



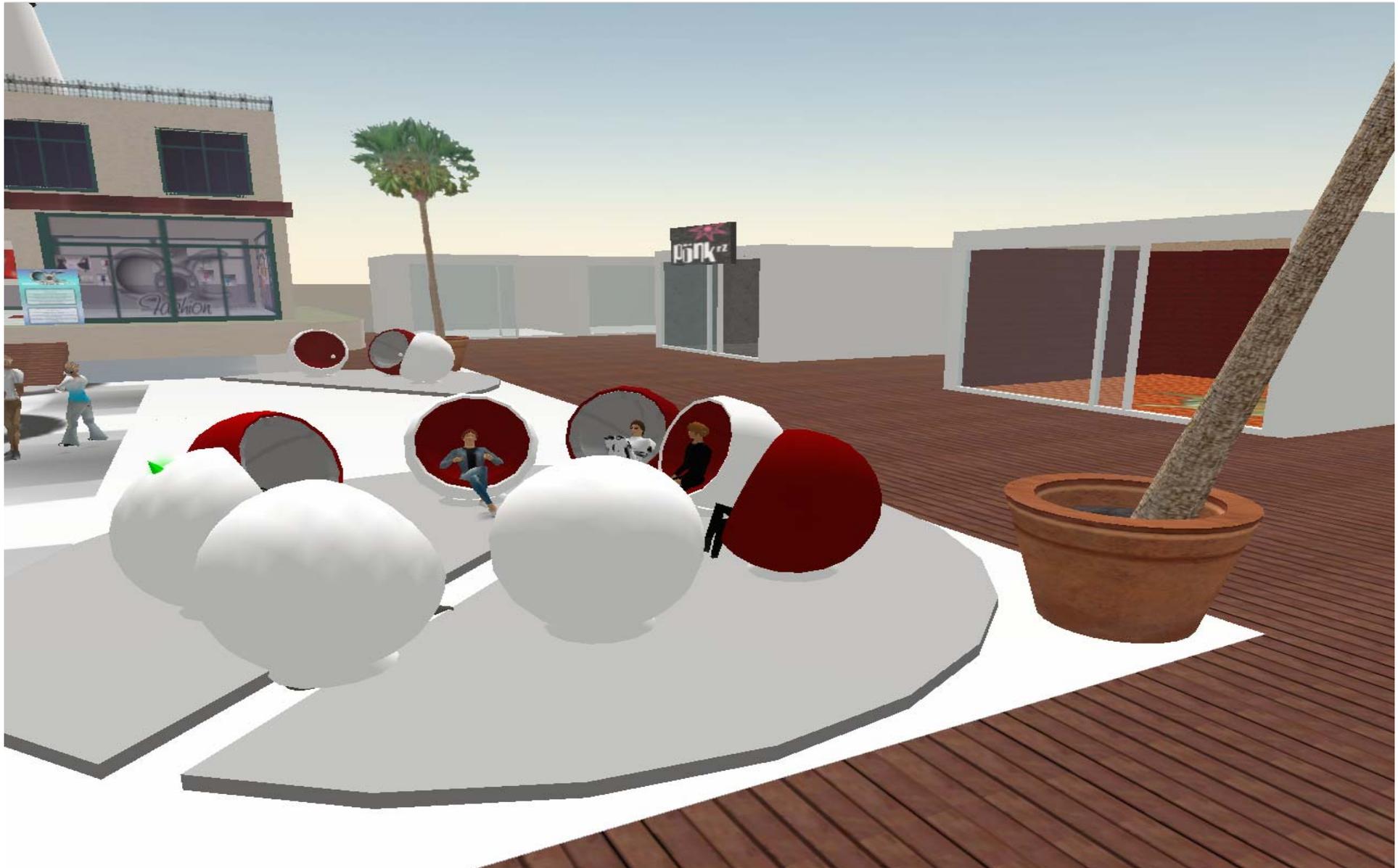
Universität der Künste Berlin

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# Lassen Sie Ihren Avatar studieren!

