



THE DIGITAL SPACE COMMONS

Question...



Was there Life
before
Second Life?





THE DIGITAL SPACE COMMONS



so
Let's take
a look!





The Origins and Evolution of Social Virtual Worlds

Presentation to the Lindens (October 27, 2006)

Phase I: 1960s-1980s, Precursors to the Virtual World

Phase II: 1990s, The Early Adopter "Cambrian Explosion" period

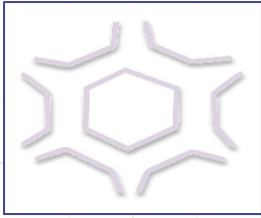
Phase III: Third Generation bids for the mainstream

The Social Virtual Worlds Timeline Project

The Avatars Conferences

Acknowledgements and Resources

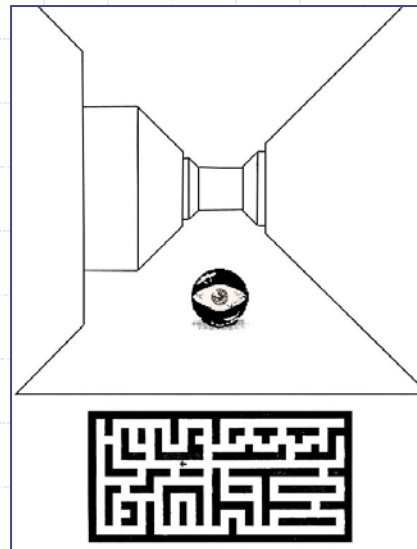
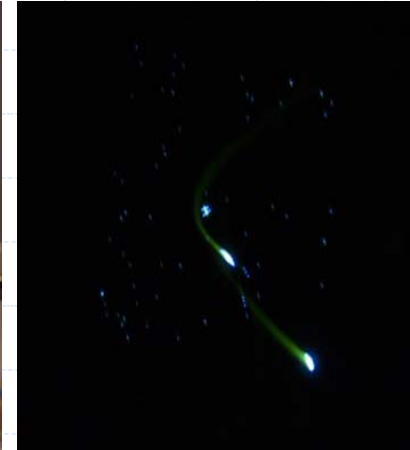
Discussion

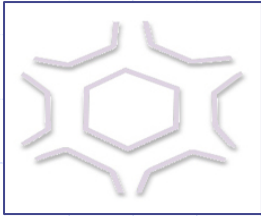


Phase I: 1960s-1980s

Precursors to the Virtual World

- ◆ First multiplayer graphical game: Space War 1961
- ◆ Multiple players in 3D: Maze War 1974
- ◆ Boom in textual virtual world: MUDs and MOOs
- ◆ The dawn of Avatars: Habitat, 1986

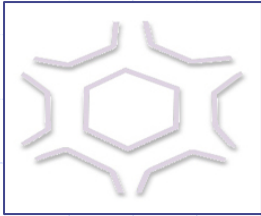




Phase I: 1960s-1980s Precursors to the Virtual World

Space War Film Clip

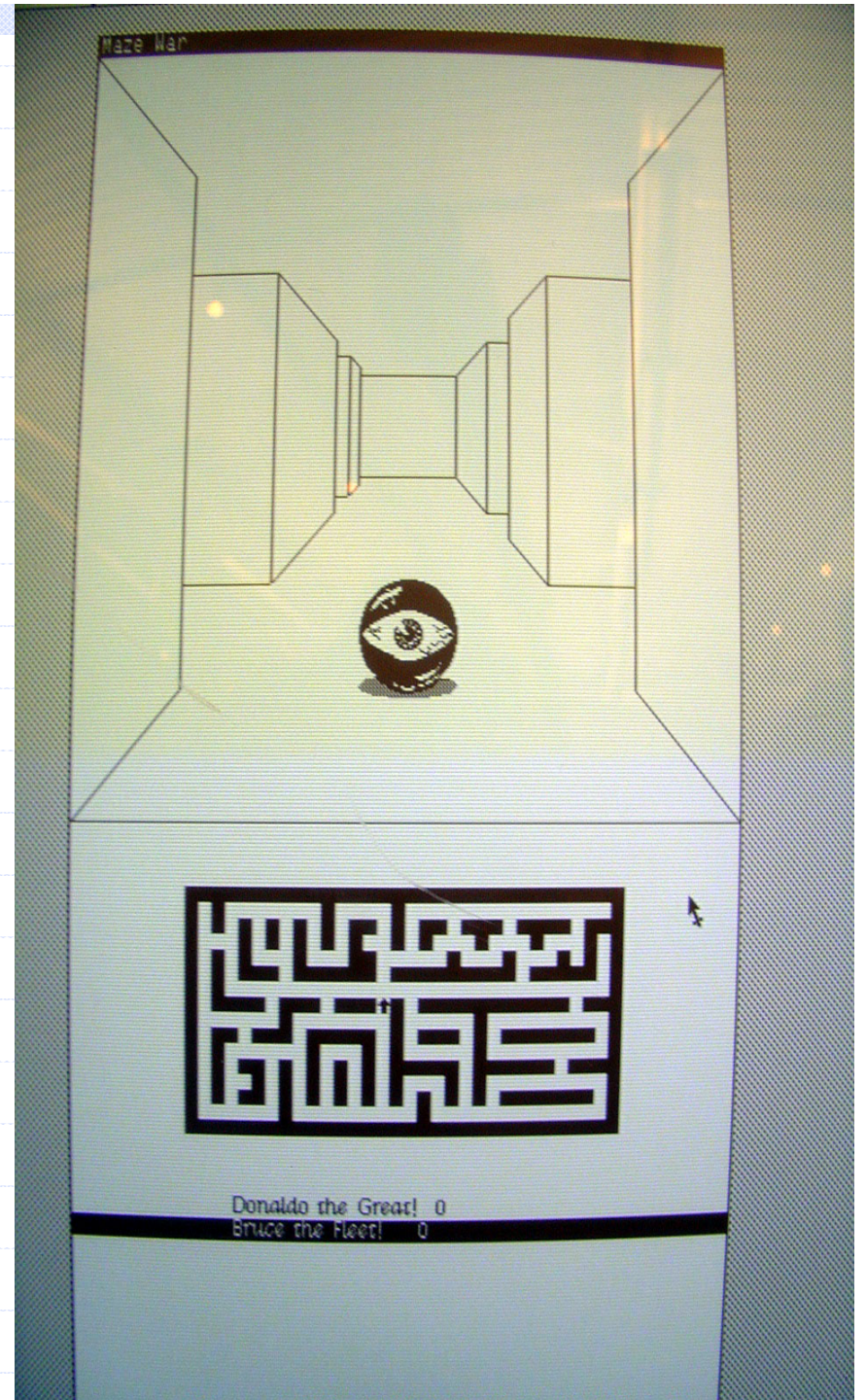


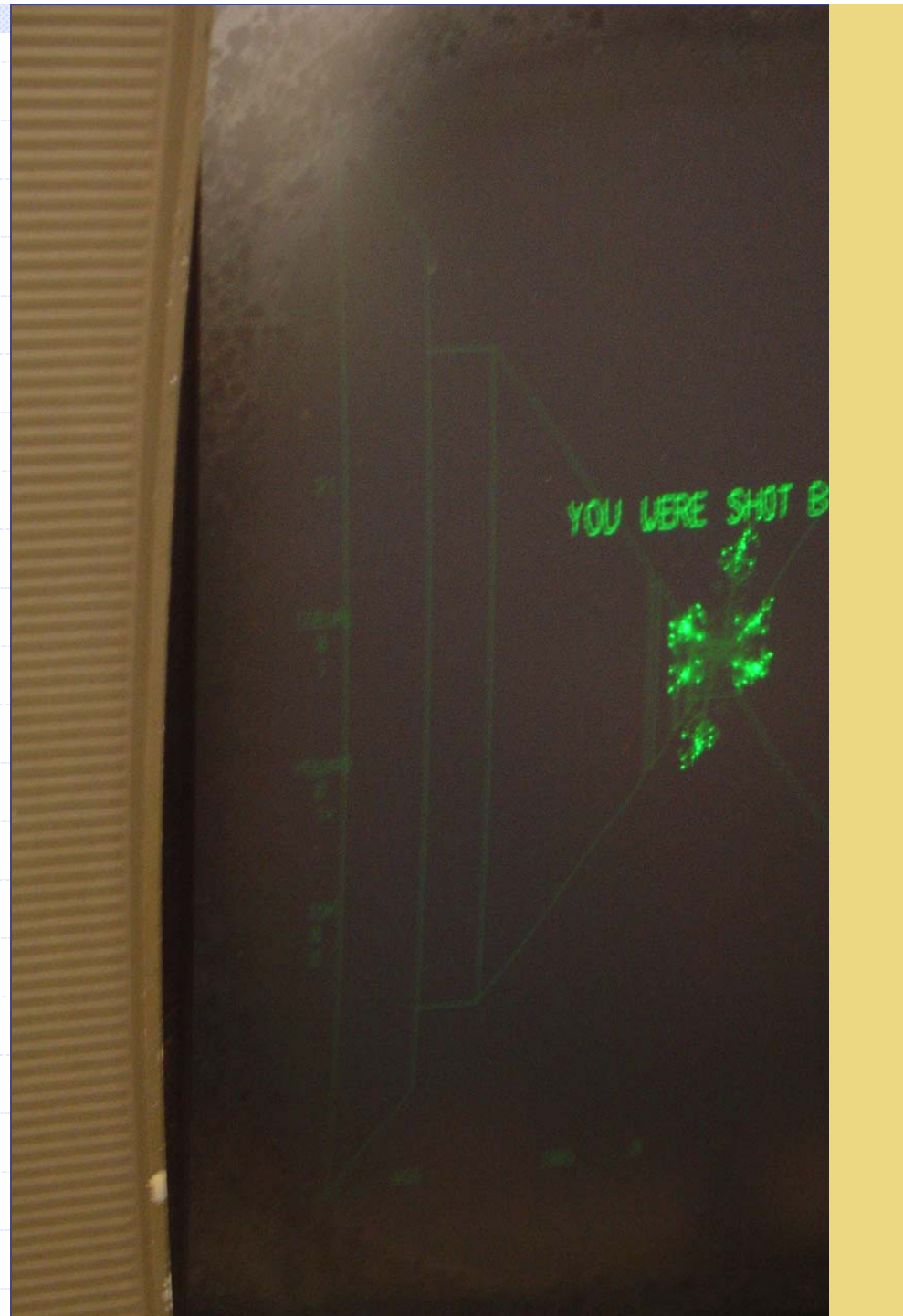
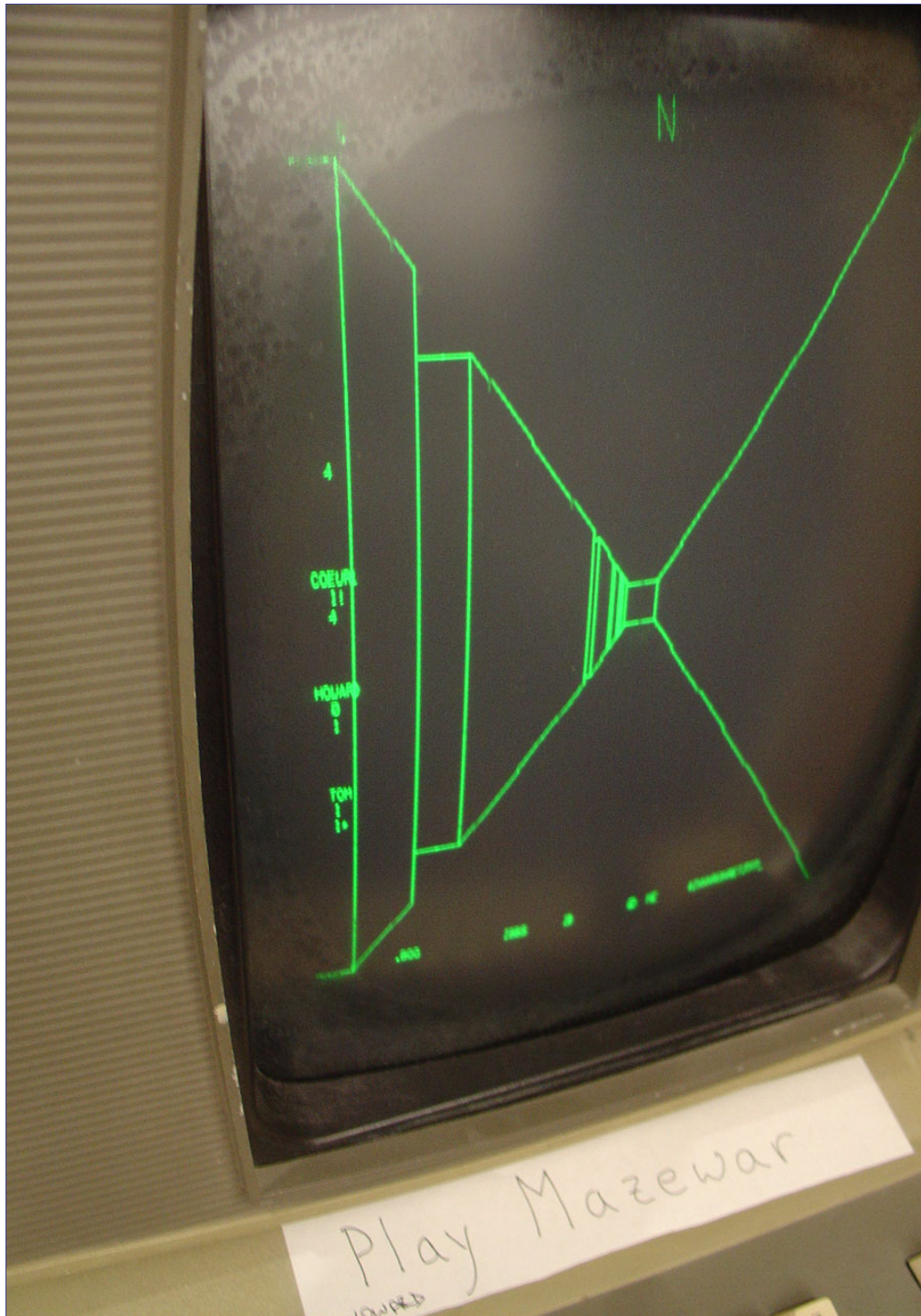


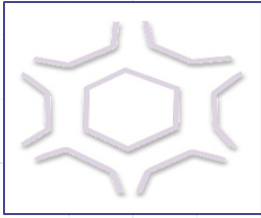
Phase I: 1960s-1980s Precursors to the Virtual World

Mazewar









Phase I: 1960s-1980s

Precursors to the Virtual World

MUDs and MOOs

Textually described and navigated virtual worlds

Pre-1990 example from TinyMUD Islandia (Mitchell, 1995)

>LOOK

Town Square

A large oak tree spreads its branches over a wooden kiosk covered with announcements in the grassy center of the square. Park benches line the sidewalks amidst flowery shrubs. You see the library to the northwest, the post office to the southeast, the homeless shelter to the southwest, and the hotel and convention hall to the northwest.

>SIT

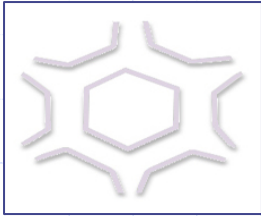
You sit down on a park bench.

>LOOK WEST

The duck pond is to the west, and banners and pennants are beyond it. Lucky for you, there is a wooden bridge upon which you can cross, if you can get past the horrendous crowd on it.

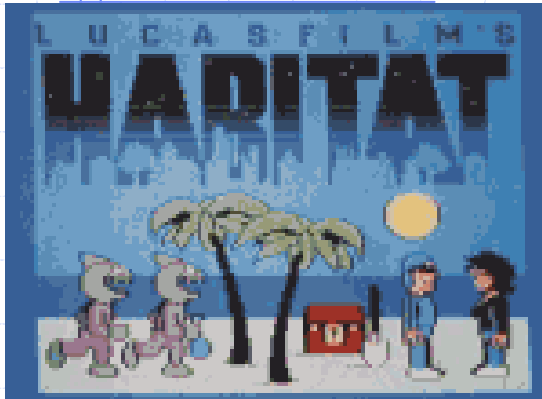
>WEST

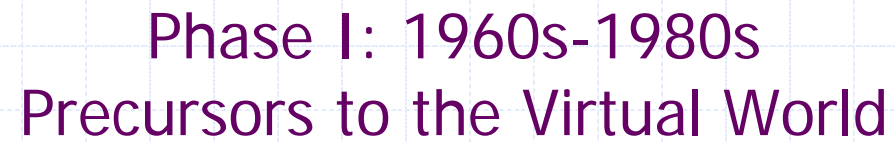
You head for the bridge, hoping to push your way across.



