

2L Notes

Hiya,

Biography may be found at  
<http://www.downes.ca/about.htm>

Talk:

Title: Virtual Worlds in Context

Abstract: Since the days of the now fabled 'Adventure' virtual worlds have long been a staple of online life. The most recent generation, 3D environments, includes games such as World of Warcraft and discussion rooms such as Second Life. These environments share some of the attributes and many of the limitations of their predecessors. Can the environment serve a significantly large number of people at the same time? Can individuals migrate their characters from one environment to the next? Who makes the rules in such environments? In this talk it is proposed that the principles that govern the World Wide Web would well serve the world of 3D environments. By distributing the load - and the ownership - using a common client that accesses worlds from a large number of interoperable open source servers, the problems of scale and ownership could be addressed while preserving the best of the 3D environment: a place to visualize different realities, to get together to talk about them, to interact, and maybe to kill a few monsters.

-- Stephen

**Open Letter**

[http://terranova.blogs.com/terra\\_nova/2007/04/second\\_lives\\_in.html](http://terranova.blogs.com/terra_nova/2007/04/second_lives_in.html)  
<http://pacificrimx.wordpress.com/2007/05/01/open-letter-to-linden-lab/>

## Inventory Issues

Problems with Find and Friends

Grid Stability (this should be number one on the list, above all other concerns)

Build Tool Problems

Transaction Problems

## Alternatives

by Onder Skall

What follows is a measurement of comparability with Second Life. By naming these priorities “Onder’s Big Three”, I’m taking ownership of the fact that what follows is purely my opinion. The big three pivotal points of SL-likeness:

1. Real money must move in and out of the “virtual” economy freely. RMT (Real-Money Trading) is designed in, not forbidden by TOS.
2. Users must be able to create unique content and retain ownership over it. Things like scripting and accepting uploads are important here. Multimedia is a bonus. We must be able to control the rights to our content.
3. The world must be persistent, and the users able to change it. Residents like being able to build the world themselves, and don’t need somebody stepping in and erasing their work.

<http://slgames.wordpress.com/2007/04/12/alternatives-to-second-life-uber-edition/>

### *Alpha Worlds – Active Worlds*

AlphaWorld, is the oldest collaborative virtual world on the Internet, and home to millions of people from all over the world. Since it’s birth in 1995 AlphaWorld has

rapidly grown in size and is roughly as large as the state of California, and now exceeds 60 million virtual objects!

There's a long and rich history to this world that I couldn't possibly sum up here. A quick search for articles on AlphaWorld will yield a plethora of information.

1. No money moves in or out here.
2. Build, script, do as you please... but remember that everything can be copied.
3. Land is free, and you can even modify things on others' properties, although that's impolite.

### *Furcadia*

This has been open since 1996, and was patched just recently to keep it compatible with Windows Vista. Players are furries inhabiting a fantasy environment. The client comes bundled with an art editor and map creator, and players are encouraged to create their own worlds (called "dreams").

1. Free to play, and you pay for avatar upgrades. A currency called "Dragonscales" was introduced last year, but as yet isn't easily tradable and can only be used to purchase avatar upgrades.
2. In your "dream" only. Scripting is reasonably sophisticated as well.
3. Yes, you can create entire worlds. RPGs of every type exist, as well as casual meeting places. These are all player-built.

### *Entropia*

Entropia's entire claim to fame is that it's an MMORPG with RMT. They make money by, on average, making it more expensive to buy equipment than the rewards you'll reap. Land speculation in Entropia frequently makes headlines, with many claiming that they've made a profit. From BBC (via Wikipedia):

On 24 October 2005, a virtual 'Asteroid Space Resort' was bought by Jon "NEVERDIE" Jacobs for a sum of 1,000,000 PED (\$100,000 US Dollars), greatly surpassing the sale of Treasure Island. Jon Jacobs is also the writer and producer of a song played within the Entropia Universe called "Gamer Chick".

The Asteroid was named Club NEVERDIE after Jacobs's own in game Avatar and has made headlines around the world for the high price of the purchase and his own ambitious plans to turn the resort into a venue for "Live Entertainment in Virtual Reality".

They've also boasted real-world purchasable items, but if it's so hard to earn money in-world it calls into question why anybody would want to bother using PED to buy something instead of US\$.

1. The RMT system is fully integrated.
2. Item construction in Entropia is strictly controlled to keep the game in balance (and to keep a positive cash flow for MindArk). The average player shouldn't expect to be able to create anything like clothes from scratch.
3. There are limited resources in Entropia, but unless you have a few thousand US\$ to spend on buying a plot of land, don't expect to build here.