Daniel Michelis, IEB / Universität der Künste Berlin  
Münchner Kreis, 21.11.2007

## Fallstudie 1: Lassen Sie Ihren Avatar studieren



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## Fallstudie 2: Chance Web 3.D - Weiterbildungsworkshop



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## Fallstudie 3: Digitaler Sommer 2007

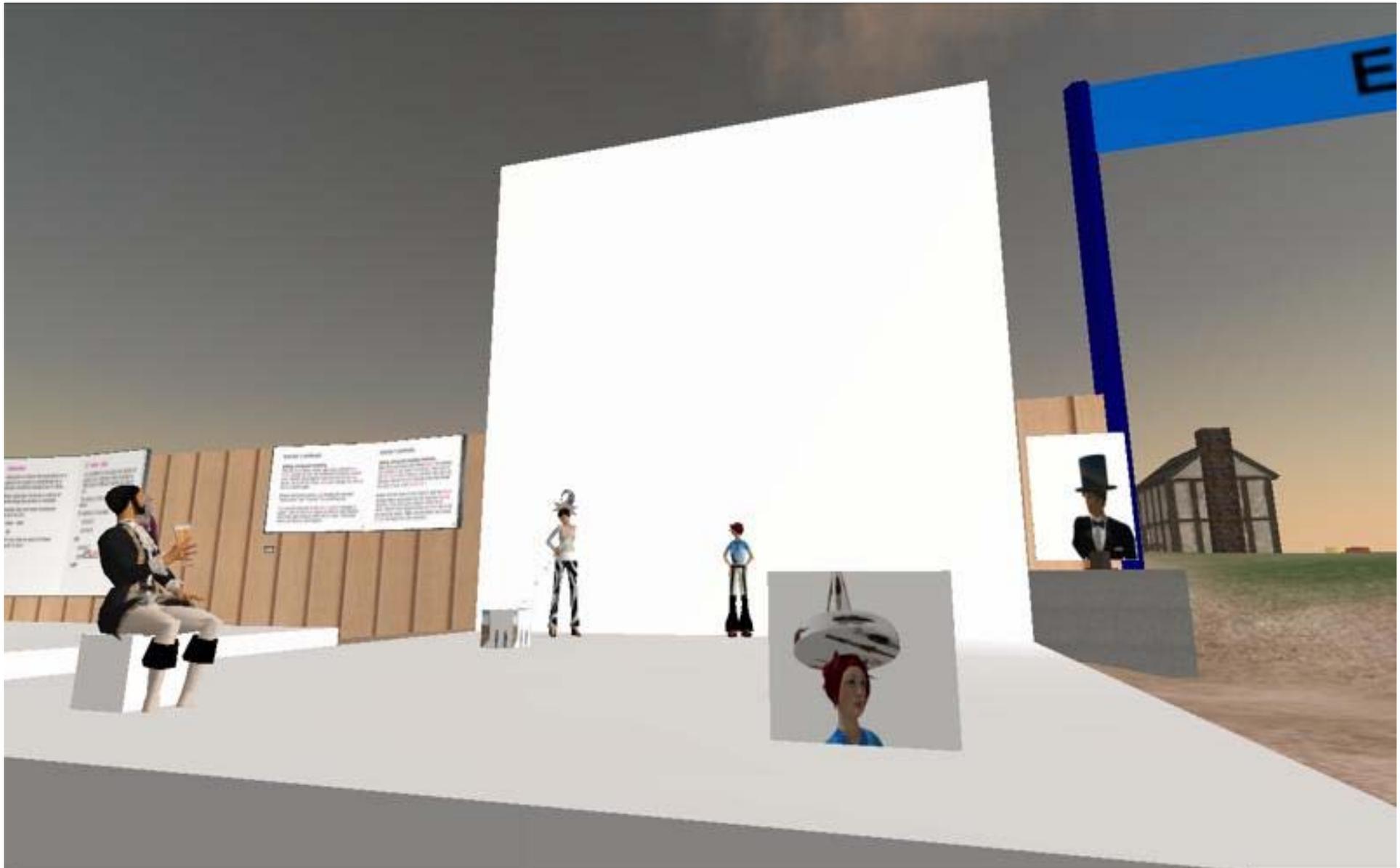


## Fallstudie 3: Digitaler Sommer 2007





## Fallstudie 3: Digitaler Sommer 2007



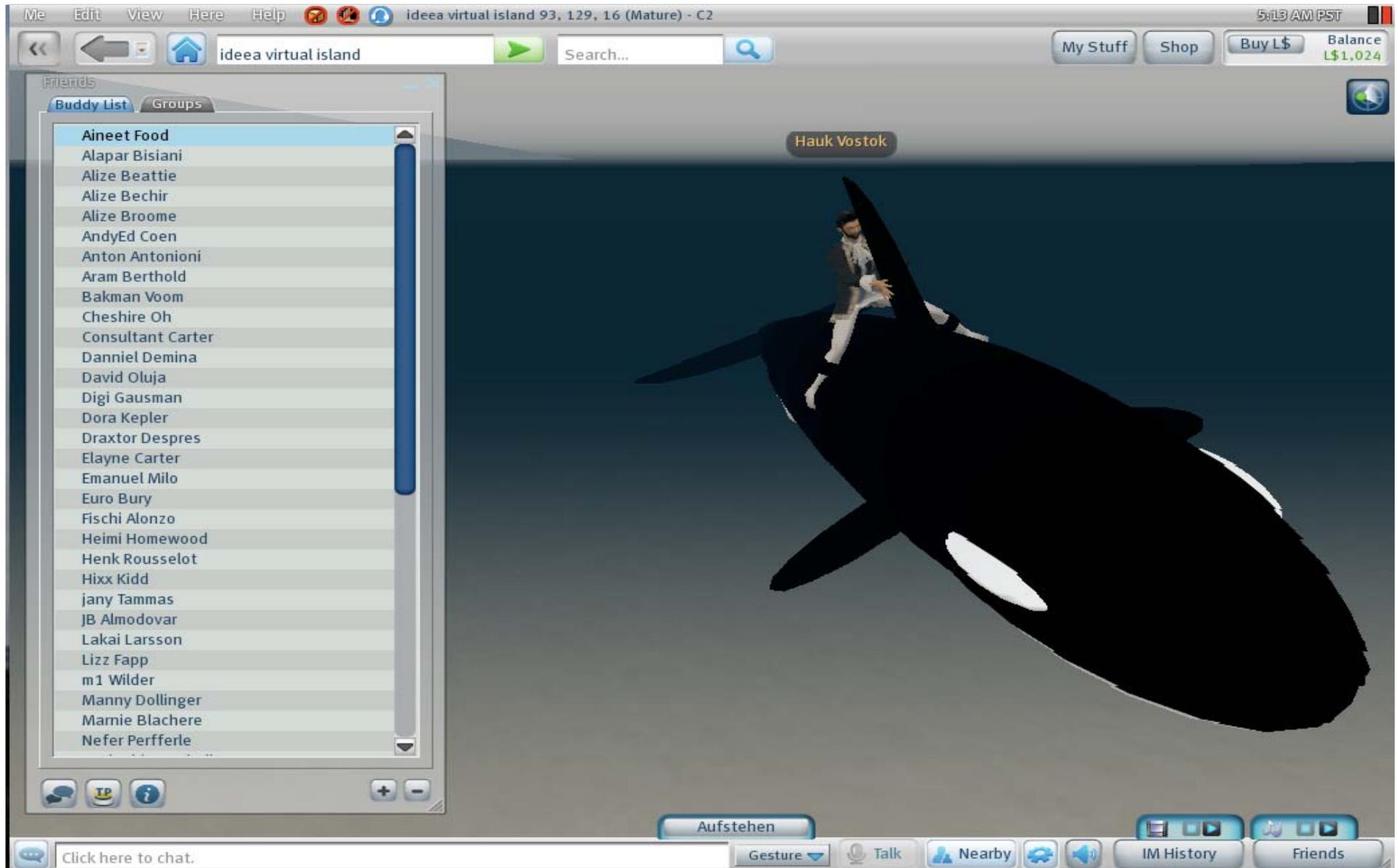


## Lessons Learned: Teleport nicht möglich!

FOR TECHNICAL REASONS REGISTRATION TEMPORARILY CLOSED FOR TECHNICAL REASONS



## Lessons Learned: Wiederkehrtrate sehr niedrig





## Lessons Learned: Kauderwelsch ohne Kontingenz

- [2:26] Schild Wexler: bislang nutzen wir SL vor allem experimentell, um möglichenheiten und grenzen zu testen.
- [2:26] JB Almodovar: gibt es diesen test von nissan schon?
- [2:27] Wolf Quellmalz: warum gerade lernen in second life? das system gilt doch als anfällig...