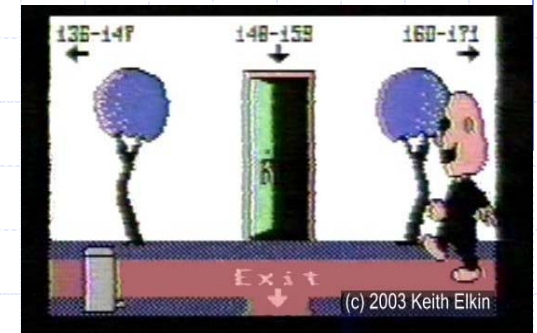
Phase I: 1960s-1980s Precursors to the Virtual World

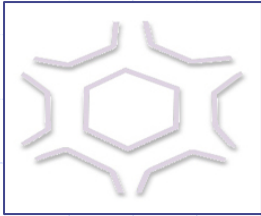
Lucasfilm Habitat, 1987 on C64





(c) 2003 Keith Elkin





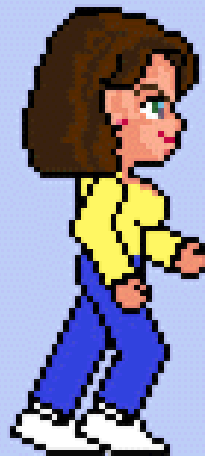
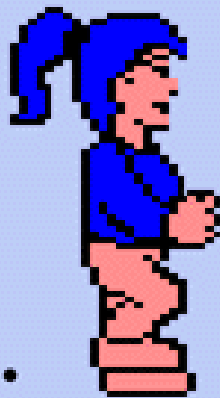
Phase II: 1990s

The Early Adopter "Cambrian Explosion" period

Transitioning into the 1990s

The Descent of Avatars

Ava
takes
a step
forward.



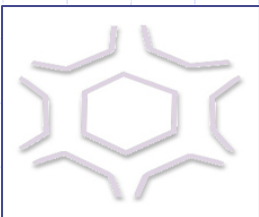
Proto-Avatarus
(Pre-Avatar)

*Avatarus
Islandius*
(Island Avatar)
c. 1985 A.D.
Vienna, Virginia

*Avatarus
Orientus*
(Eastern Avatar)
c. 1990 A.D.
Tokyo, Japan

*Avatarus
Modernus*
(Modern Avatar)
c. 1995 A.D.
San Jose,
California

What next?

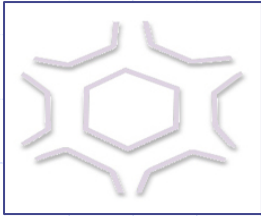


Phase II: 1990s

The Early Adopter "Cambrian Explosion" period

DOOM (1993) – real time 3D on consumer PCs, single user





Phase II: 1990s

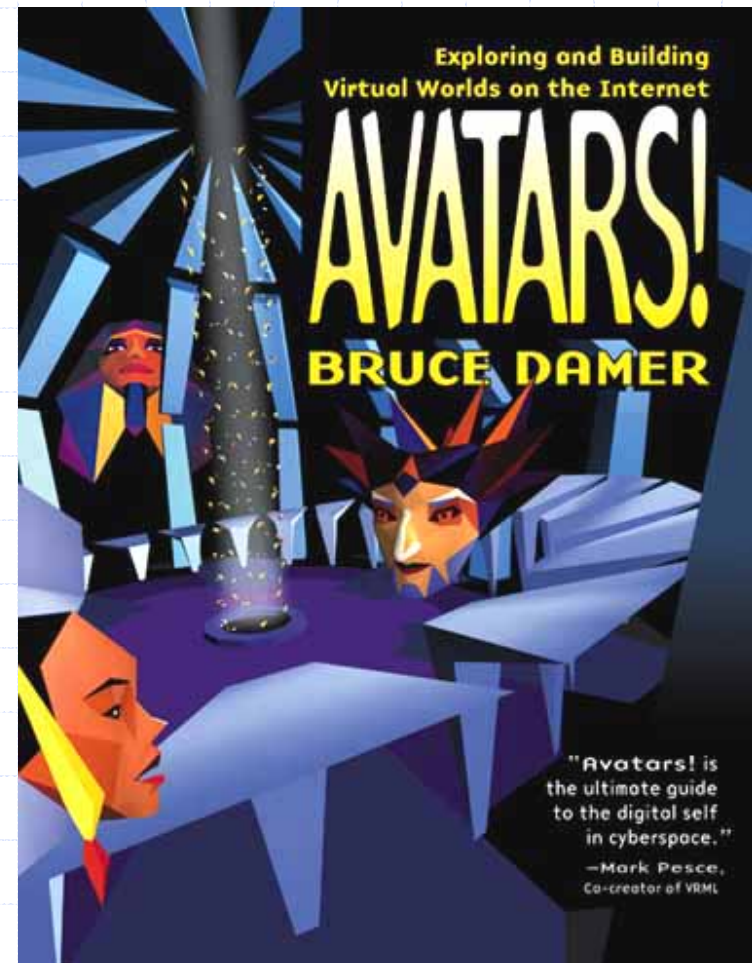
The Early Adopter "Cambrian Explosion" period

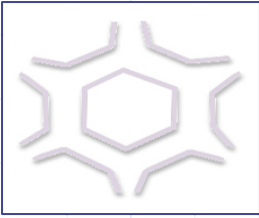
Lucasfilm 1987 — Damer 1997

THE OFFICIAL AVATAR HANDBOOK

A Comprehensive Guide to Understanding
Habitat™

"Look Theodosis, a book for us!"



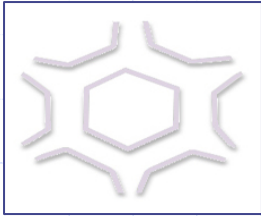


Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Multi player gaming vs. multi user social virtual worlds

- ◆ How is a Social Virtual World (SVW) different from a Game Play World (GPW)?
- ◆ SVWs are first and foremost about communications between people on topics of their choosing.
- ◆ SVWs may include a creative aspect, such as building, that facilitates communications.
- ◆ SVWs may also include gameplay as an activity.
- ◆ GPWs may also include features of SVNs but they are primarily about game play.



Phase II: 1990s

The Early Adopter "Cambrian Explosion" period

Multi player gaming vs. multi user social virtual worlds

1994-1996: along with the explosion of the web, an explosion of social virtual worlds platforms



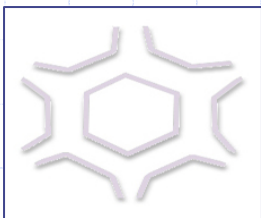
NTT SOFT



NTT Software Corporation



Lets take a look...

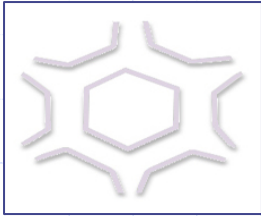


Phase II: 1990s

The Early Adopter "Cambrian Explosion" period



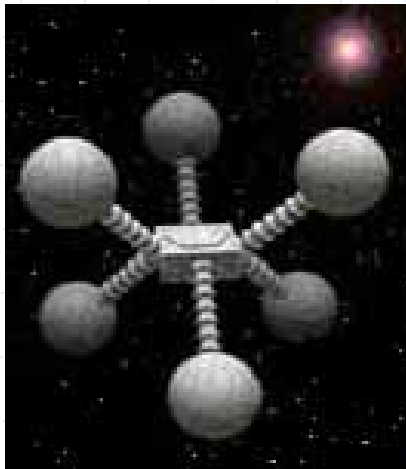




Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Knowledge Adventure Worlds (1994): Worlds Chat



- ◆ “Doom” meets multi user avatar worlds on the internet
- ◆ Avatars are 2D sprites moving in a high fidelity, high speed “canned” 3D world (space station)
- ◆ No building, worlds all from original company
- ◆ Teleports to other worlds
- ◆ Great use of sound, simple physics
- ◆ Original world converted into a music marketing space

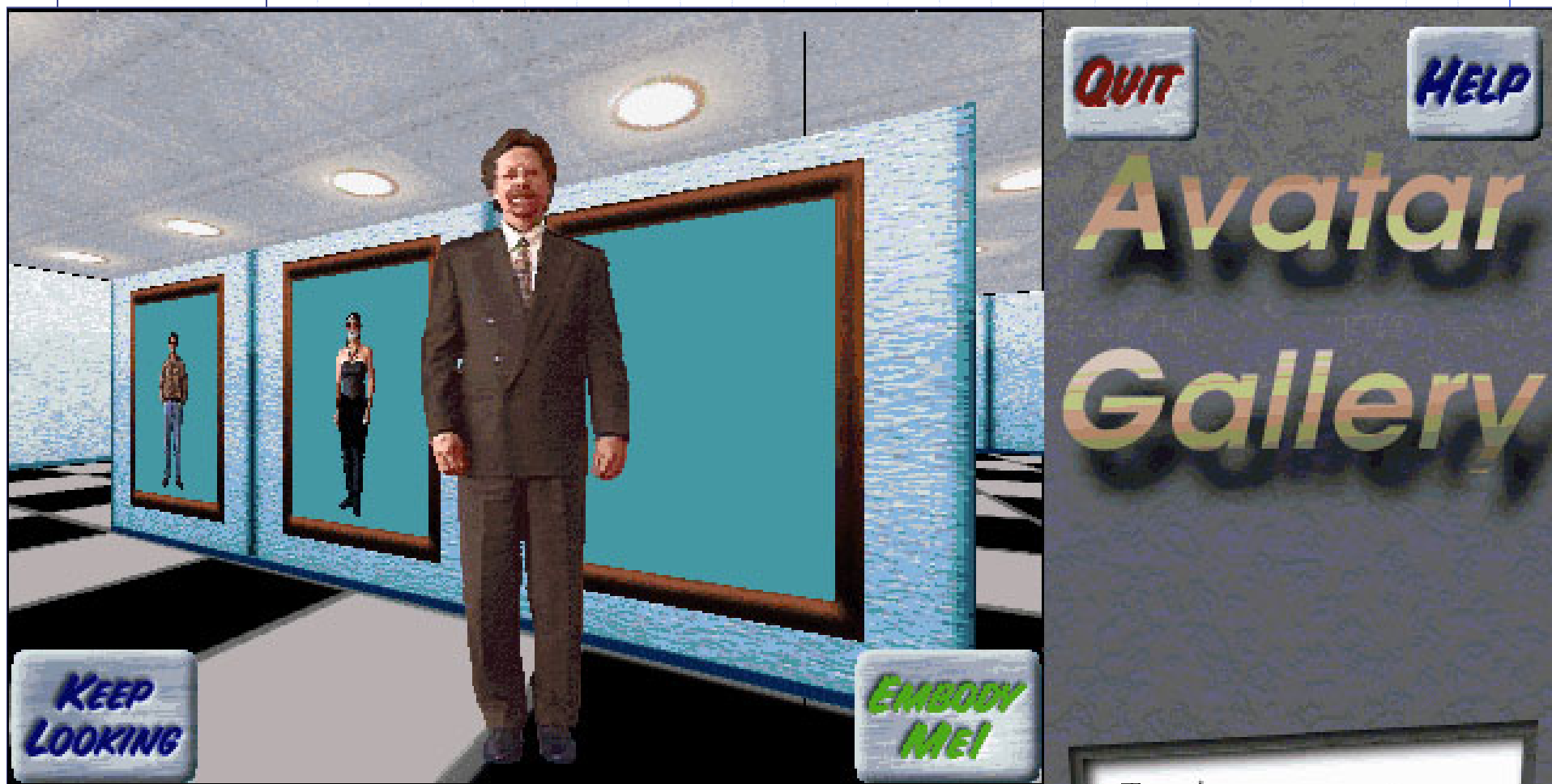
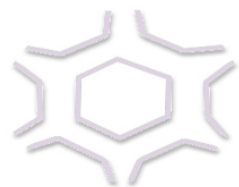
WorldsChat
Space
Station
Spring
1995...

File Options People Whisper Places Help

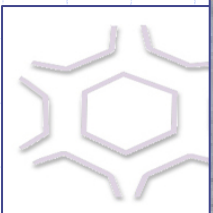


AVATAR GALLERY

To view an avatar,
click once to get a
cursor; then click on a
poster.



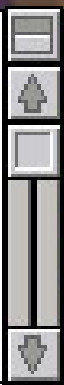




Mike



<Bugs> Ain't nobody here but us rabbits.
<Sam> Why, you rascally varmint!
<Mike> I know you are DC, but I'm going to call you Blue Bear. Okay?
<dc> 10K
<Mike> Coffee Room is in the Yellow section, Through the corridor.
<dc> OK ILL TRY TO FOLLOW YOU.



File Options People Whisper Places Help



Hostname resolved.
Connected!
Logged in to Worlds Chat.

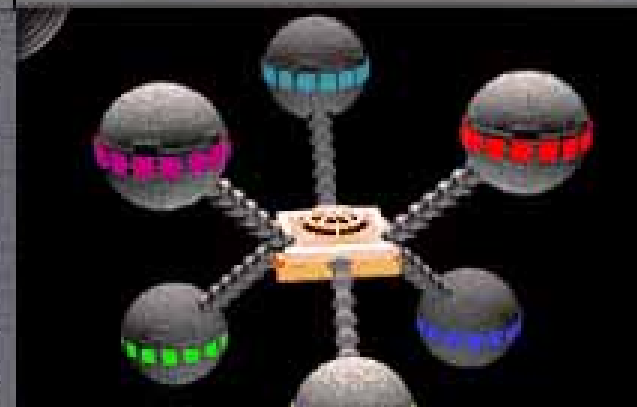
Worlds, Inc. presents Worlds Chat(tm) Gold!
Unexpected message type.
Worlds, Inc. multiuser protocol version 17
Client version 96060817
Connecting to 205.153.210.35:7140 ...
Connected!

TIP #99

To get a list of the people in the room
with you, click Who on the People menu.

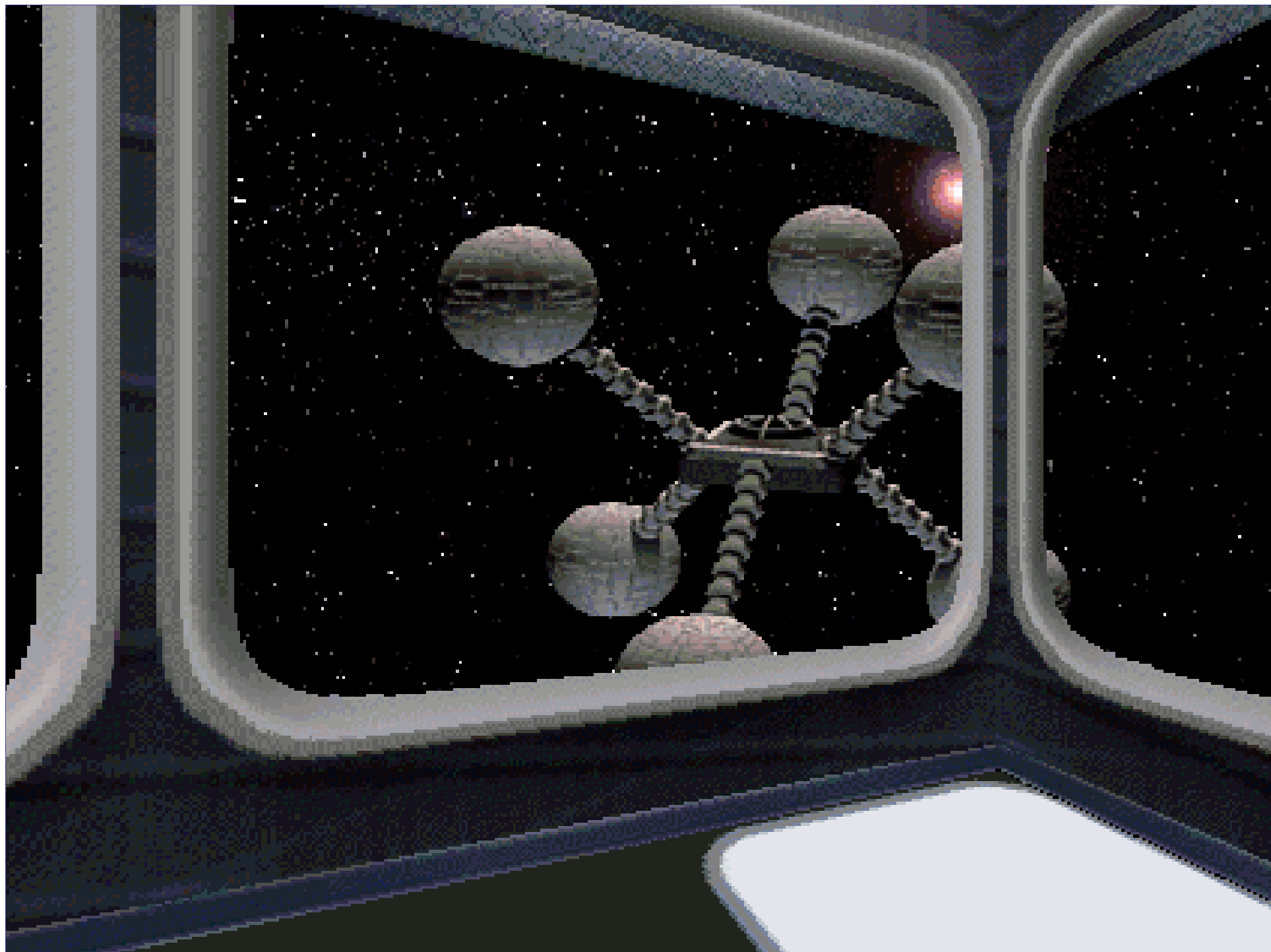
LOCATION:

