Integrating Electronic Institutions with 3D Virtual Worlds

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Conceptual Design

Legend
1) Elaine attempts to open the door
2) Requests action: „open door“
3) Corresponding message is forwarded for validation
4) Agent is informed about the requested action
5) Validation response: „action permitted“
6) Response is forwarded
7) Action is performed and perceived by Elaine,
   i.e. the door opens
Environment Specification

- Start with an Electronic Institution design …
Environment Specification

- … create (generate) a floor plan …
Environment Specification

- … and specify a mapping specification, consisting of:
  
  - Agent Mapping – How an agent is visualized
  - Room Mapping – Which scene is mapped onto which room
  - Door Mapping – Which scene/transition is mapped onto which door
Architecture
Conclusion & Future Work

- We have an instrument to connect an Electronic Institution with a 3D Virtual World
- Agents and Humans can participate
- It is domain independent

- Reimplementation of the framework
- Implementation of Agents
- Monitoring tools
- Presentation of Products
The End
Thanks for your attention

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