

Virtual Worlds: Considering Standards

Dr. Keysha Gamor
ADL Co-Lab Hub

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Report Documentation Page

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Purpose & Scope

- Stimulate **high-level** discussion on issues in virtual worlds interoperability and standards
- Collect **feedback** for further consideration

Crux of the Matter

Leveraging lessons learned may encourage evolutionary advancement and increase rate of adoption

“Those who cannot learn from history are doomed to repeat it.”

~George Santayana

“The successful man will profit from his mistakes and try again in a different way.”

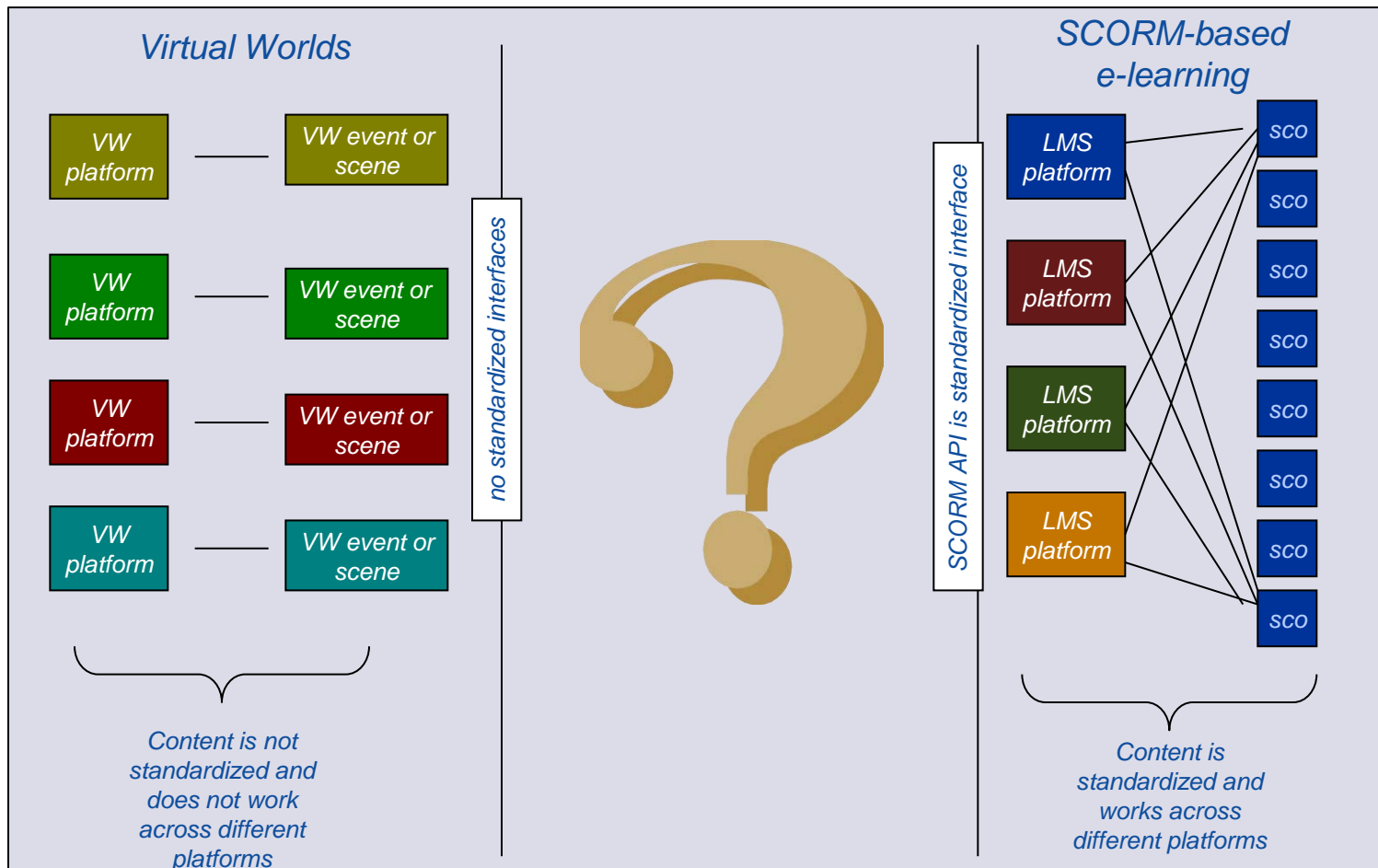
~Dale Carnegie

Problems we face using this modality are somewhat familiar

- A one-size fits all solution does not exist
- Interoperability issues are among reasons cited for delayed adoption
- Organizations may test a variety of solutions and choose one or many
- Existing learning content is fulfilling basic requirements
- Legacy learning, content, and/or talent management systems are too valuable to abandon
- Blended solutions have proven to be effective; VWs can be part of those solutions