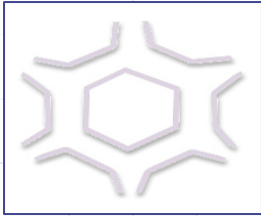
Hub Center



quest_393







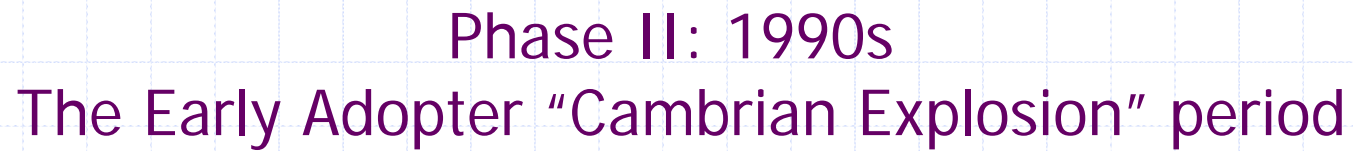
Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Worlds Inc. AlphaWorld: Summer 1995



- ◆ 3D, Avatars, chat, large extensible landscape
- ◆ Citizen-built with direct in-world building “Lego”
- ◆ Community, newspapers, groups, events
- ◆ Distributed servers like SL islands
- ◆ Educational users, media coverage, many firsts
- ◆ No direct object economy but informal economy of object and avatar designers, world builders
- ◆ Simple scripting, bots
- ◆ Closest precursor to SL

[illegible]

Leading to
AW launch,
Summer
1995...

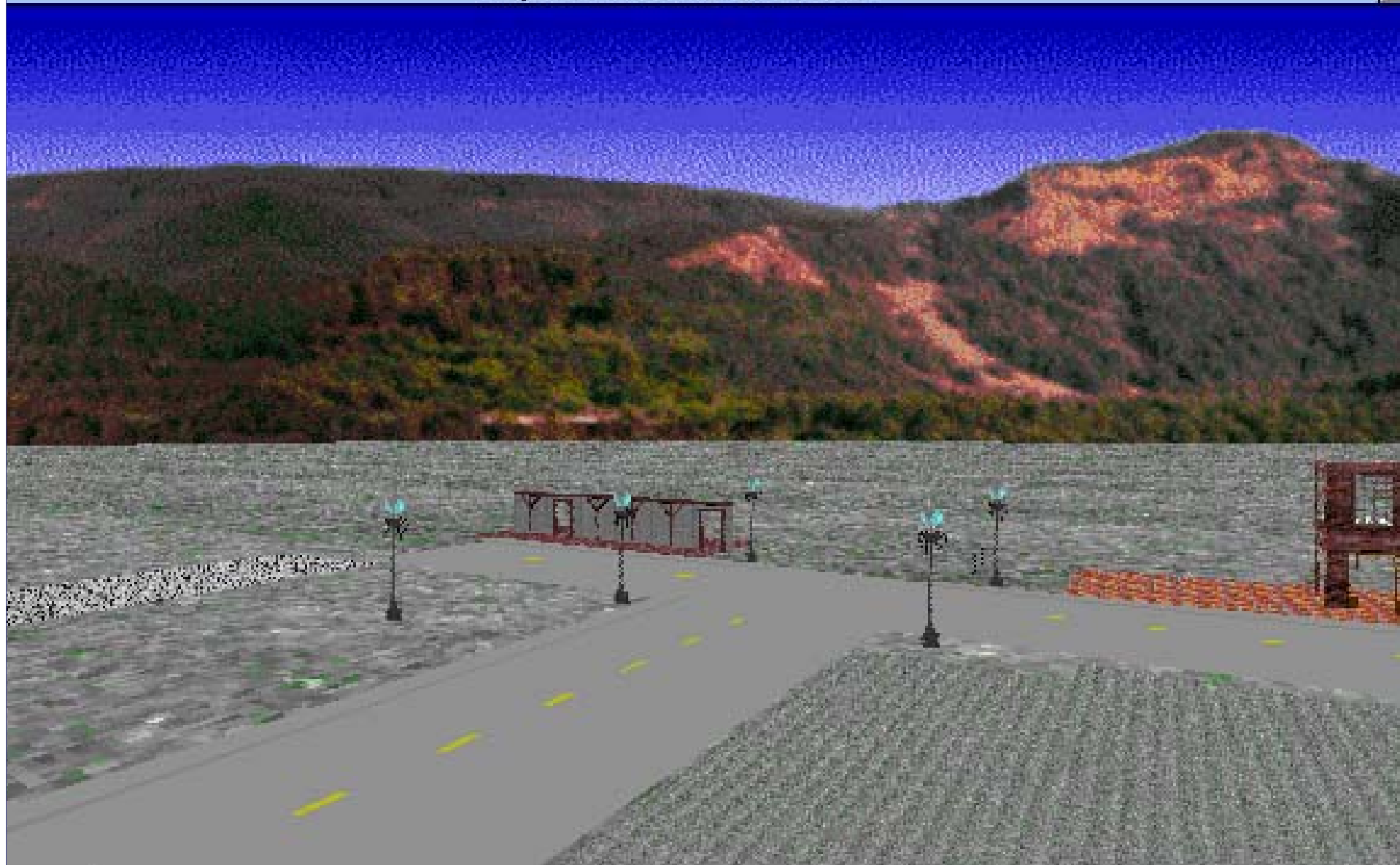
AlphaWorld 3D at 5S 9W



Message

Description

AlphaWorld 3D at 4S 8W



veyed brian!

ription

AlphaWorld 3D at ground zero



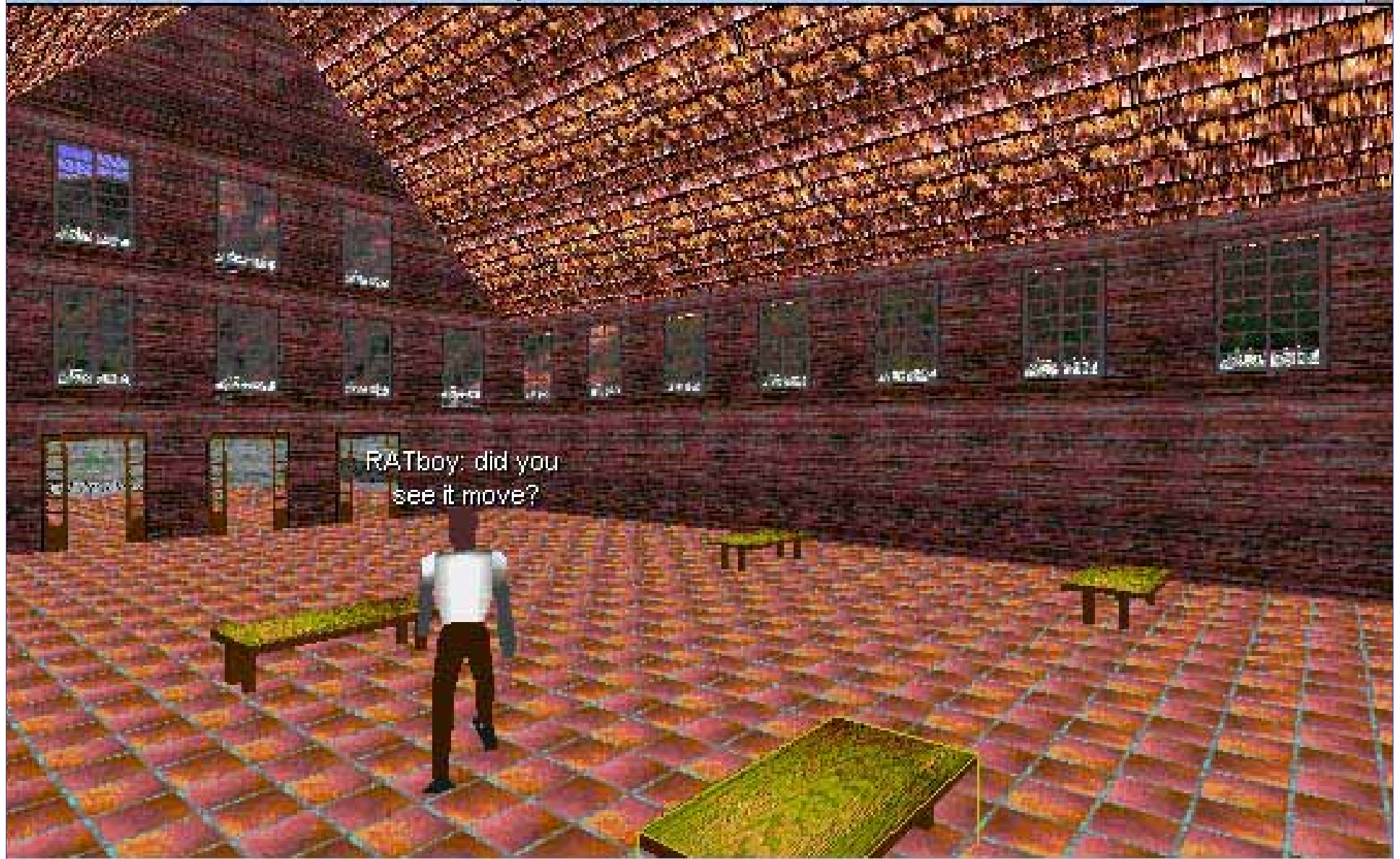
Conveyed hello folks

Description

Destination

Object walk5.rwx

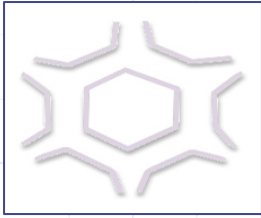
AlphaWorld 3D at 2S 3W



ssage No, the table did not move|

ription How to build





Phase II: 1990s

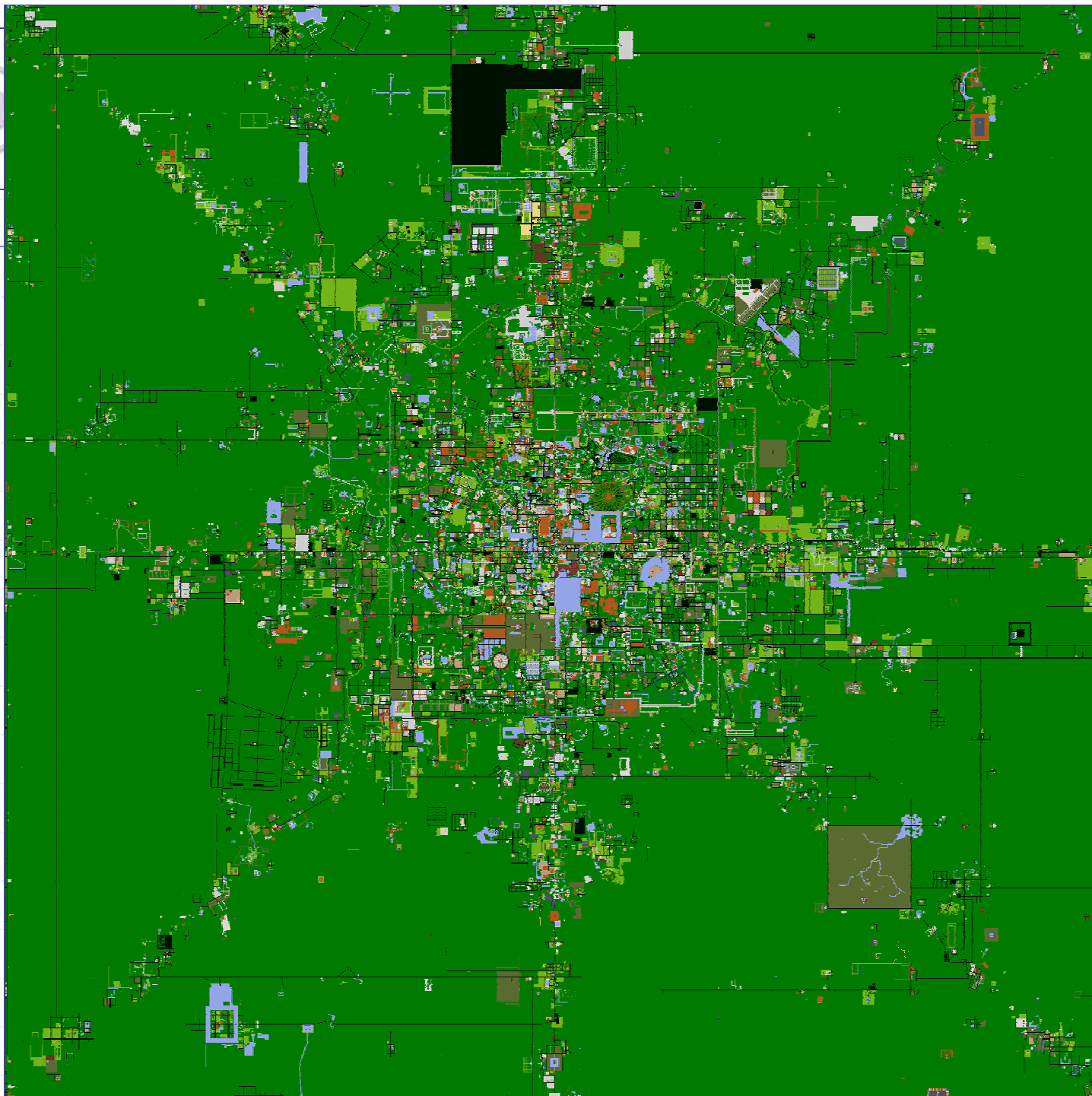
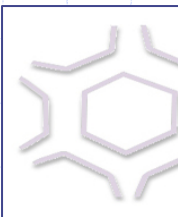
The Early Adopter “Cambrian Explosion” period

AlphaWorld/Active Worlds

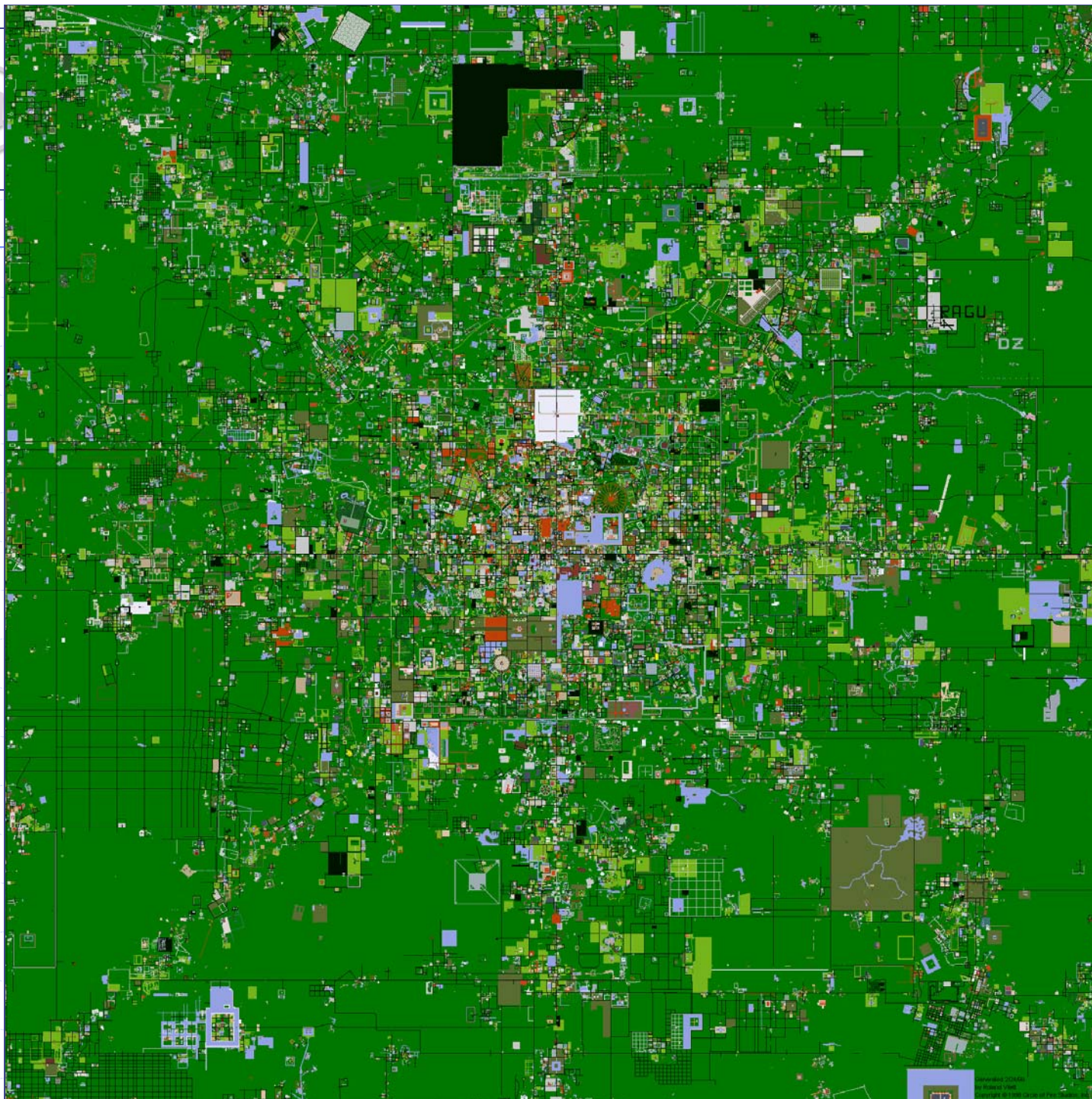
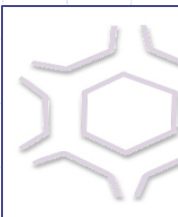