- [2:28] Schild Wexler: ja, nissan bietet einen testdrive an. aber wie gesagt, SL ist noch weit von den möglichenheiten der realen welt entfernt. Die simulation ist aber für nissan als kommunikationsmaßnahme gut geeignet.
- [2:28] Schild Wexler: Warum lernen in SL?
- [2:29] Schild Wexler: Die Studierenden werden keine Lehrveranstaltungen in SL durchführen, sondern SL im Rahmen von Projektarbeiten einsetzen.
- [2:29] Wolf Quellmalz: treffen sie sich auch online?
- [2:29] Wolf Quellmalz: wo sitzen die studenten denn so verteilt?
- [2:30] Schild Wexler: D.h. sie sollen etwa neue kommunikationsmaßnahmen oder geschäftsmodelle in SL entwickeln, testen und zum abschluss des realen studiums präsentieren. online und offline...
- [2:31] Lizz Fapp: Sind die Studierenden alle in Berlin?
- [2:31] Schild Wexler: Als treffpunkt für die studierenden im Rahmen des studiums wird SL noch nicht eingesetzt.
- [2:32] Schild Wexler: Einige der studierenden kommen aus Berlin, andere aber auch weiter weg. Über das bundesgebiet verteilt.
- [2:33] Wolf Quellmalz: was sagen Sie denn zu den technischen Macken von second life. warum diese umgebung?
- [2:35] Schild Wexler: SL ist als technische Plattform faszinierend, ist aber noch nicht ausgereift genug. Ein wichtiger schritt war sicher die entscheidung, das programm open source zu stellen.
- [2:36] Wolf Quellmalz: also ein experiment?
- [2:36] Schild Wexler: Bei unseren letzten Touren gab es viele technische probleme



## Lessons Learned: Parallele Handlungen



## Lessons Learned: Avatarbiografien



## Lessons Learned: Simulation gemeinsamer Erlebnisse



## Lessons Learned: Neue Möglichkeiten digitaler Narration



## Lessons Learned: Simulation von Handlungen



## Lessons Learned: Wachsame Community





## Lessons Learned: Learning by Earning



## Ausblick – SL im Internet?

The screenshot shows a web browser window titled "AjaxLife" with the URL <https://secure.katharineberry.co.uk/ajaxlife-s/main.kat?sid=removed-for-snapshot>. The browser's address bar and tabs are visible. The main content area displays a virtual world scene with a "Map" window on the left and a "Local Chat" window on the right. The chat window contains a series of messages, including several error messages from "Katharine Berry" and "Ben Parrott".