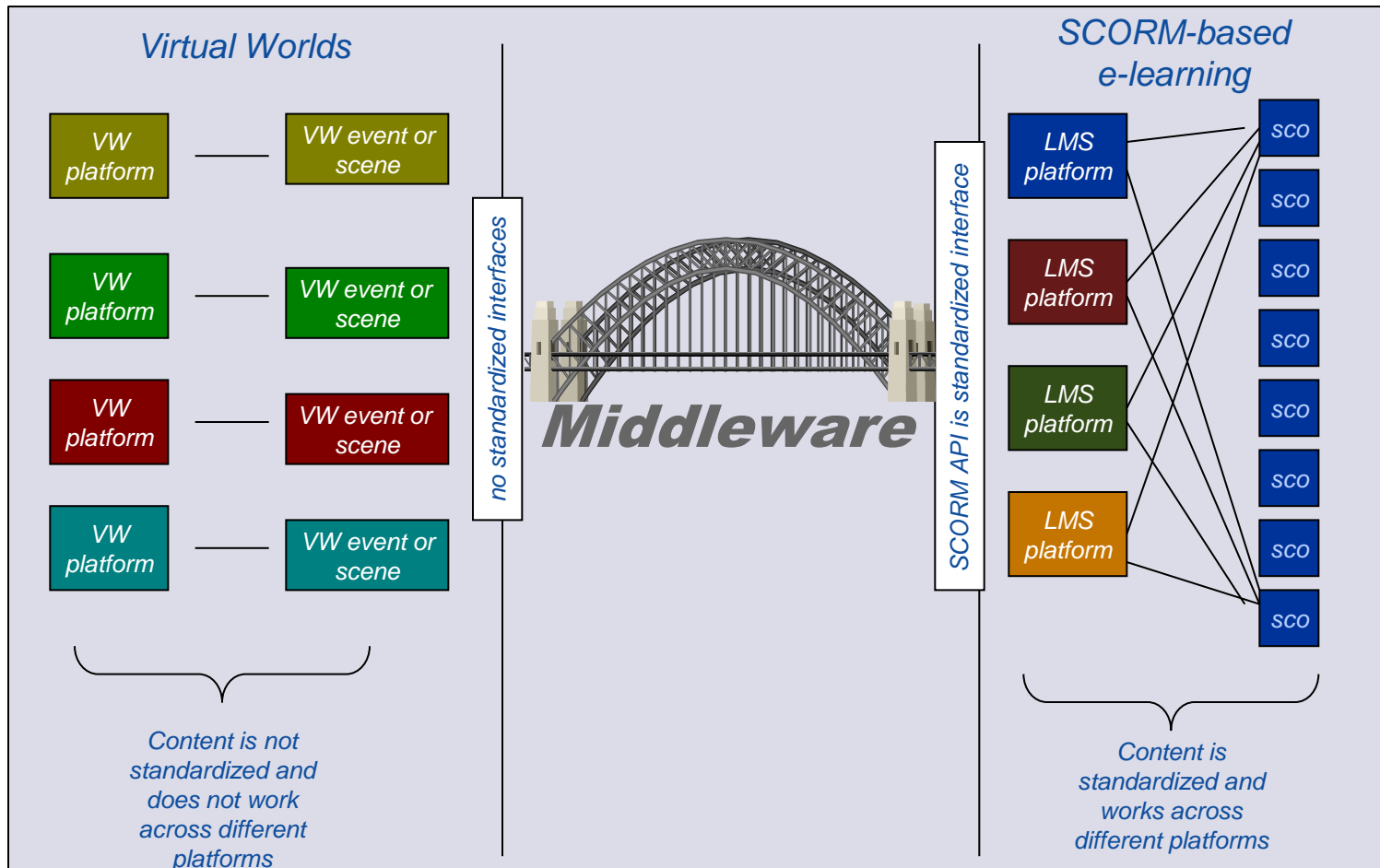
The Current Challenge

Content is specifically designed for a particular platform