- ◆ Flood of users, peaks at approx 1000 simultaneous, 600k unique user download/installs
- ◆ Platform of choice in many early experiments, educational uses
- ◆ Worlds Inc bankruptcy January 1997, user group takes over platform, Active Worlds, Inc. Switched to paying model, sells worlds
- ◆ Still operating today in Newburyport, MA
- ◆ Many AW citizens now active in SL

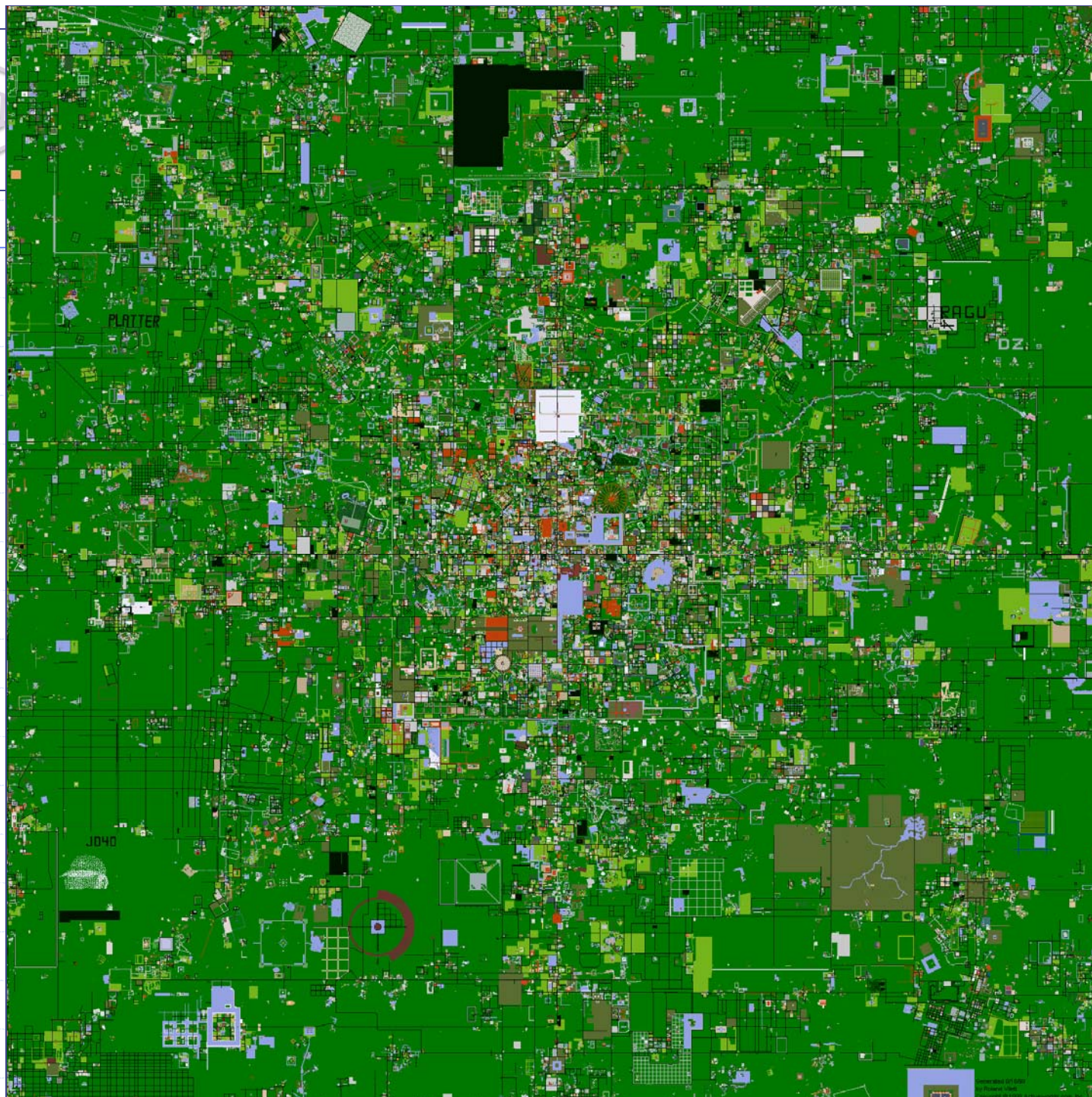
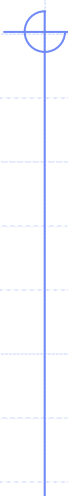
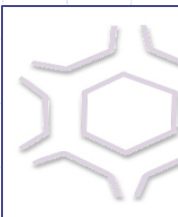
Witness the building boom in original AlphaWorld...



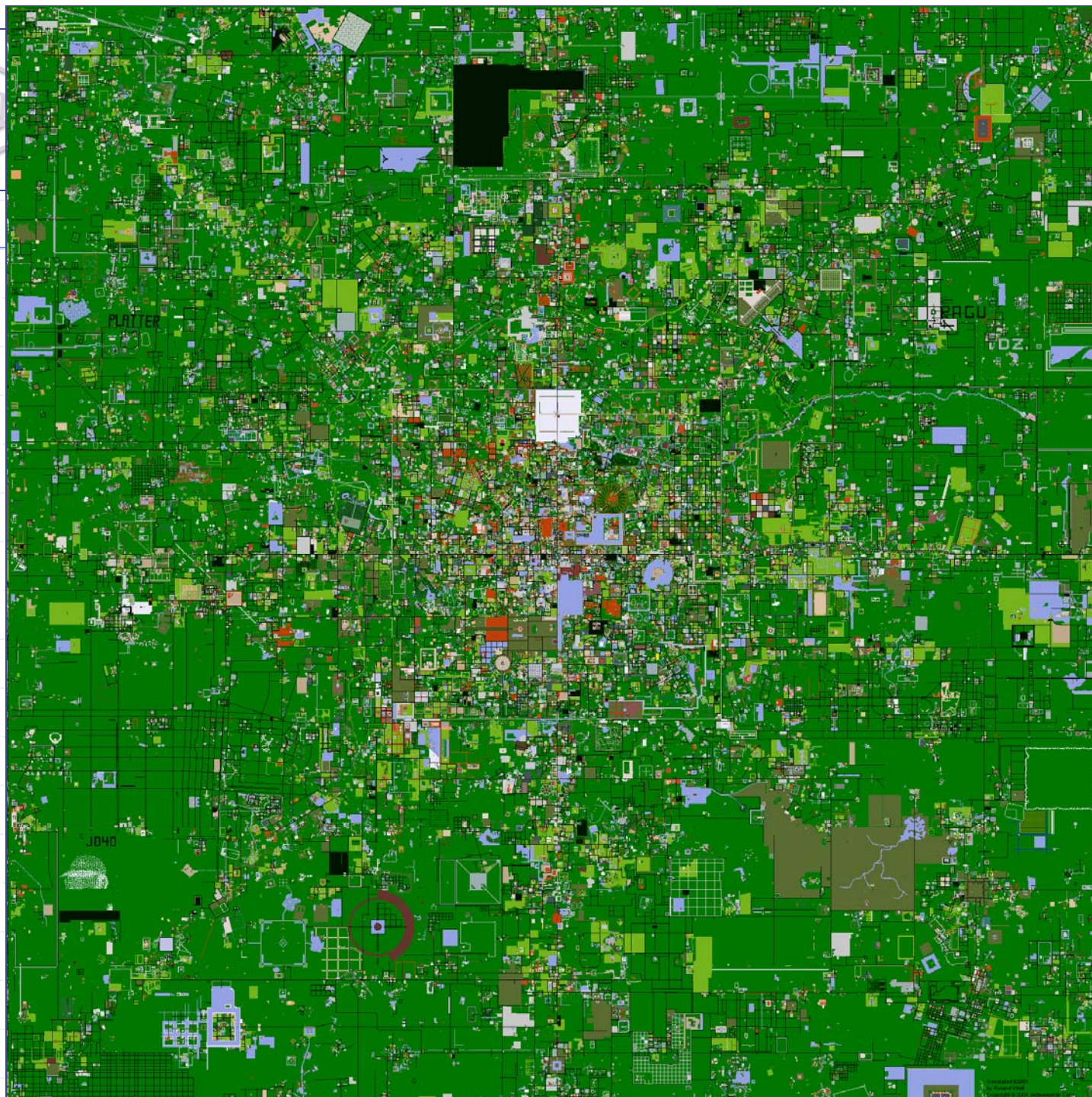
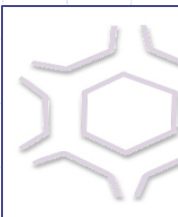
1996



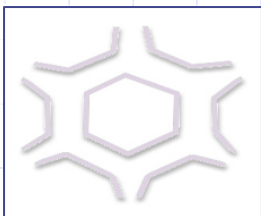
1998



1999



2001

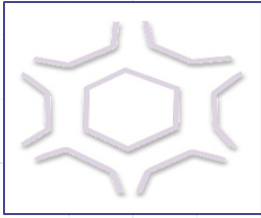


Phase II: 1990s

The Early Adopter "Cambrian Explosion" period

AlphaWorld/Active Worlds: Thousands of Worlds

PG !@Mart	PG AJ_Creek	PG Ancients	PG AV02	PG AWBingo2	PG AWGZ	PG Train	PG VRSoup
PG !AWInfo	PG Akingdom	PG Anduin	PG AV02art	PG AWBingo4	PG AWHelp	PG Training	PG Vultus
PG !Nebula!	PG Akrapol2	PG Aquarius	PG AV02avvy	PG AWBots	PG AWWLife	PG Tranquil	13 Whyst
PG A!!FLYER	PG Akrapoli	PG Arabus	PG AV02test	PG AWBuild2	PG AWMegaOy	PG Transcen	13 WildAW
PG A!!Vines	PG Albany	PG Aranil	PG av98	PG AWCamp	PG AWWNybble	PG Trinkets	PG WildWest
PG A!Caribe	PG Alliance	PG Arisia	PG AV99	PG AWCastle	PG AWPParent	PG Tristan	PG WinBack
PG A'tuin	PG AlwaysOK	PG ArteOp	PG av99art	PG AWCC	PG AWRental	PG Tritus	PG Wishes
PG abc	PG America	PG ArtsHiwy	PG av99avvy	PG AWCheks	PG AWRPG	PG TrkNFld	PG Wistaria
PG Abriendo	PG Amigos1	PG Atlantis	PG AV99cams	PG AWChess	PG AWSchool	PG Tropolis	PG WitchWay
PG Abroad	PG Amigos2	PG AuMilieu	PG AV99exb	PG AWctf	PG AWShow	PG TrueSpac	PG Wolf
PG Abyssia	PG Amigos3	PG Aureus	PG AV99tour	13 AWDebate	PG AWSingle	PG TwinOaks	PG Wonders
PG Active	PG Amigos4	PG AureusOY	PG Avatar	PG AWDemo	PG AWSome	PG TyriaX	PG WWorld
PG AD&DRPG	PG Amigos6	PG AV00	PG AvsbyRet	PG AWDisco	13 AWSpades	PG Uniden	PG X-Men
13 Adronis	PG Amircot	PG AV01	PG AW	PG AWECEC	PG AWTeen	PG VanGogh	PG X_Files
PG Aegyptos	PG Amári	PG AV01art	PG aw3d#0	PG AWEEvents	PG AWTrivia	PG Vertigo	PG X_Files2
PG Aeon	PG Ancients	PG AV01avvy	PG aw3d#00	PG AWFx	PG AWUniv	PG Village1	PG XarMazes
PG Agape	PG Anduin	PG AV01cams	PG aw3d#1	PG AWGames	PG AWUniv2	PG Visions	PG Yellow
PG Agora	PG Aquarius	PG AV01exb	PG aw3d#10	PG AWGames2	PG AWUniv3	PG Void	PG Ysabeau
PG AirGlow	PG Arabus	PG AV01tour	PG aw3d#11	PG AWGate	PG AWUnivAB	PG VR5	PG Zelda
	PG Aranil		PG aw3d#12	PG AWWomen			PG Zephir

