Samsung SISA's Experience with SL

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Translation data collection from Money Island

- For statistical machine translation, most important input is parallel text corpus
- SL Money Island: has "ATMs," a place where one can go and earn Linden $ by filling in surveys, etc.
- Opportunity: Translation station where people earn Linden $ by depositing "translation pairs"
  - E.g., sentence in Korean and its counterpart in English

Testing real robots as virtual robots first

- Opportunity: Physical robots could be tested inworld before lots of time and money has been spent on hardware development
  - Advantage: easy deployment, simple scaling up
- A.I. components of virtual pets can be deployed in SL first, then "implanted" in physical robotic pets
  E.g., http://www.novamente.net/zeptopetz/

ZeptoPetz
curiously clever creatures

VWs as an experimental platform

Virtual demo scenarios

- Idea: Some technology demonstrations can be shown either in real world or virtual worlds
  - Software, UI, and UX demos, etc.

- Advantages of virtual demos:
  - Visitors from far log in remotely to demo event
  - Perspective changes made easy (have a closer look with zooming in, etc.)

Technology demonstration at SISA

Same technology demonstration inworld

VWs as a collaborative platform

Experience with SAIT/Korea

- Meeting between Korean and US researchers in SL
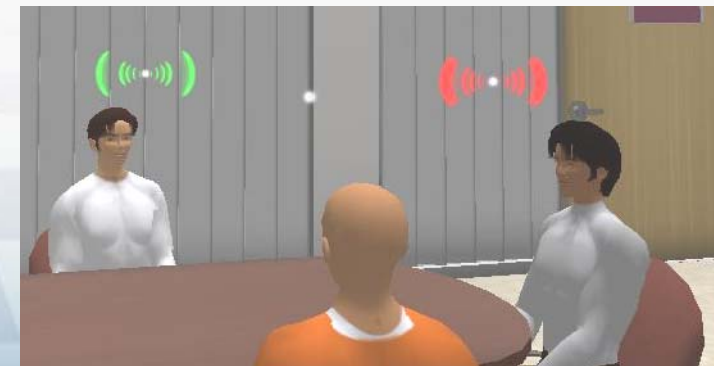
Experience with VW Interoperability forum

- First try: inworld, where different companies host on islands
  - First forum was here, but then we moved to SL because they had voice enabled and we didn't
- Trouble: people liked the IM part since we had complete minutes as a result
- After a few rounds on other islands and other worlds, inworld meetings were abandoned in favor of conference calls

Voice or no voice

- Important issue for inter cultural collaborations
- Some cultures prefer textual conversations in English, instead of voice
- Voice, however, is faster, contains emotional and other non-textual cues
- Text is easier to conserve (no transcript necessary)

SAIT/Korea meeting in SL

IM chat in VW

Voice only chat

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VWs as a mixed world

Desired: Automatic login

- Idea: Virtual CSL, people wear SL badges: are placed appropriately in their cubes, conference rooms, etc
- Automatic login would populate SL
- Works well if team members are often off-site, but logged into SL (during conference, telecommuting, etc.)
- Although it doesn't replace f2f meetings, simple interactions are possible and make group collaborations easier

Automatic SL login at cubicle

Desired: Powerpoint & Video integration

- Idea: show presentations and videos inworld
- Mixed audience: some participants are co-located, some attend via SL; works only if PPT and video work inworld
- Most advanced: SUN's Darkstar (Wonderworld)

http://www.projectdarkstar.com/

Inworld presentation