Vue – Virtual University of Edinburgh

A multi-disciplinary virtual organisation exploring the potential of virtual worlds for e-learning, research, collaboration & outreach related to the University of Edinburgh

http://vue.ed.ac.uk
Vue in the News

News

Virtual environments are proving popular in Second Life, as universities increase the use of virtual cleanrooms. Challenges remain, but the benefits are considerable.

Today’s tutorial will take place on the virtual beach

Collaborative virtual reality

High potential for education

Another world

The virtual reality world is used as a means to enhance learning and teaching. It offers tools for students and educators to simulate environments that are too dangerous, expensive or impossible to recreate in real life.

Conclusion

The potential of virtual environments is immense, with applications ranging from medical training to architectural design. As technology continues to advance, the world of virtual reality is sure to become even more immersive and effective.
The Vue group is a virtual educational and research institute bringing together all those interested in the use of virtual worlds for teaching, research and outreach related to the University of Edinburgh. [4 page PDF handout on Vue]

![Vue at Sunset](image)

<table>
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<th>Location</th>
<th>Description</th>
<th>Group</th>
<th>SLurl</th>
<th>Teleport</th>
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<td>Send entries to Austin Tate</td>
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UoE Departments in Vue

- Development & Alumni
- Information Services
  - IT User Services
  - Library and Collections
- School of Informatics
  - Commercialisation Unit
  - Edinburgh-Stanford Link
  - AIAI
  - HCRC/ICCS
- School of Education
  - MSc in e-Learning
  - Higher & Community Education
  - Child Development
- Management School
- School of Arts, Culture & Environment

- Coming Soon
  - Disability Office
  - Geosciences
  - School of Medicine
  - Divinity
  - Informatics Forum InSpace
Vue Uses of Virtual Worlds

• Now
  – Awareness, Recruitment & Promotional Activities
  – e-Learning and Social Networking Course Support
  – Distance Learning
  – Continuing Professional Development
  – Innovative Assessment Practices
  – PhD Research Projects using Simulations
  – Collaboration
  – Links from Real to Virtual Meeting Spaces & Teleconferences
  – Alumni Networking
  – Courses:
    • MSc in Entrepreneurship – Business Building
    • MSc in Design & Digital Media
    • MSc in e-Learning
    • Management School Courses

• Coming Soon
  – Live Event Streaming into Virtual Worlds
  – 3D View onto Historical Materials, Arts and Museum Style Access
  – Further MSc and other courses, Field Trips
  – Communication for Autism
  – Disability awareness
  – Arts Informatica & InSpace Link
Meet & Chat
HAIR COLOR DEMOS

Not sure what color to buy? Simply purchase a color pack below to try the colors out. Packs include a demo for men and women.
Entertainment
Clubs & Dancing
Locations
Education
Collaboration

Kelly: OK, so we email Concierge and tell them to move us where Kat says :)

Stand Up
Seminars – RL ↔ SL
Video & Audio Streaming
Projects
Last Updated: Tuesday, May 29, 2007

**Population**
- Residents Logged-In During Last 7 Days: 463,733
- Residents Logged-In During Last 14 Days: 689,866
- Residents Logged-In During Last 30 Days: 1,086,030
- Residents Logged-In During Last 60 Days: 1,745,906
- Total Residents: 6,806,381

**Land**

**Land Sales by Resident**

<table>
<thead>
<tr>
<th>Month</th>
<th>Total Square Meters Sold by Residents</th>
<th>Avg L$ Paid Per Square Meter</th>
</tr>
</thead>
<tbody>
<tr>
<td>April 2007</td>
<td>72,537,664</td>
<td>10.3266</td>
</tr>
<tr>
<td>May 2007 - MTD</td>
<td>68,197,520</td>
<td>9.2288</td>
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</table>

**Islands Added**

<table>
<thead>
<tr>
<th>Month</th>
<th>Islands Owned (End of Month)</th>
<th>Islands Added (During Month)</th>
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</thead>
<tbody>
<tr>
<td>April 2007</td>
<td>6557</td>
<td>940</td>
</tr>
<tr>
<td>May 2007 - MTD</td>
<td>7300</td>
<td>743</td>
</tr>
</tbody>
</table>

**Land for Sale Today**

- Residents With Parcels for Sale: 6,028
- Total Parcels For Sale: 32,284
- Total Square Meters For Sale: 23,148,880

**Square Meters Auctioned**

<table>
<thead>
<tr>
<th>Month</th>
<th>Square Meters</th>
</tr>
</thead>
<tbody>
<tr>
<td>2007 April</td>
<td>37,264,160</td>
</tr>
<tr>
<td>2007 May - MTD</td>
<td>20,189,936</td>
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• Gartner group sees 80% virtual world penetration by 2011.

• Tech consultancy Gartner, whose “Hype Cycle” has been used to gauge Second Life adoption, thinks that 80 percent of active Internet users will be in non-gaming virtual worlds like Second Life by the end of 2011 — a huge increase from current levels.
• “By the end of 2011, 80 percent of active Internet users (and Fortune 500 enterprises) will have a 'second life,' but not necessarily in Second Life,” the company said in April 2007.
• According to Nielsen/NetRatings, there were about 330 million active Internet home users in March, 2007.

• “There is significant probability that, over time, market pressures will lead to a merging of current virtual worlds into a smaller number of open-sourced environments that support the free transfer of assets and avatars from one to another with the use of a single, universal client,” the company added.

3D Views onto the Internet
Social Networking
Instant Messaging
Content Creation
Intelligent Agents

Collaborative Systems
Community Knowledge
Semantic Web
Teleconferencing
Web Services
VoIP

Community Knowledge
http://secondlife.com

http://vue.ed.ac.uk

Thanks to Second Life residents for their help in collecting materials for this talk
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