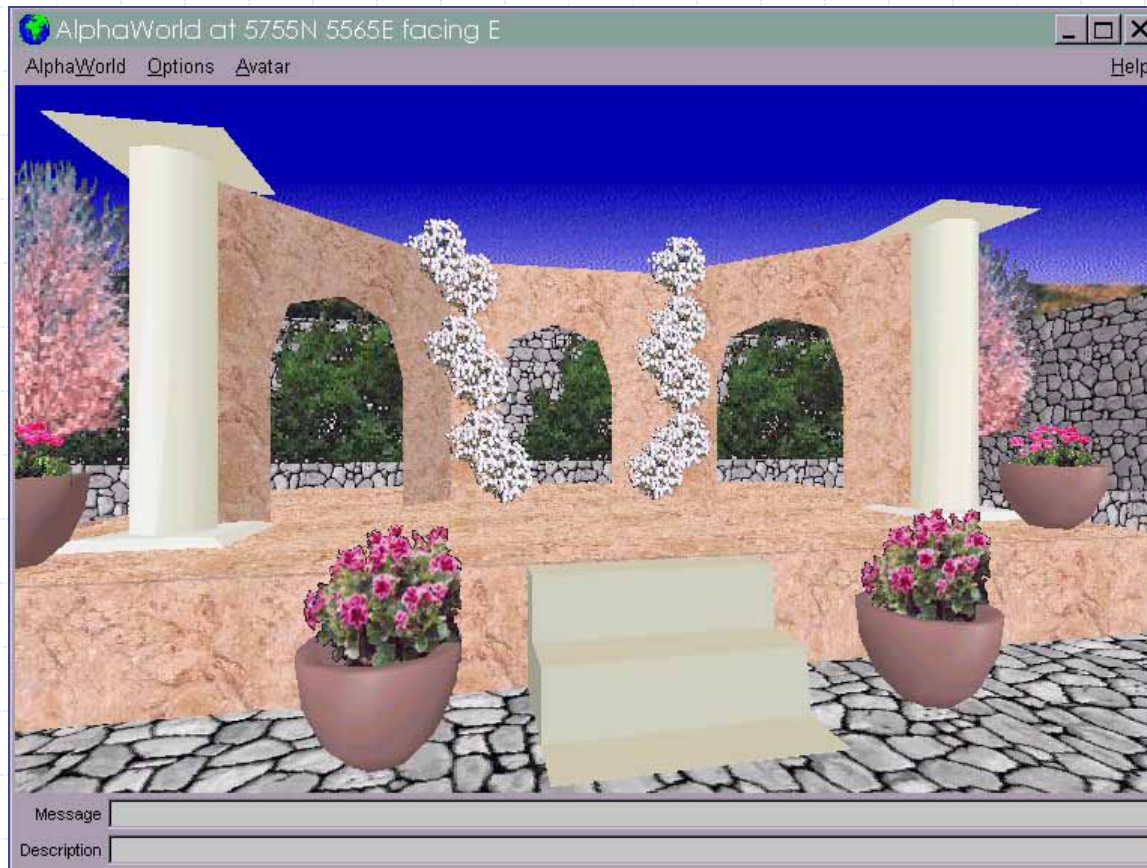


Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

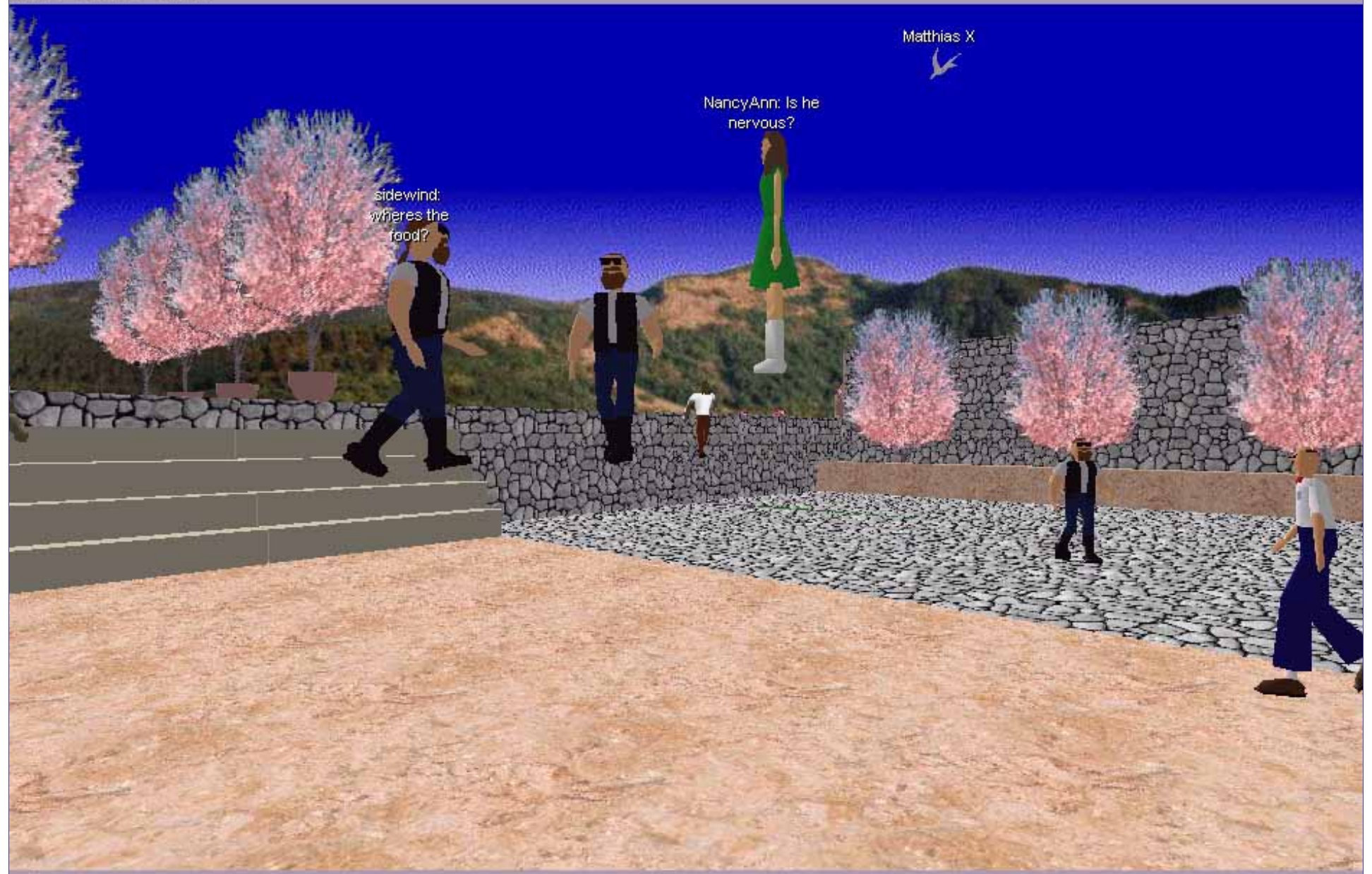
AlphaWorld and Active Worlds

- ◆ Anatomy of an event in AlphaWorld, first Wedding in an Avatar space, Summer 1996: first, friends lovingly build the wedding space:



phaWorld at 5755N 5564E facing NW

World Options Avatar



red who is getting hitched

ion



Tomasi

Janka: I DO :)

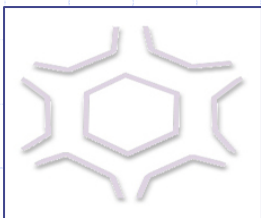
Dataman: for
richer or poorer,
as long as you
both live?











Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

The Palace



- ◆ Worlds are image backdrops, fully distributed worlds
- ◆ Avatars are 2D with props, gestures, sound effects, own image as av
- ◆ Satchel of objects (inventory in SL)
- ◆ Most successful by the numbers
- ◆ Company gone, some servers still operating

The Palace
goes online
in late
1995...



The Palace - The Palace

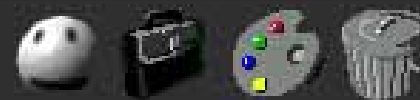


File Edit Options Macros Help



Palace Gate

People: 17/170





The Palace - The Palace



File Edit Options Macros Help



Hallway 200

People: 13/134



Guest 5430

Coyote

with Bruce Damer,
organizer of the
Earth to Avatars
conference,

Bruce Damer (DigiGardener)

mr. rotten

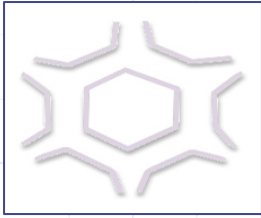
winter

Jam

People: 8/10



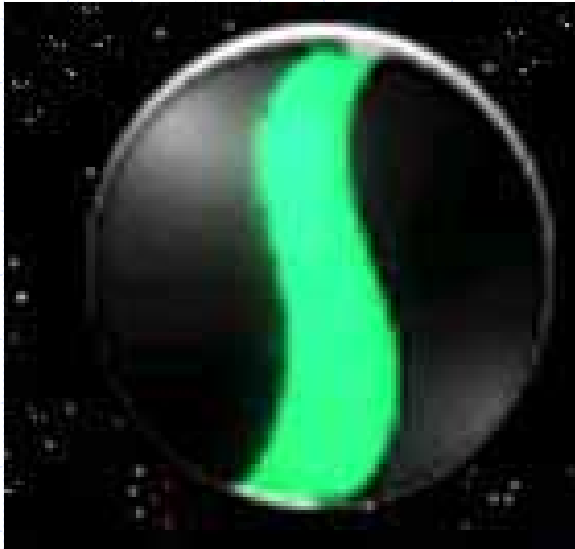
Geek Talk hosted by Caferace - Tuesday 5 p.m. pacific



Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Black Sun Interactive (Blaxxun) Pointworld

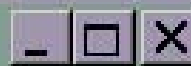


- ◆ First multi-user VRML platform
- ◆ Inspired by “Snow Crash”
- ◆ Personal cyber-cards
- ◆ User built worlds
- ◆ Many community events and firsts
- ◆ Still operating today, Cybertown
- ◆ Blaxxun users in SL

Black Sun
goes online
in early
1996...



Netscape - [Black Sun Entry World]



File Edit View Go Bookmarks Options Directory Window Help



Netsite: <http://www3.blacksun.com/vrml/homewrl.htm>



CHAT LINES

Public

Home

PEOPLE 10

AVATAR

OPTIONS

HELP

LOGS

Restricted
Beta



kerri >> got anything else???

Scuba >> Yes...NOW I know I'm talking to an intellegent woman...

kerri >> heheh

Y CESAR Y >> Y Y Y Y Y martinis for everyone!!!

DigiGardener
Scuba
Phyllus
FlipController
name





WELCOME TO CYBERTOWN

It included at no cost!

Citizens Online

The Year is 20

CIVILIZATION FOR THE VIRTUAL AGE



OVERVIEW

NEWCOMERS

CITY NEWS

CALENDAR



VISIT



PLAZAS



CLUBS

HELP

See the new features introduced
so far this year in Cybertown!

More Coming too!



click here

MY HOUSE

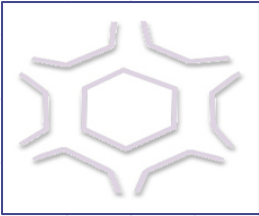
LOGIN/JOIN

Entering though this link will
transport you into the
Cybertown Plaza.

[MY EMAIL](#) · [LEGAL NOTICES/TOS](#) · [COMPANY INFORMATION](#) · [CONTACT](#)

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IVN



Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Fujitsu WorldsAway Dreamscape



- ◆ Direct offspring of Habitat
- ◆ Virtual currencies, prices and private “turfs”
- ◆ Vending systems and barter trade, gift giving
- ◆ Precursor of SL’s object economy
- ◆ Financial success, but sold by parent, operating as Vzones

WorldsAway
goes online
in 1995...

"Burp!"

"Hic!! 96*)")"

"À% ÀÐÀ» %ö☹; %ø%í,ä."

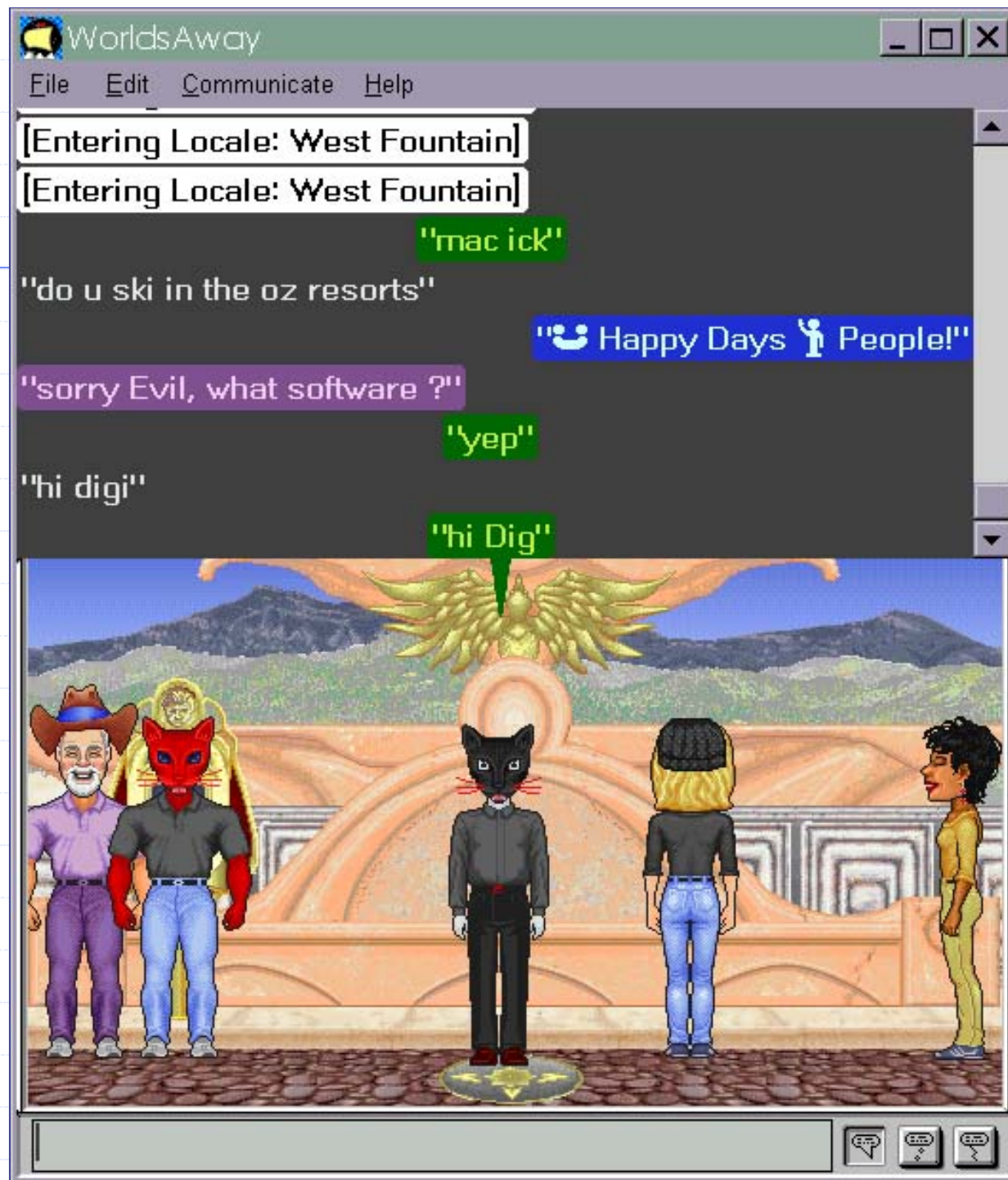
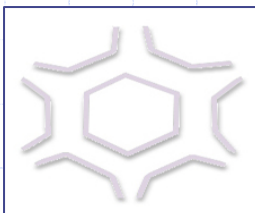
"Flying is easy, it's the crashing I worry about!!"

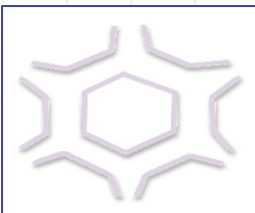
"Wow that was a complicated remark"

"Were the Flying Pub Sisters!"

"Fish n chips.....flying tonight??"







"does it take away from your social life?"

"What social life"

"Ariel?"

"LOL"

"oops"

"too slow."

"This is my social life"



WorldsAway

File Edit Communicate Help

" I - 20 "

" N - 40 "

" O - 65 "

" B - 9 "

" N - 42 "

" G - 58 "

" B - 3 "

" B - 7 "

"BINGO"



Bingo V. 2.3

Help Mark

B	I	N	G	O
1	23	39	49	68
10	16	37	59	72
5	18	Free Spot	51	70
4	19	44	52	63
3	29	35	53	71

Bingo!

Jackpot!

Name of Bingo Caller

Cinnamon Cupc@ke

Register

Auto

Game

Bingo

New Card

Clear Card

Save

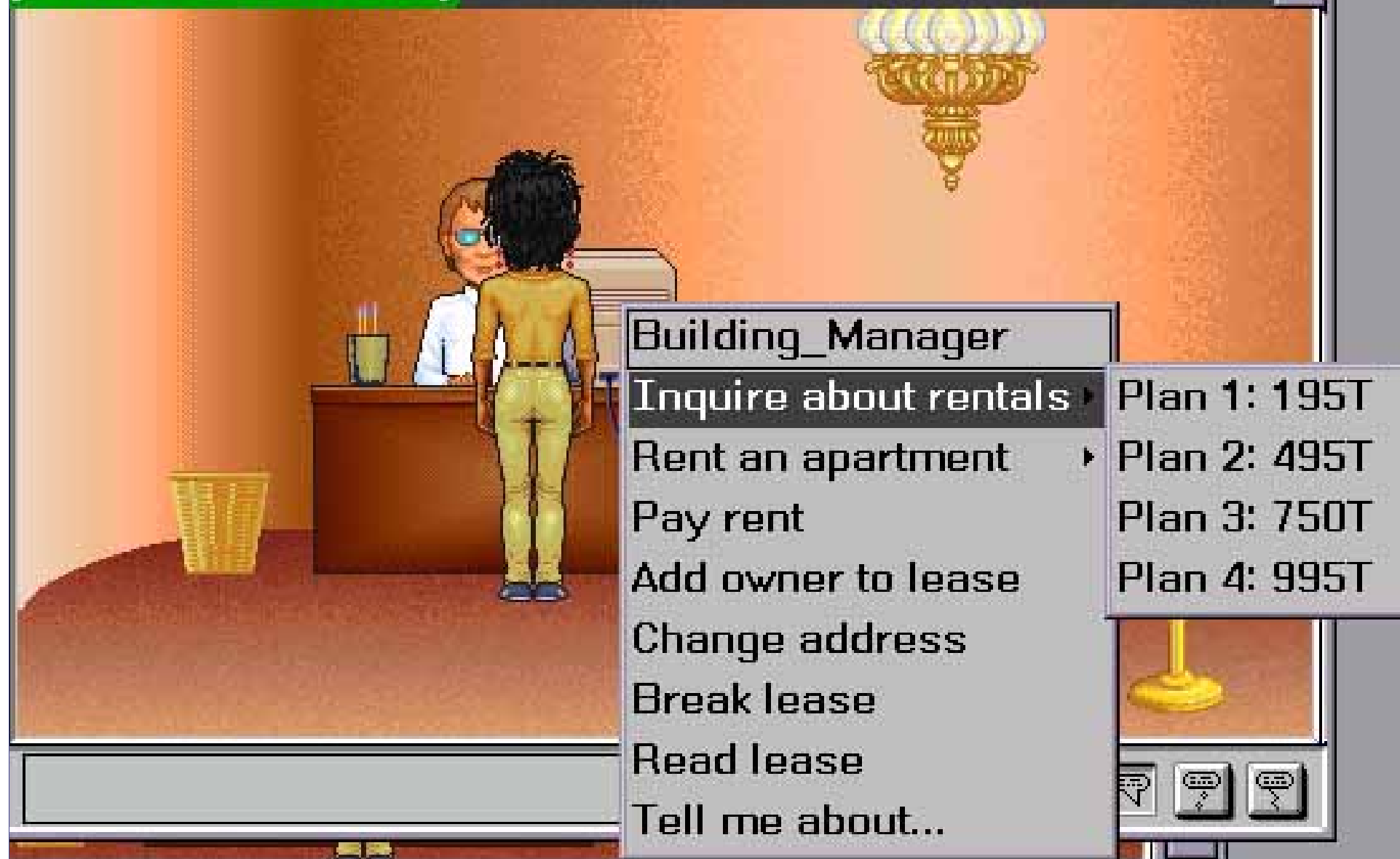
Restore

☐ Stay on Top

Small

[A fabulous 1 room studio, a great value at 195T / 30 days.
13154 available.]