**Local Chat**

```
2:16) Katharine Berry: // For now, you can't do anything with it.
2:17) Katharine Berry: Oh dear. >.>
2:17) Katharine Berry: ERROR (Ben Parrott): System.ArgumentException: Key duplication when adding: ItemID
2:17) Katharine Berry: Don't you hate it when you get two UUIDs that aren't unique at all? >.>
2:18) Katharine Berry: ERROR (Ben Parrott): System.ArgumentException: Key duplication when adding: ItemID
2:18) Katharine Berry: at System.Collections.Hashtable.PutImpl (System.Object key, System.Object value, Boolean overwrite) [0x00000]
2:18) Katharine Berry: at System.Collections.Hashtable.Add (System.Object key, System.Object value) [0x00000]
2:18) Katharine Berry: at AjaxLife.Events.Inventory_OnInventoryItemReceived (LLUUID fromAgentID, System.String fromAgentName, UInt32 parentEstateID, LLUUID regionID, LLVector3 position, DateTime timestamp, libsecondlife.InventorySystem.InventoryItem item) [0x00000]
2:18) Katharine Berry: at (wrapper delegate-invoke) System.MulticastDelegate.invoke_void_LLUUID_string_uint_LLUUID_LLVector3_DateTime_InventoryItem (libsecondlife.LLUUID,string,uint,libsecondlife.LLUUID,libsecondlife.LLVector3,System.DateTime,libsecondlife.InventorySystem.InventoryItem)
2:18) Katharine Berry: at libsecondlife.InventorySystem.InventoryManager.Self_OnInstantMessage (LLUUID fromAgentID, System.String fromAgentName, LLUUID toAgentID, UInt32 parentEstateID, LLUUID regionID, LLVector3 position, InstantMessageDialog dialog, Boolean groupIM, LLUUID imSessionID, DateTime timestamp, System.String message, InstantMessageOnline offline, System.Byte[] binaryBucket) [0x00000]
2:18) Ben Lineker: ... well, giving stuff does silently fail. I knew it.
2:19) Katharine Berry: You mean in my thing or SL in general?
2:20) Ben Parrott: SL. I just gave an object and a bunch of errors and no actually given object in the end.
2:20) You: Heh.
2:20) You: :p
2:20) Ben Parrott: But it did pop up with a message saying I got something.
2:21) Katharine Berry: LibSL's inventory handling sucks.
2:21) Katharine Berry: So I ended up throwing my own stuff on.
2:23) LOOSER: Hello, Avatar!
2:24) Ben Lineker: That's a fun un-fixable trick.
2:25) Katharine Berry: :p
2:25) Ben Parrott: What is?
2:25) Ben Lineker: Oh, nothing.
```

Buttons: Say, Shout

Buttons: Focus on target, Go Home

Buttons: Chat, Instant Messages, Map, Log out

Loading "https://secure.katharineberry.co.uk/ajaxlife-s/main.kat?sid=fa80e994-a4f2-4115-99c0-90eb2edc57bf", completed 182 of 183 items

## Ausblick: Reisefreiheit für Avatare?

facebook
Profile edit Friends Networks Inbox
home account privacy logout

**Search** ▾

**Applications** edit

- Photos
- Groups
- Events
- Marketplace
- Enter Multi-User
- Google Earth
- SceneCaster

more ▾

← Browse More Applications

**Second Life Link**

by Fire Preibisch and Jared Mitchell

Share +

Meet your Friends Virtually!

View Online Status!

See your friends' avatars!

Share your favorite destinations!

...more to come!

This application can be added to your Facebook account.

➔ Add Application

**About this Application**

Users:  
115 daily active users  
6% of total

Categories  
Education, Gaming

This application was **not** developed by Facebook.

**About the Developers**

**Fire Preibisch**  
(South Korea)

**Jared Mitchell**  
(South Korea)

Facebook is providing links to these applications as a courtesy, and makes no representations regarding the applications or any information related to them. Any questions regarding an application should be directed to the developer.

[Report Application](#)