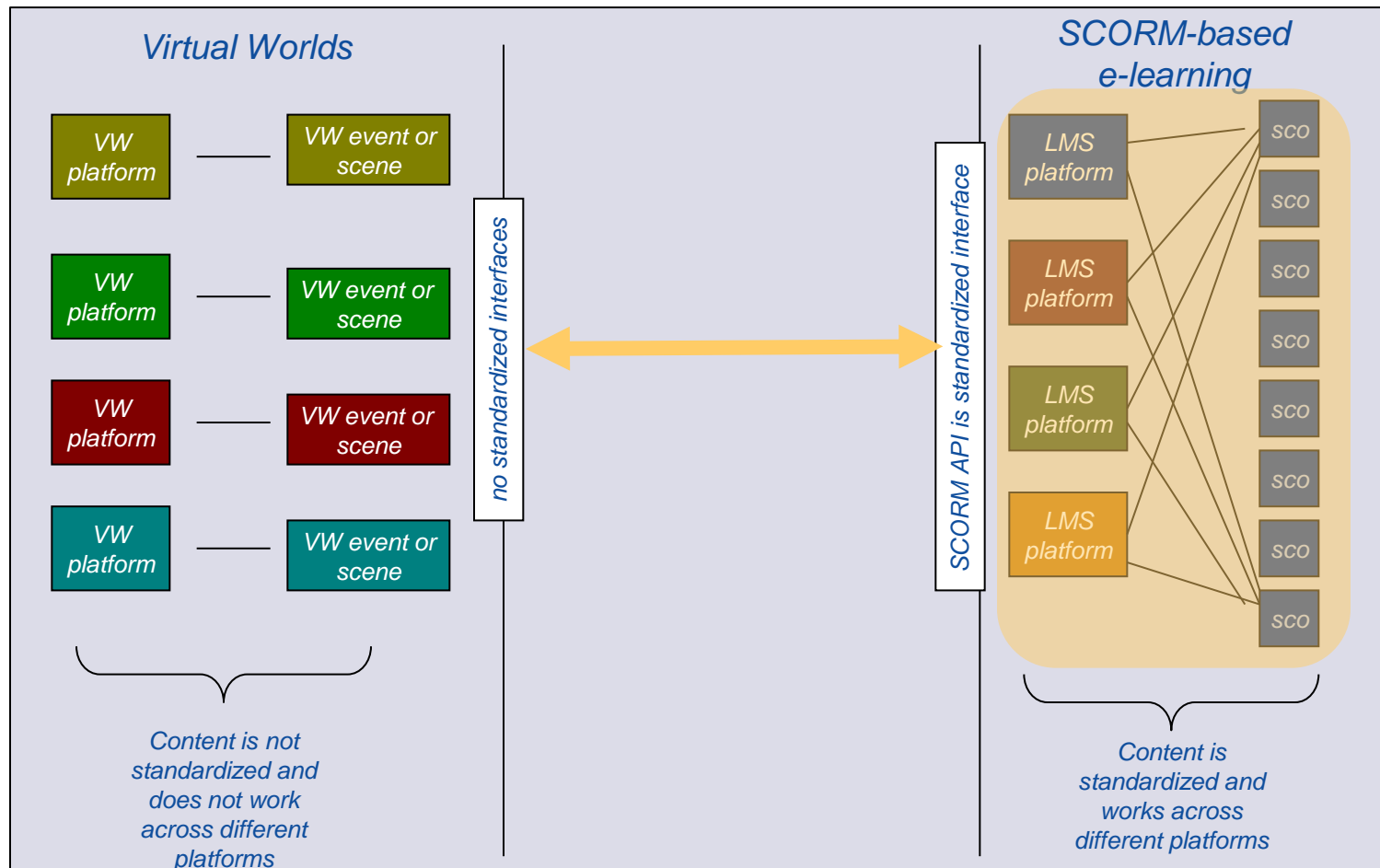
An Idea: Develop a Connection

Content is specifically designed