[You have 55 tokens.]

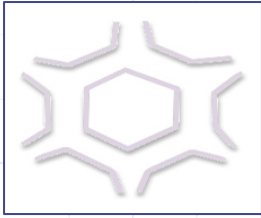




"Do you like ti?"

'wonderful stuff!





Phase II: 1990s

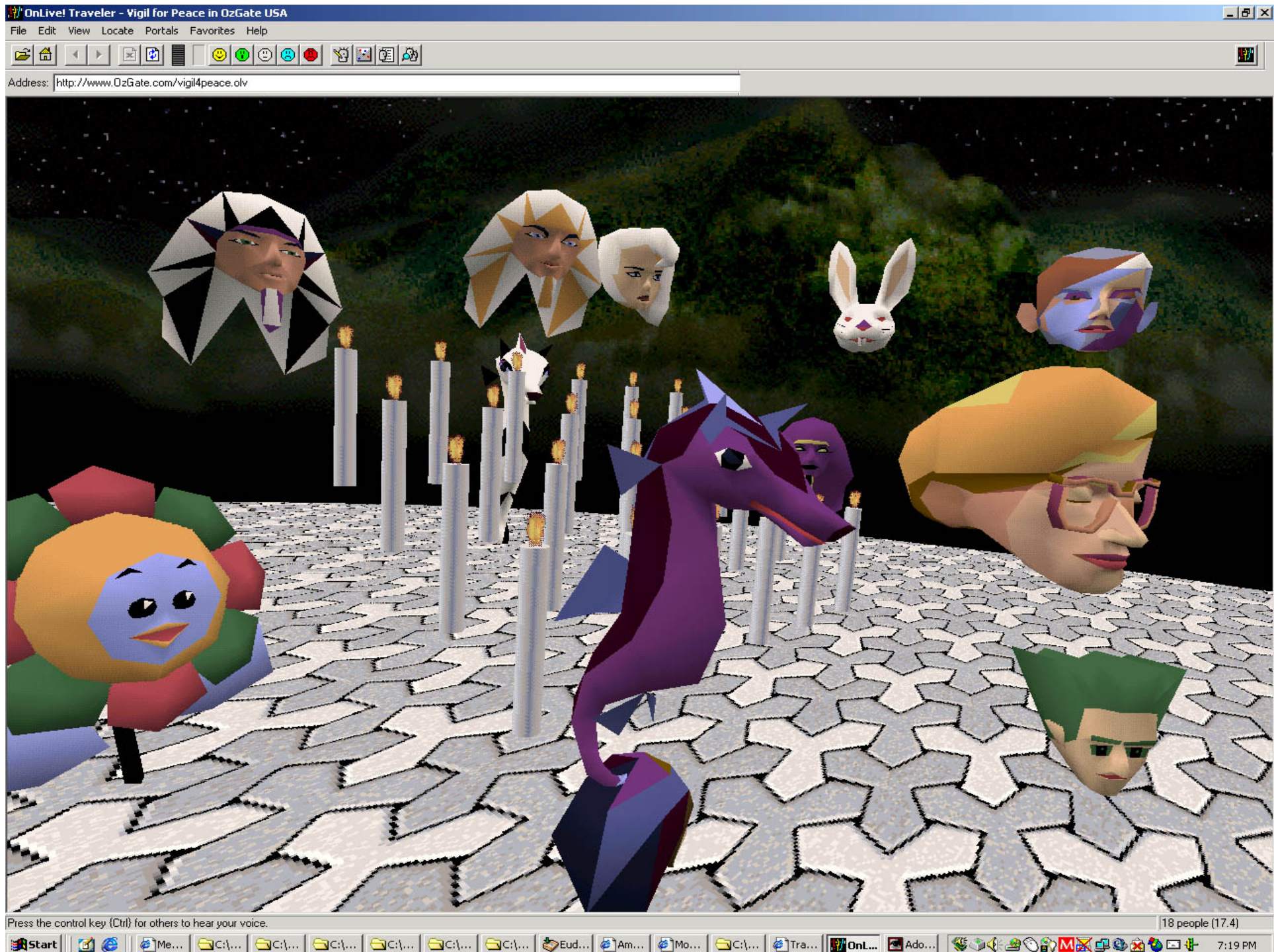
The Early Adopter “Cambrian Explosion” period

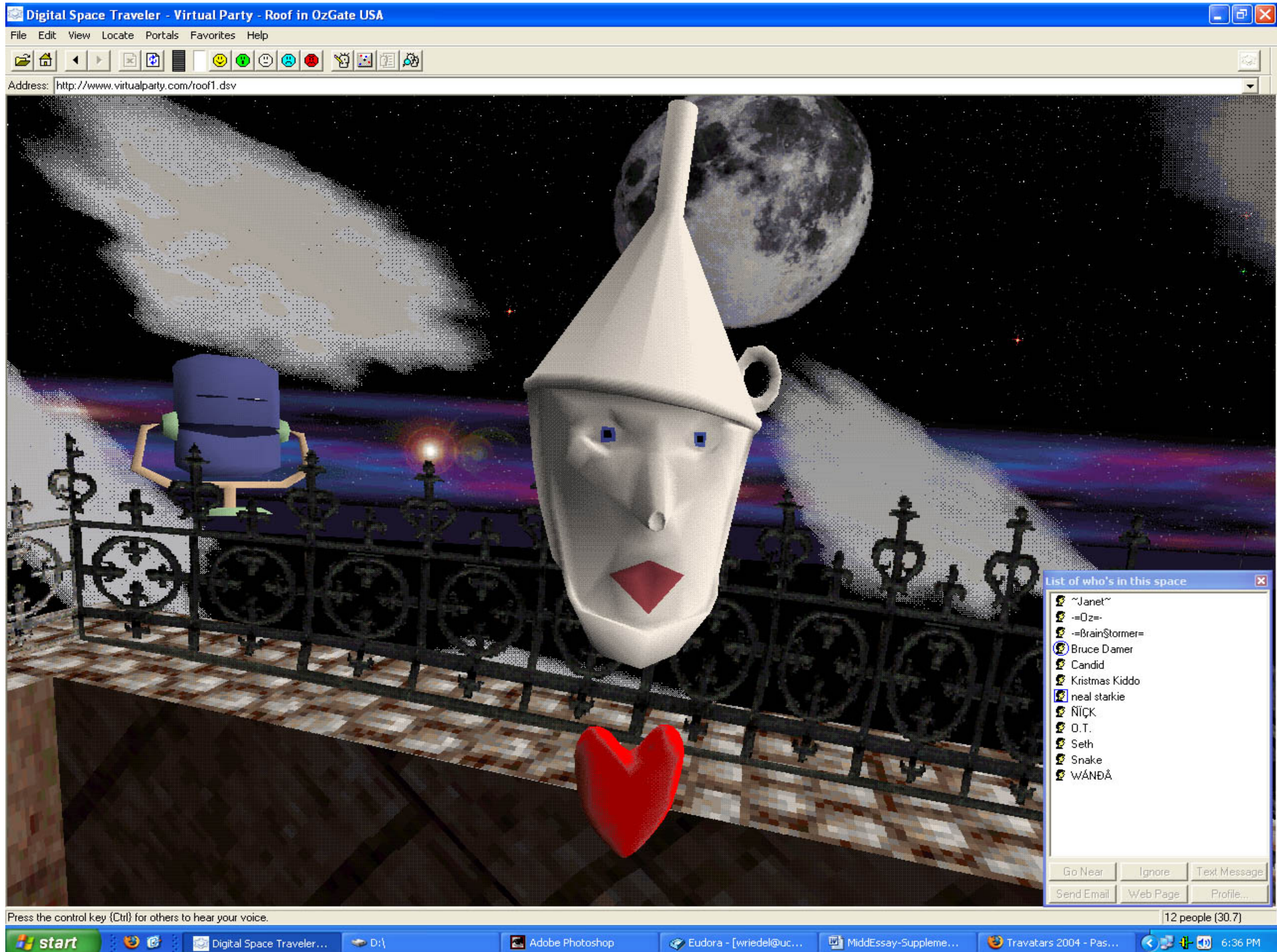
EnterTV/Onlive Technologies (1994): Traveler

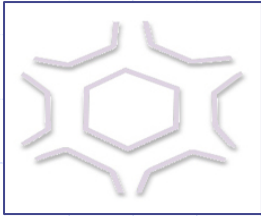


- ◆ Voice and lip-synch avatar “heads” intimate conversation
- ◆ Stereo, attenuated, blended
- ◆ Worlds and avs built by users, hand edited files
- ◆ Unique experience in cyberspace, prayer vigils
- ◆ Parent bankruptcy, acquired by DigitalSpace in 2001, offers free
- ◆ 200-300 regulars
- ◆ Attracts artists: Noel Paul Stookey “Virtual Party”, MTV

Traveler
goes live
Spring
1996...



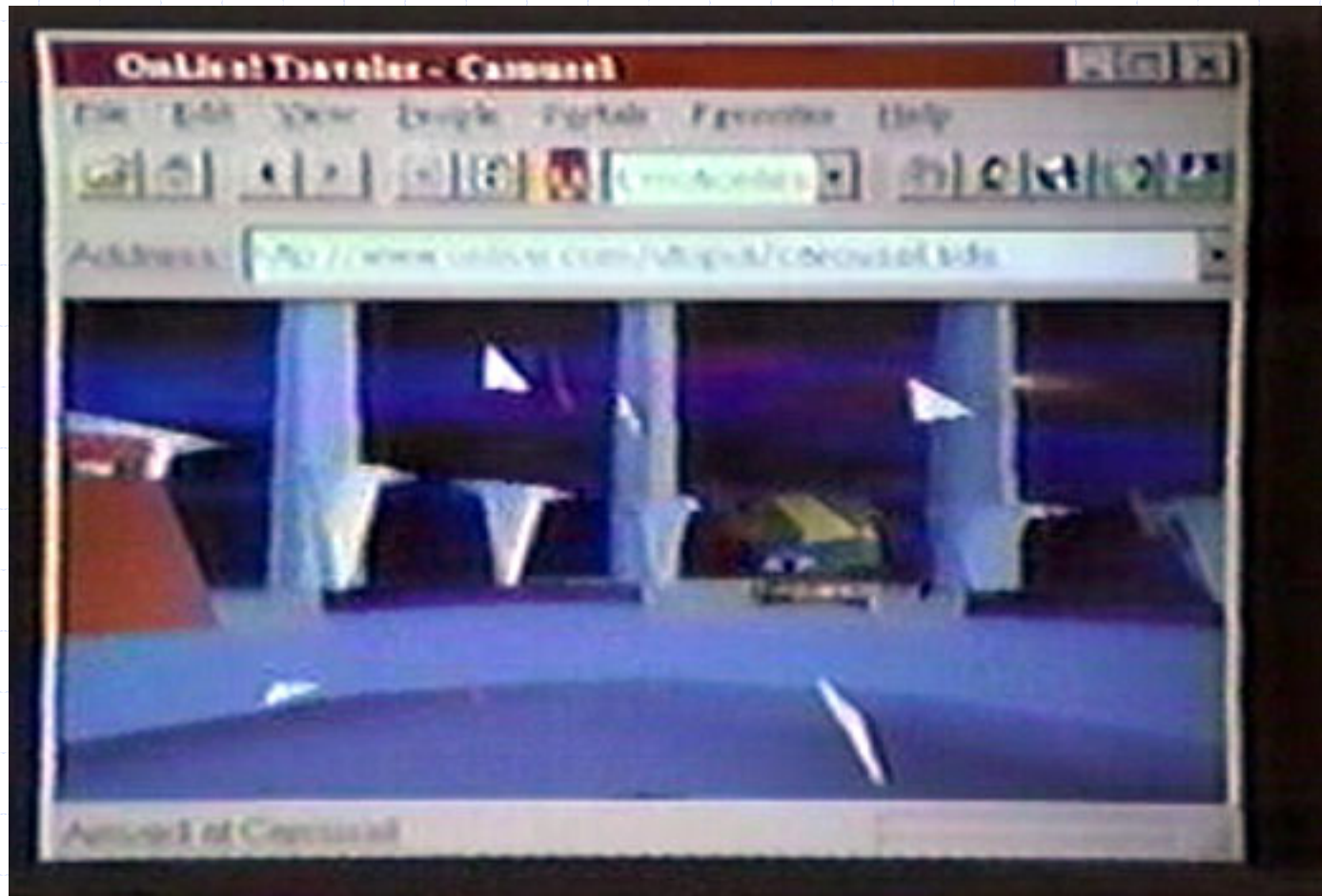




Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Traveler Film Clip (CNET TV)





Download  Traveler

[Home](#)

[About](#)

[Community](#)

[Support](#)

[Avatars](#)

[Worlds](#)



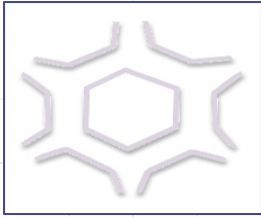
August 30, 2006
OzGate's 8th Anniversary
OzGate's Official 6th Birthday party. 8PM EST-5PM PST till late. Red letter day for us. Be there or be square :D... **complete story**



Virtual Community

News & Events

Worlds



Phase II: 1990s

The Early Adopter “Cambrian Explosion” period

Other worlds coming online in 1996



NTT SOFT



NTT Software Corporation



Microsoft

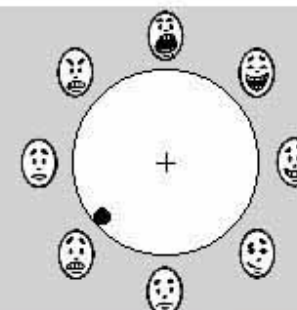
- ◆ Various platforms, companies, university research efforts...

