

2009/2010 Seminar Series

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Virtual World Open Source Project

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Wikipedia defines “Virtual World” as: “A **virtual world** is a genre of online that often takes the form of a computer-based simulated environment, through which users can interact with one another and use and create objects. Virtual worlds are intended for its users to inhabit and interact, and the term today has become synonymous with interactive 3D virtual environments, where the users take the form of avatars visible to others graphically.”

One of the most popular virtual world services is Linden Lab’s “Second Life”, a commercial service using proprietary servers. The Open Simulator project has undertaken to produce an open source server using the same network protocols.

This talk will explore creating a project at UNB with the purpose of raising the visibility of FCS within the open source community and with potential students. The project would contribute to the development of Open Simulator and would create a Virtual World for on-line education, particularly directed to a first year CS course.

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