for a particular platform



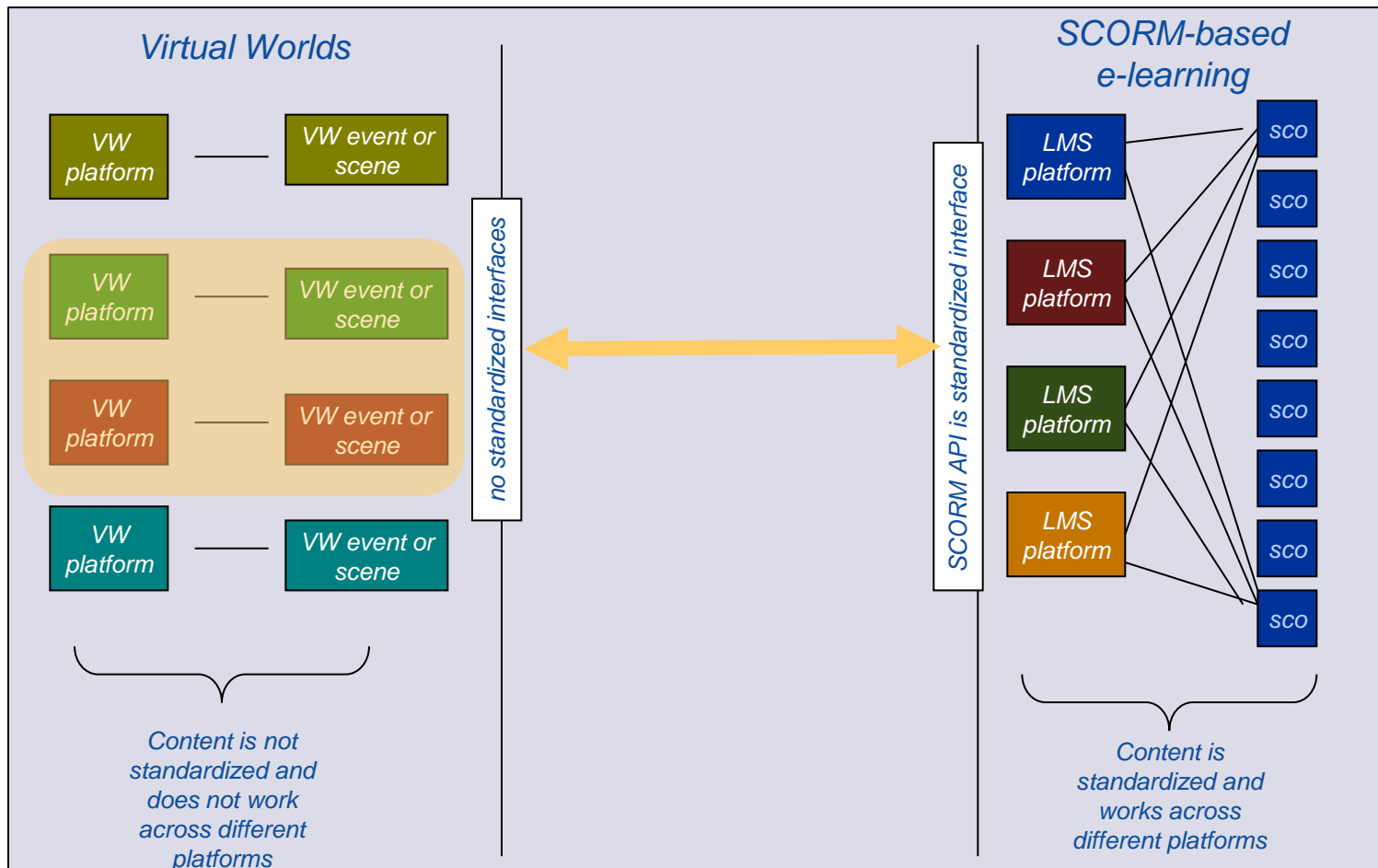
Another Idea: Change (Some) Virtual Worlds