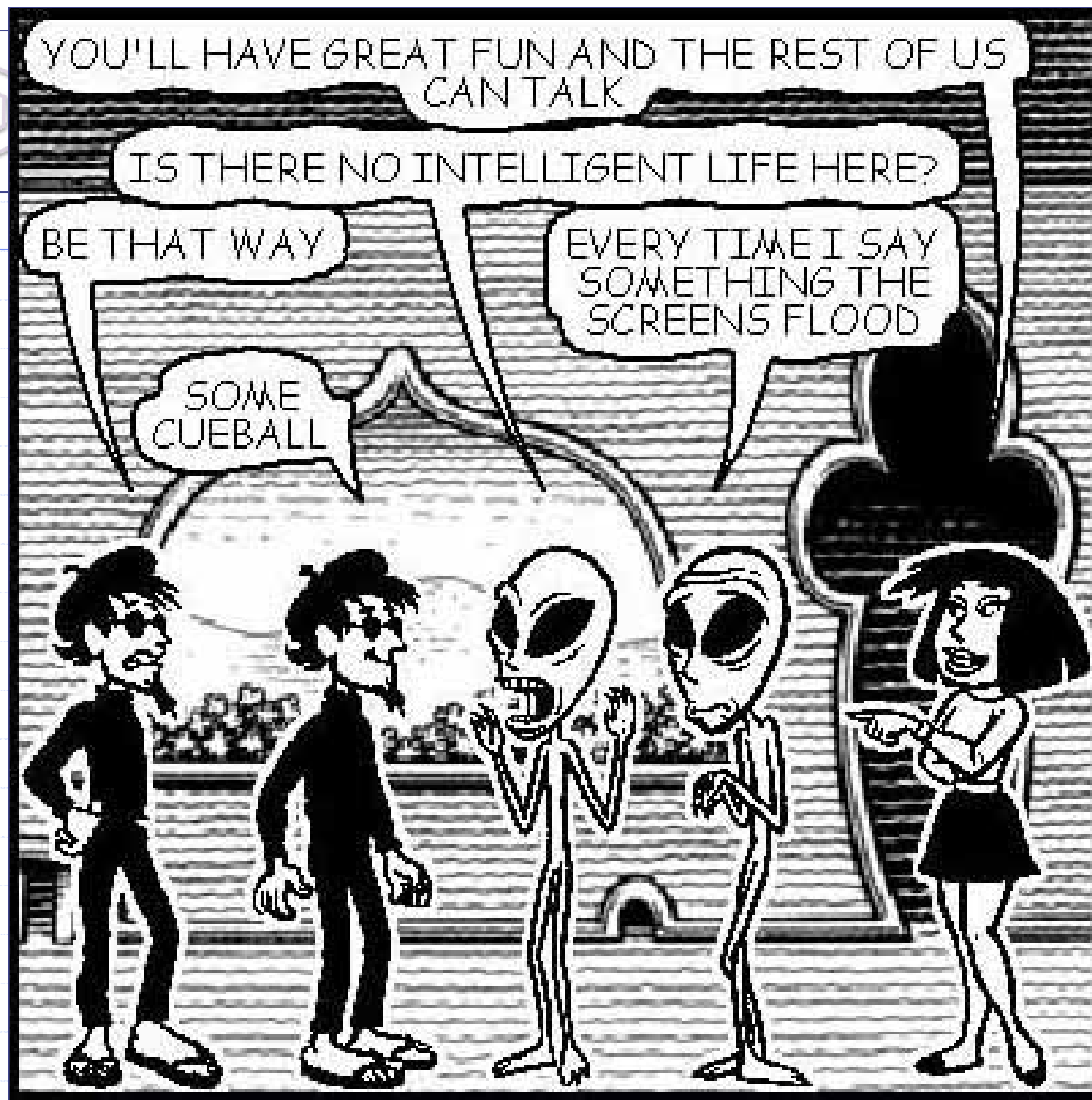
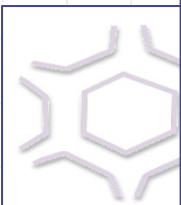


DigiGrdr



mikey





Microsoft V-Chat 1.1 - Compass

File Edit Avatar View Tools Help



Pegasus says "hello there"

AS-Angel-JamesC says "thank you digi"

DigiGardener says "So James, what kind of special events happen here in VC?"

Benny
Elijah
Jamil
Eloquin
Johnny

bigmike



- AS-Angel-Jam
- AutomatedHo
- bigmike
- DigiGardener
- Elijah
- Fox
- GHost
- Hope
- Jamila
- Johnny
- Johnny_X
- JUDES
- Lucy
- Maggie
- Peloquin





Sony ChatRoom



File Go MultiUser Bookmark Options Help

Location: file:///C:/SONY/COMMUNITY PLACE BROWSER/World/cha



Walk



Turn



Float



Home



Back



Forward





Location: <http://www.vplaces.com/aolopen/lobby.html>



People Here: 25

Observing

DigiGardener
Other Observers

Chatting

Calix
classic
Cutie
Easy Rider
Faith
GG811
Godmode
hoppin
Jake
Joe 19
Lineman
ms clean
Passion
RATTLEMAN1
Redhead
Rhonda
Ringgold
Screwdriver
Starman
Swtnnic
tank Girl
Tigger1

SASSY357 Has Anyone seen Little Mase~7 ??
SASSY357 hello???
SASSY357 fine then bye
Marni@ I'll think of something... what do you want
Passion has anyone seen jon
classic does anyone like to talk too the new guy???

Send

Chat Room What's Hot

Connected





PERSONNAGE

Femme ☒

Homme ☐

Origine ☒

Africaine
Asiatique
Slave
Méditerranéenne
Nordique
Menchoue
Occidentale
Indien

Type ☐

Cheveux ☐

Coupe ☐

Age ☐

Variante ☐

Annulation ☐

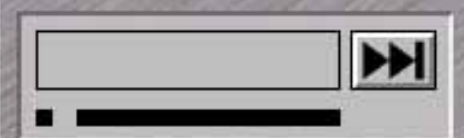
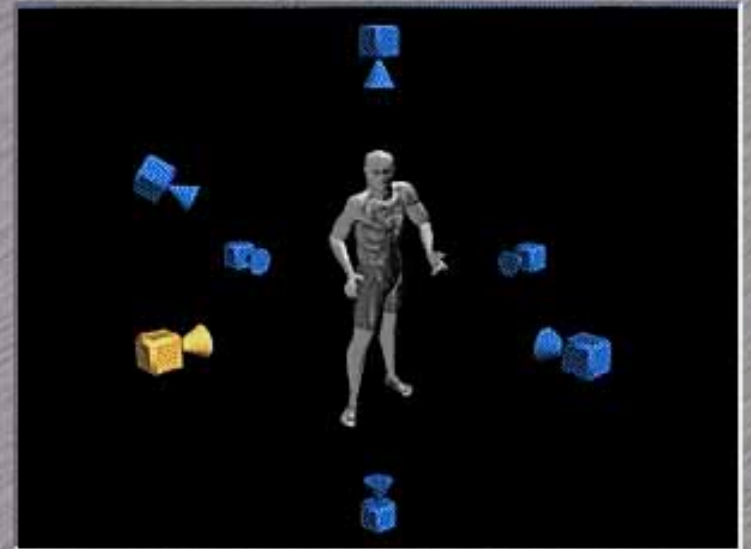
Validation ☒



Rotation ☒

Client - Intel Distributed MOO

File Edit View Go Tools Directory Help

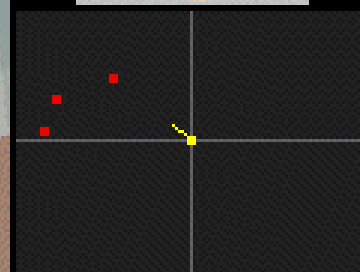
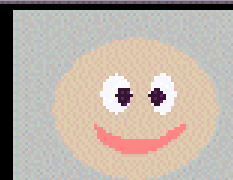


You say: "yep"
Rocky says: "No I'm from Montreal but I'm having a bit of a hard time with this!! Can you hear me?????"
Rocky says: "Can anyone hear me?????????"

Nickname: "Wall 7"

InterSpace VR Browser - [VCCP://is0.ntts.com/pa_downtown]...

File Edit View Virtual World Options Help



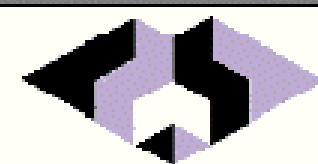
Audio Communic

Mode: Digital

Status: receiving

☐ Mute

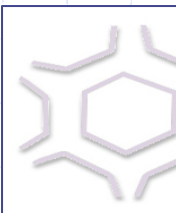
Disco



interspace

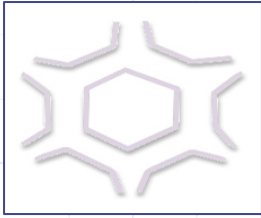
For Help, press F1

NUM





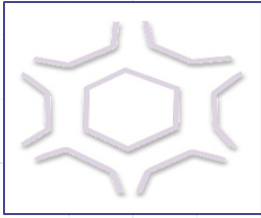




The Social Virtual Worlds Timeline Project



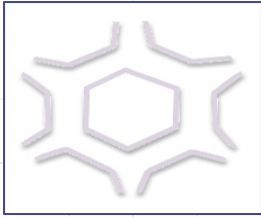
- ◆ Avatars book, version 2.0
- ◆ Enable the community to tell the history
- ◆ Simple web-based timeline, Wiki entry
- ◆ Scope from 1970s to present
- ◆ A place for SL history to be recorded, within the context of the movement it represents
- ◆ Several universities, companies and individuals being signed up
- ◆ *You* can be a part of it!



The Social Virtual Worlds Timeline Project



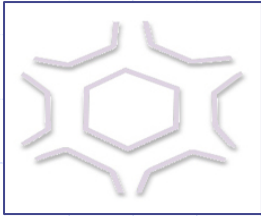
- ◆ Contact Consortium (1995) initial funder and organizer
- ◆ Prototype available now at:
<http://www.ccon.org/vw-timeline/index.html>
- ◆ Project Contact: Bruce Damer,
bdamer@digitalspace.com
- ◆ Call for funding support and volunteers, institutional support (academia, companies)



The Avatars Cyberconferences

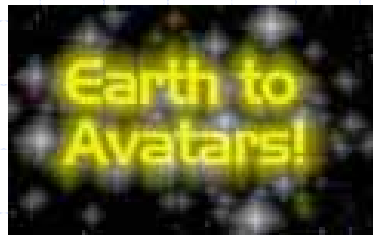


- ◆ The Contact Consortium organized and sponsored two in-person conferences in San Francisco in 1996 and 1997, and moved the conference “in-world” for another six events, Avatars98-Avatars2004.
- ◆ We are hoping that third generation platforms like SL will take up the model pioneered by the annual Avatars events.

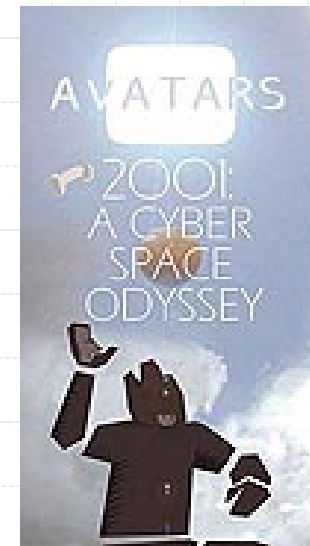


The Avatars Conferences

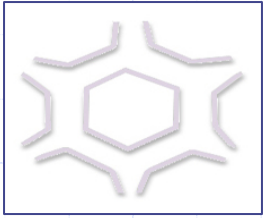
Annual Conference Badges



1996...



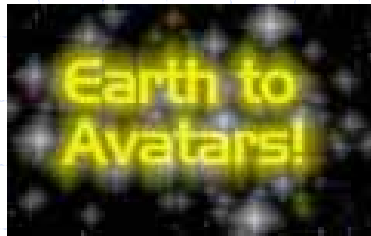
...2004



The Avatars RL Conferences

Earth to Avatars (E2A96)

Oct 26-27, 1996 (San Francisco)



1996

1997

1998

1999

2000

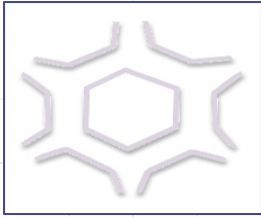
2001

2002

2003

2004





The Avatars RL Conferences

Earth to Avatars (E2A96)

Oct 22-24, 1997 (San Francisco)

1996



1997

1998

1999

2000

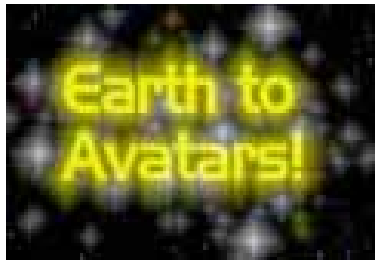
2001

2002

2003

2004

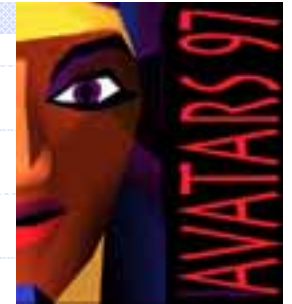




The Avatars RL Conferences

Avatars 96 (San Francisco)

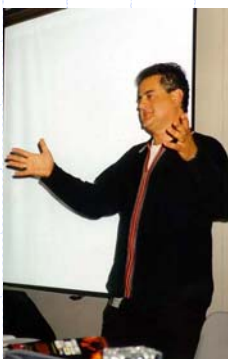
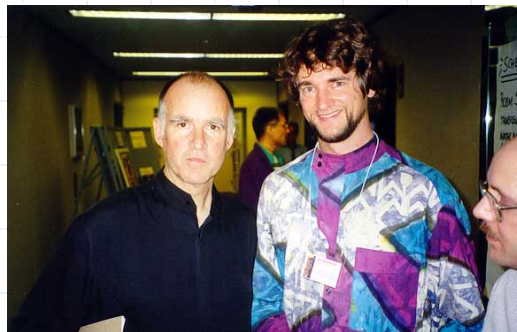
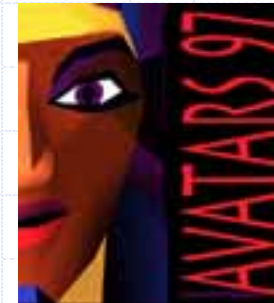
Movie Clip

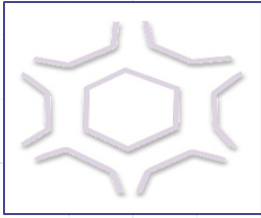


The Avatars RL Conferences



Avatars 97
(San Francisco)
Movie Clip

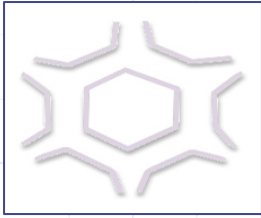




The Avatars Cyberconferences

- ◆ 1998: Needed a new venue, move into cyberspace? Yes!
- ◆ The “Burning Man of Bits”, user-created event, lasts one day each year, months of prep
- ◆ Elements of conference: speakers, exhibits, art show, webcam wall, grand finale: Avvy Awards, party
- ◆ Carried out across multiple platforms: Active Worlds, Blaxxun, Traveler, Palace, WA, Atmosphere
- ◆ Live audio, video linked physical “nodes” worldwide
- ◆ Media coverage: CNN, Wired, Standard, BBC, etc.
- ◆ Organizational support, companies, universities
- ◆ Peak attendance: 4,000 unique entries
- ◆ Last major event, Avatars2002, held in January 2003
- ◆ Winding down of second generation platforms, companies removed userbase, motivation. Third generation rising.

Will show only the AW versions of the Cyberconferences next...



The Avatars Cyberconferences

Avatars98 Inside Cyberspace & Everywhere

Nov 21, 1998

1996

1997



1998

1999

2000

2001

2002

2003

2004

This is a live clickable map first learn how to to [Click and Teleport](#) directly

NORTH



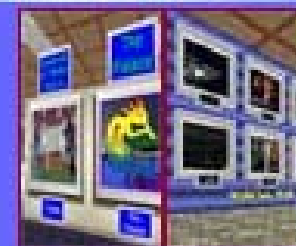
[Exhibit Hall](#)



To [Avvys & Galleries](#)



[Ground Zero](#)



To [Teleport & Webcams](#)



Pod1 - Pod2 - Pod3



[Big Board](#)



Pod4 - Pod5 - Pod6

SOUTH





★
Our thanks
to all the people
around the globe who
worked so hard to
make this event
happen
★

