

VW Interoperability Use Cases

Virtual World Interoperability:
What is it good for?



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Learning From Experience

- OLIVE™ currently has implementations of Use Cases 2, 3, 4 and 5.
 - 1. Friend Invite
 - 2. Collaborative Training
 - 3. Scene Transfer
 - 4. Analysis and Research
 - 5. Data Logging and Playback
- The current implementations are task-specific or proprietary.
- The integrated multi-vendor metaverse requires this to be plug-and-play!

OGP vs. LESS

- OGP does not provide any interoperability in itself. Relating to these use cases, it is only relevant to technologies that already have simulation interoperability.
- Hence, *OGP is not interesting to most non-Second-Life-rooted parties.* (Open Sim is Second Life rooted in heritage and DNA)
- Meanwhile, we see a need to *standardize across technologies*, in some way that has a chance of getting wide vendor adoption. (Let's call Croquet and Open Sim "vendors" for these purposes)
- There is a dichotomy here:
 - Some participants want to standardize the way that OGP has been worked out, with input mainly from the Second Life and Open Sim community.
 - Other participants (a partially disjoint set) want to standardize the way that VWs interact across simulation technology bases.
 - Yet other participants who would be stake holders haven't really participated in the discussions at all (Sun/Wonderland, Metaverse.net, IMVU, Proton Media, There.com etc).

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Actions

Being constructive

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- It is not reasonable to believe that those who would receive no benefit from implementing a concrete protocol like OGP or LESS contribute to and eventually endorse such a protocol.
 - That just leads to friction.
- I propose that we split in two working groups, with different charters.

Working Group A

- Chartered with making the concepts in OGP work for the interested parties.
- Can easily mention specifics like LLSD, OGP, etc.
- Should recognize that the appeal of the protocol is not universal.
- Already has buy-in from the major stakeholders, related to the Second Life AWG.

Working Group B

- Chartered with making the concepts in LESS work for the interested parties to enable the proposed use cases.
- Can easily mention specifics like translating simulation models, entity property semantics, etc.
- Should recognize that the appeal of the protocol is not universal.
- Need to seek out other parties that may be interested in this particular work (ranging from VW platforms to the Federal Government).

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