Will changing SCORM address the challenge?



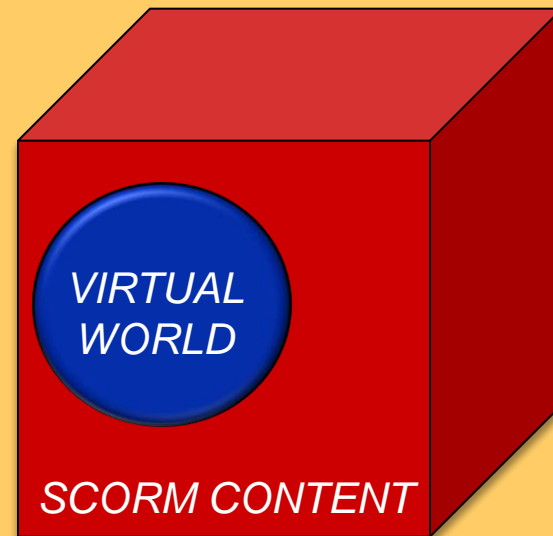
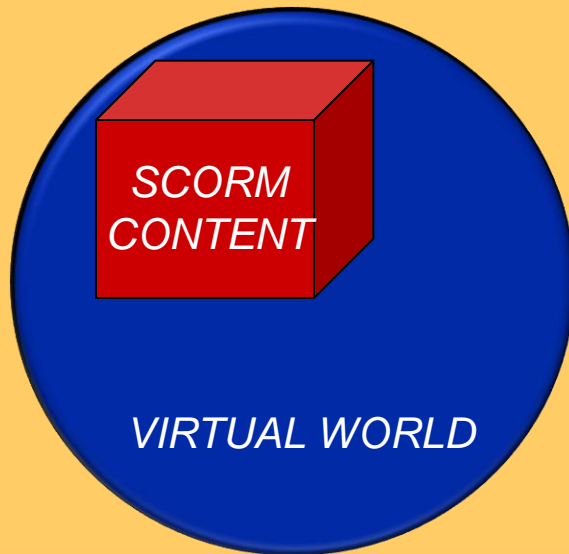
An Idea: Modify SCORM

Will changing some VWs fix the problem?



Two Sides of the Problem

Making virtual world learning available to SCORM systems is being examined



Yet Another Idea: An Overarching Solution

Perhaps we should consider an overarching solution that will address all immersive technologies now and in the future



Current and Past “Use Cases”

A few current and past efforts were designed to examine potential solutions

| | OLIVE | Protosphere | Nexus /SIMILE | PowerU | Thinking Worlds | Sloodle | eXact VLW | Pivote /Preview |
|-------------|-------|-------------|---------------|--------|-----------------|---------|-----------|-----------------|
| SCORM in VW | X | X | X | X | X | | | |
| VW in SCORM | | | X | X | X | X | X | |
| Middleware | | | X | X | | X | X | X |
| Multiplayer | X | X | X | X | | X | X | X |



Resources





Resources

- ADL Initiative
 - <http://www.ADLNet.gov/>
- Industry report
 - SRIC-BI
 - <http://www.sric-bi.com/vwc/>
- Variety of workshops, conferences, and discussions





Questions or Comments?

Dr. Keysha Gamor

keysha.gamor.ctr@adlnet.gov