next meeting**.

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Meeting 1

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Every progress meeting has a simple structure. A member of the team will chair the meeting, and another member will produce a brief minute, using the template shown below.

Progress Meeting 1 - BigSoftyGames

12th Sept 201x.

Those attending: Paul McCartney, George Harrison, Ringo Starr, George Martin (lecturer)

Apologies for absence: John Lennon

Overall Project Status:

Status of previous SMART targets

None

New SMART targets

Target 1:
By next meeting, find three methods of producing online text documents which allow multiple users to view and edit at the same time. Also produce 200 words on each detailing pros and cons for discussion at next meeting.
PMcC, RS

Target 2:
.....

Target 3:
.....

Any Other Business

None

Green = On schedule, no problems encountered
Amber = Some problems or issues have been encountered and dealt with. The plan may need to be updated.
Red = Project stalled. Immediate action is required to get it back on track

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Meeting 2

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Every progress meeting has a simple structure. A member of the team will chair the meeting, and another member will produce a brief minute, using the template shown below.

Progress Meeting 2 - BigSoftyGames

19th Sept 201x.

Those attending: John Lennon, Paul McCartney, George Harrison, Ringo Starr, George Martin (lecturer)

Apologies for absence:

Overall Project Status: Amber

Status of previous SMART targets

Target 1: Online text docs	Green
Target 2:	Green
Target 3:	Amber

New SMART targets

Target 1:
.....

Target 2:
.....

Target 3:
.....

Any Other Business

None

Green = On schedule, no problems encountered
Amber = Some problems or issues have been encountered and dealt with. The plan may need to be updated.
Red = Project stalled. Immediate action is required to get it back on track

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Assessments

The assessment comes in two related parts:

Assessment 1 (40 marks)

Detailed plan for an virtual world, produced using online collaborative tools

Assessment 2 (60 marks)

Production of virtual world to the specifications in assessment 1

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Software

Online collaborative tools as identified by each team

SimOnAStick (provided)

It's old, but it does the trick.

It's also free, and gives us total control.

HOWEVER, we will listen to arguments for alternatives – just make sure that all the functionality you need is provided (MINECRAFT is a bad choice for that reason!!)

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Peer Evaluation

In 4th year your marks dictate the classification of your degree – it is more important than ever to make sure that everyone gets the mark they deserve.

So, at the end of the course you will be asked to assess your performance, and that of the other members of your team. You will need to justify your evaluations, primarily by reference to agreed SMART targets.

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Today

1. Form teams of 3 or 4
2. Establish methods of communication
3. Establish team rules concerning attendance (in class and online), completion of work, communication etc
4. Establish roles within team
5. Create at least one SMART target for next meeting e.g. identify online collaborative tools, test communication
6. Email your lecturer with names of team members, roles and work planned for next meeting

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Next Meeting

Next time we will discuss the assessment and formalise our meeting structure.

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Questions?