





Experiment 3.11: Virtual room Eindpresentatie

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Het experiment



Doel van het experiment

□ Provide a virtual environment where companies in a product line can meet to discuss subjects of the product line thus saving travel costs and reduce risk by being connected 24/7 this way Werkwijze en methodiek

- ☐ Build the environment
- ☐ Test it by doing meetings by users
- ☐ Refine the build based on the test results

Resultaten:



A special island with its content was created to support the PLM users in the virtual room. The following was created:

- The design of the building and the associated scripts to create behavior in the virtual world.
- A web-portal was created that allows users to upload files (documents) into presentation screens in the various buildings and meeting rooms, to plan meetings in the virtual world and share remote desktops. The associated scripts in world to control the presentation screen were created. As special for the experiment thought was given on how a moderator could upload content of other users and how this content was IP secured.
- A web-portal was created to allow groups to have interactive whiteboard sessions in the virtual world with several users standing around the whiteboard in the virtual world
- Scripts that allow users to access the WWW in world.
- Initial Prototype of a local 3D Audio VOIP server (to be not dependent on a 3rd party VOIP provider)
- Various changes to the Virtual World viewer to enhance usability of the viewer
- Various test with groups and meeting in world were held.

The next slides show pictures on the above subjects from in world.

Resultaten: Overview islands in the virtual world





Resultaten: On the PLM Island with its different buildings





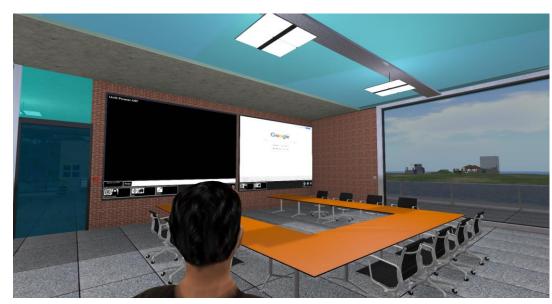
Resultaten: The PLM building outside





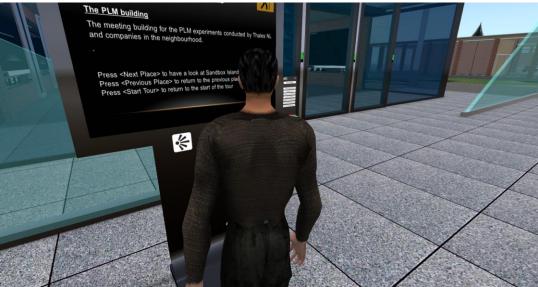
Resultaten: The PLM building inside





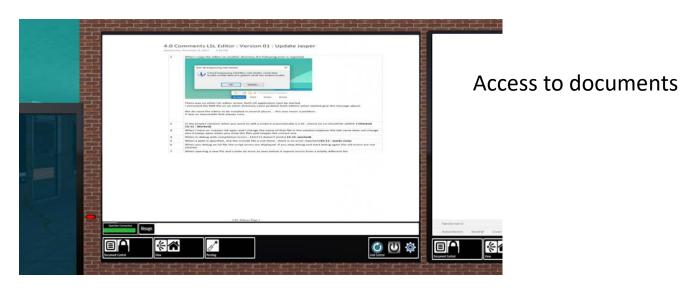






Resultaten: Examples of user support tooling





Access to Web pages



Access to interactive White boards



Resultaten





When private rooms are required for meetings the Virtual World provides them