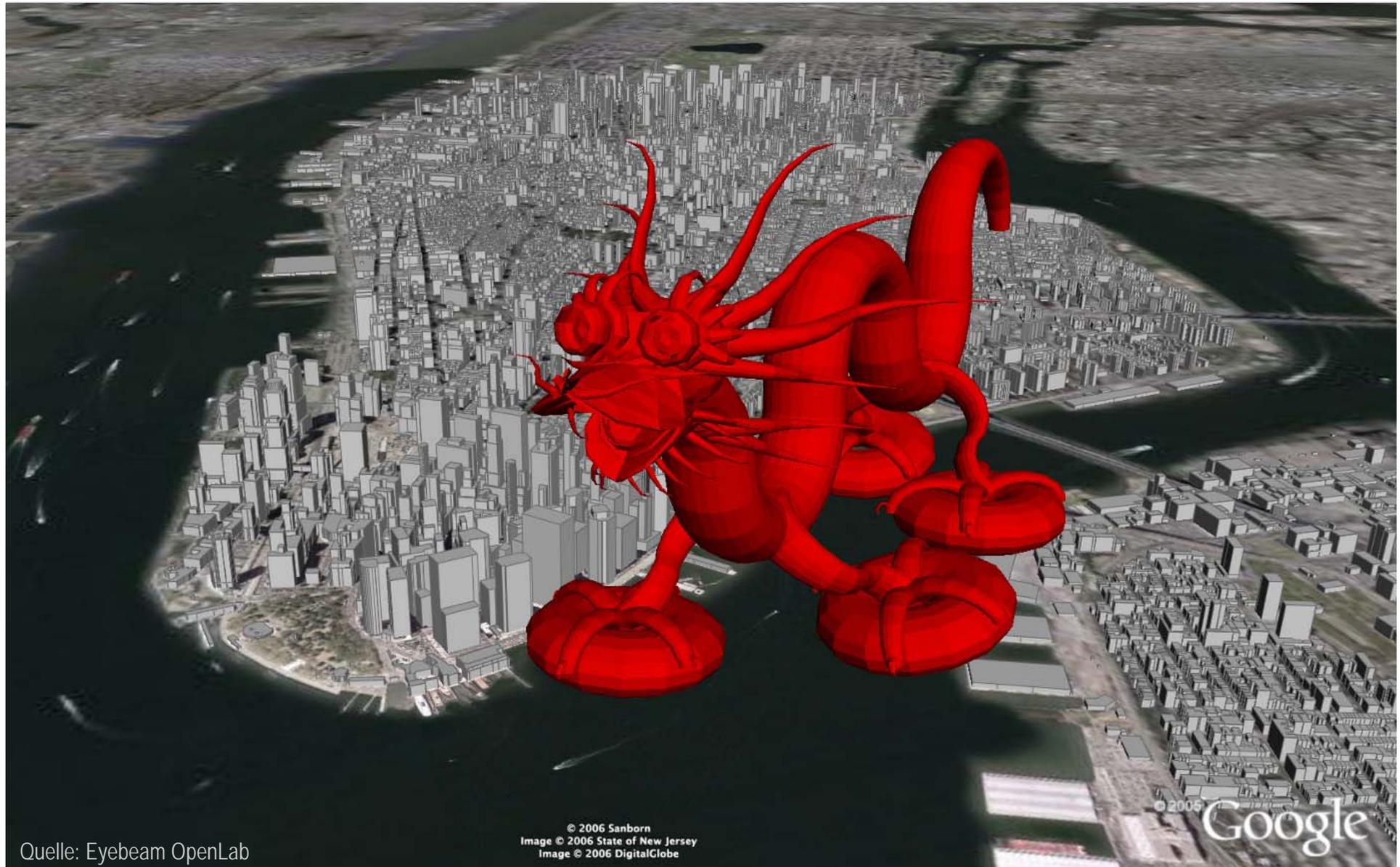
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**Important:** This application is still in its BETA version. Please help us by reporting any errors/problems you may have.

**What does the Second Life Link Application let me do?**  
This application integrates the worlds most popular social networking applications, Facebook, with the worlds most popular Virtual World – Second Life™! With our Facebook application you can:



## Ausblick: Avatare in Google Earth?



## Ausblick – Gruscheln mit dem Avatar?



## Ausblick – My World?

# REDEFINE YOUR WORLD

**What's all this about?** ASU has been uniquely chosen by a major internet company to be a beta-tester school for a new product that will be publicly launched later this year. This is a truly unique opportunity for you to test-drive the software and provide feedback, which will be used to continuously refine the product before its launch. ASU is the only school picked to participate in this collaborative development process.

Please submit the questionnaire to see if you will be one of the chosen few picked to participate in this exciting project. You will be notified by email if you are selected. Good luck!

*Note: You must be an ASU student currently enrolled for classes for Fall 2007 semester.*





**Vielen Dank!**

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