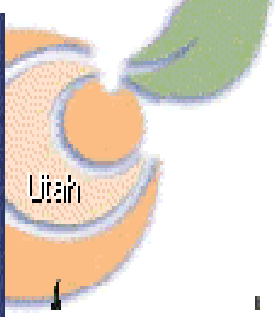
BCat: All well with project?
Rhythm Dancer: god send me some memory Bonnie LOL
rapp: Lucio will be presenting a talk at the UN booth 29n 31w now !!
amigos2: hi totoro nice navigator in amigos
'Andy': Hi all
raiven: **EVERYONE GO TO HTTP://WWW.ECAFE.COM/WEBCAST/ENCOUNTER2.HTML**
Athom: Totoro i am going now to fix that :-)

pppppp

Orange County
Convention
Center

more
sq. ft.
of Exhibition
space !!!
Orlando, Florida

CYBERSPACE IS JUST THE BEGINNING
TAKE A LOOK AT OUR NEW EXHIBITION

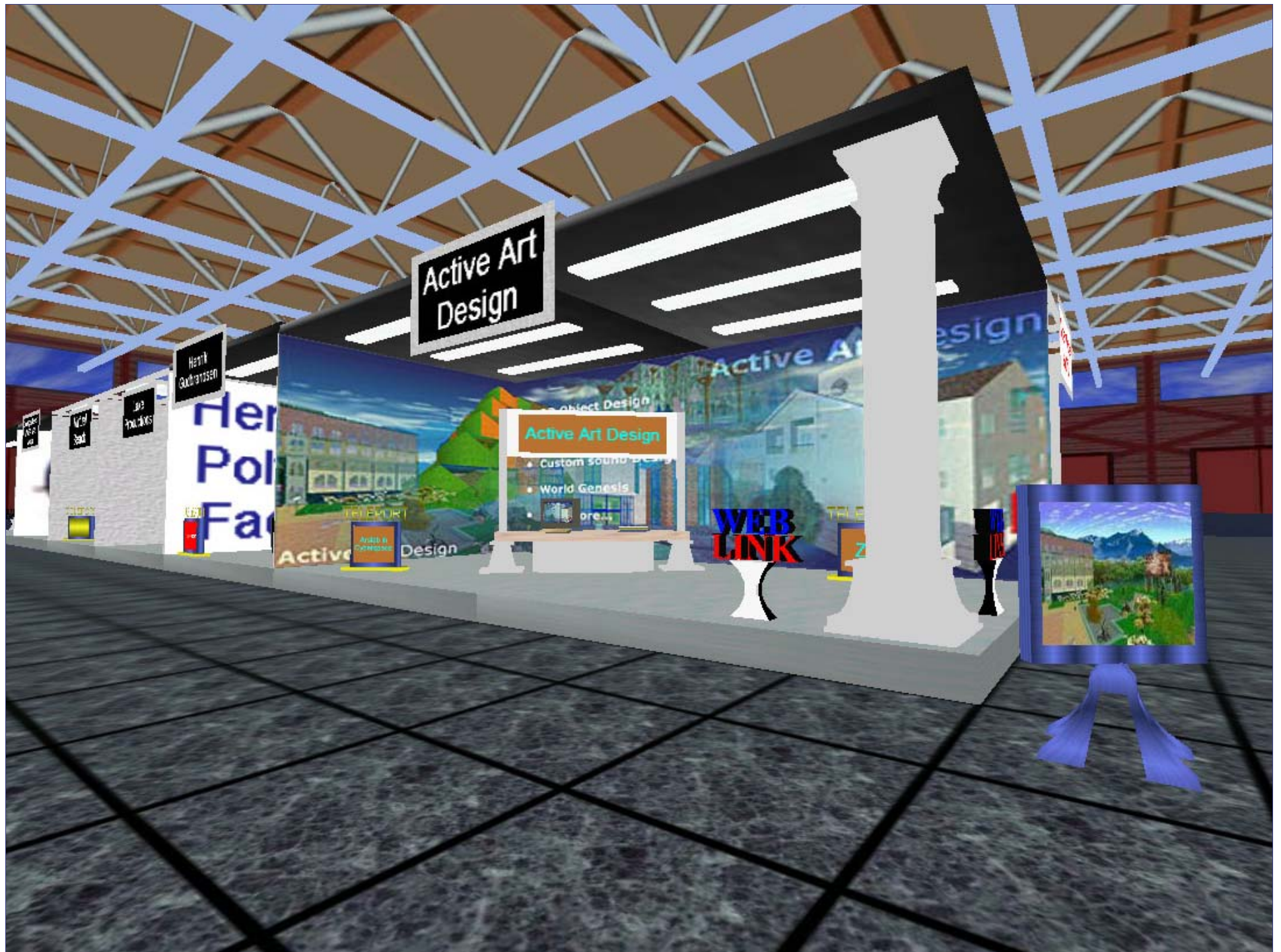


Orlando, Florida

Orange
County
Convention
Center

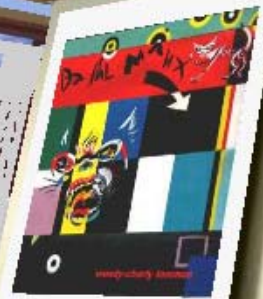
WEB
LINK

WEB
LINK





Sub-Zero
Permafrost



da li'l
manx



wendy-charly lemmon

portrait of a
young
appliance



wendy-charly lemmon

sub-zero
perm-a-frost

Live
webcam
(Offline)



WWW

Conference Directory

Web page allowing
direct teleporting to
conference facilities

Exhibitor Directory

Web directory of
exhibitors

Ag Board Schedule of Events

Webcams
live webcams
and the world

Art Gallery
Visitor's art
contributions

Present:



the...Cyber
Trade
Show!

WWW

Conference Center

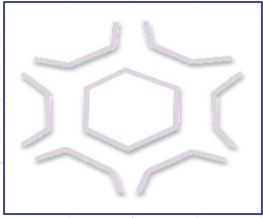
Teleport to the
Conference Centre
with access to all
the main areas

Contact Consortium
Contact, Culture and
Community
in Digital Space

Avatars 98
Inside Cyberspace

Press Reports
on Avatars 98





The Avatars Cyberconferences

Avatars99 Colonizing Cyberspace

Dec 4, 1999

1996

1997

1998



1999

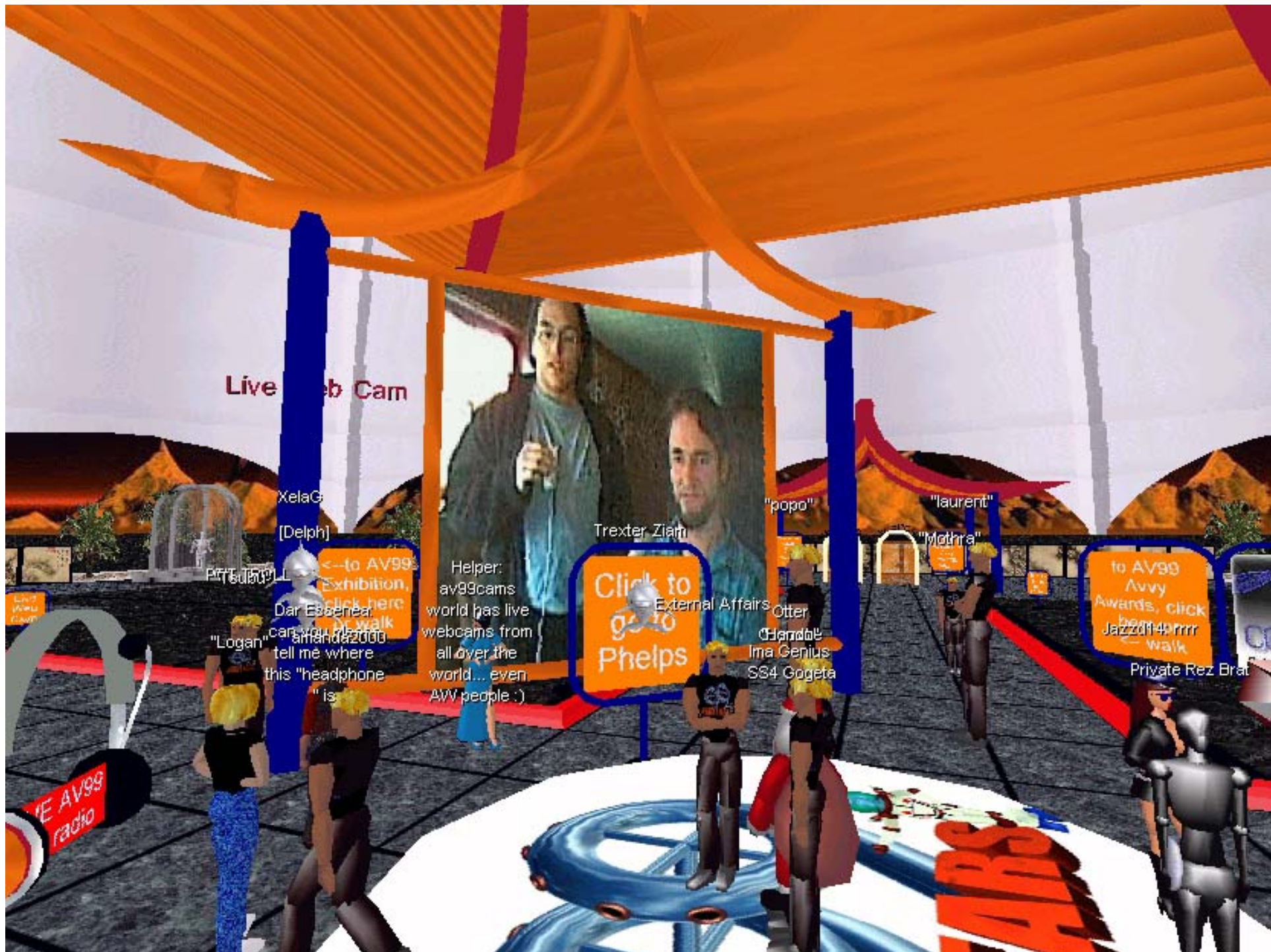
2000

2001

2002

2003

2004



Live Web Cam

XelaG
[Delph]

Trexter Ziahi

"popo"

"laurent"

"Mothra"

<--to AV99
Exhibition,
click here
or walk

Helper:
av99cams
world has live
webcams from
all over the
world... even
AV99 people :)

Click to
go to
Phelps

External Affairs

Otter

Chandelle
Ima Genius
SS4 Gogeta

to AV99
Avvy
Awards, click
here
or walk

Private Rez Brat

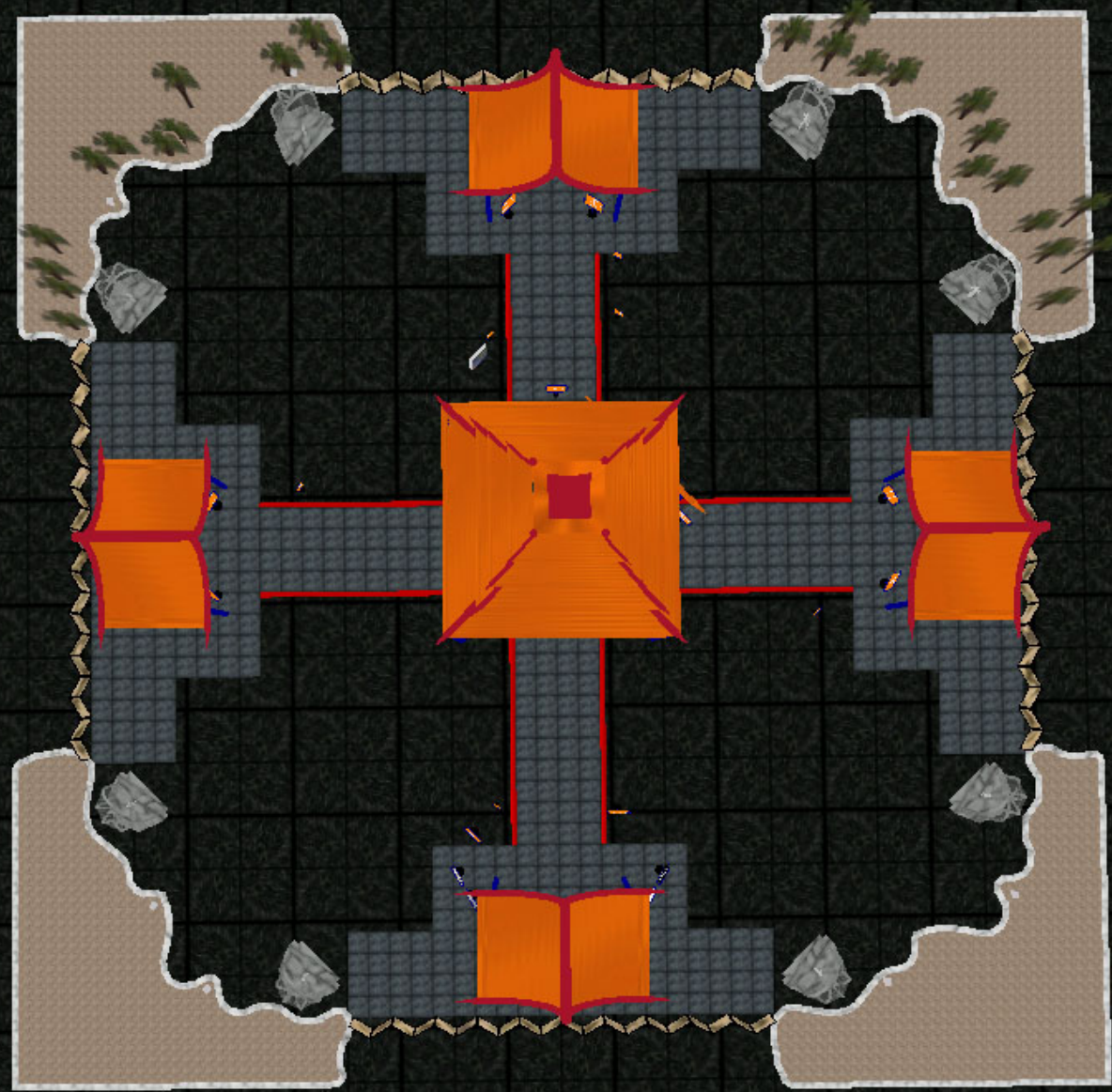
Dar Essene
can you please
tell me where
this "headphone
" is

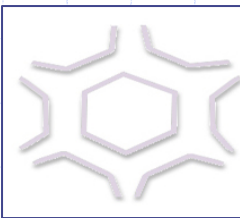
ARTIST

"Logan"

AV99
radio

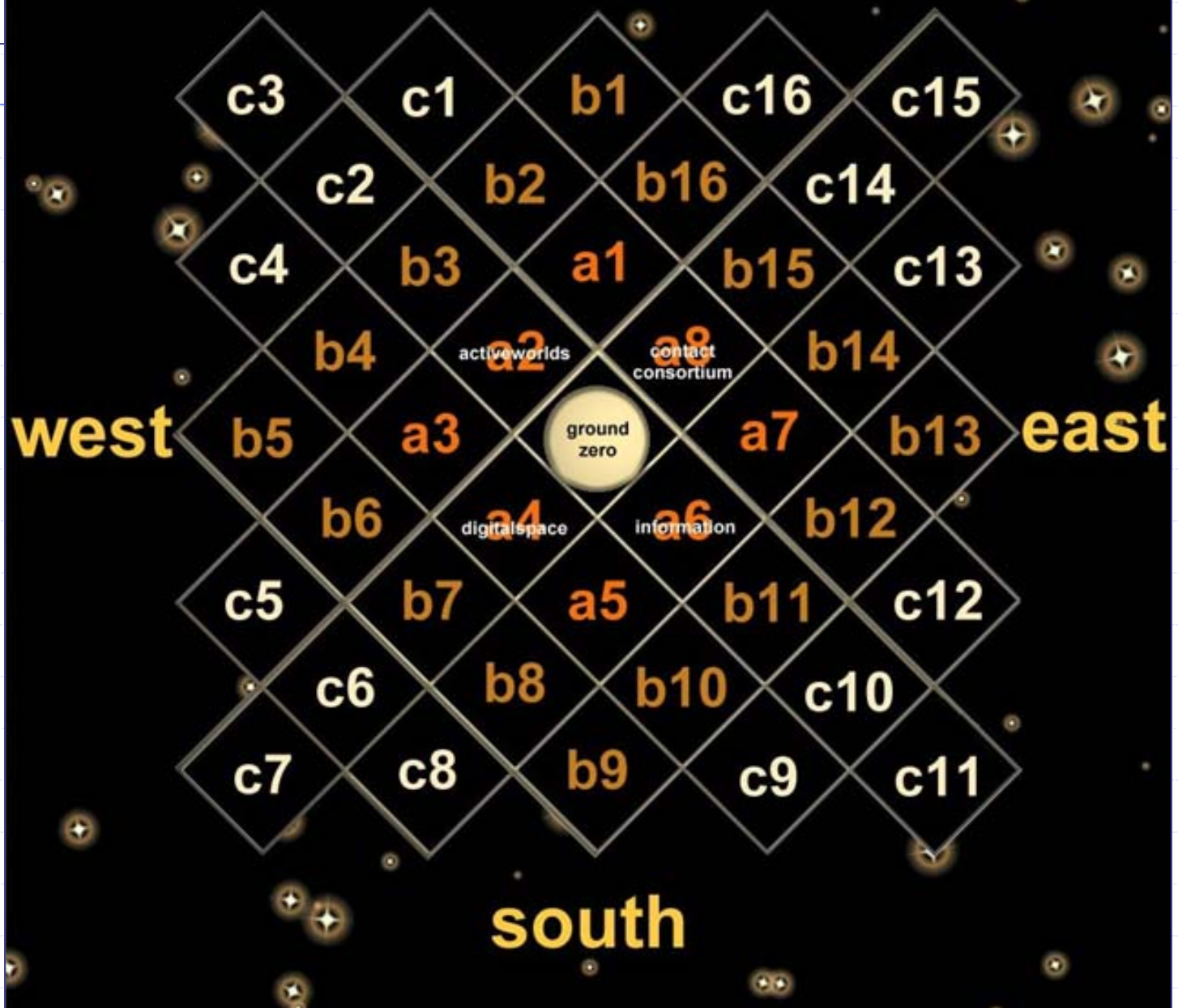
AV99





exhibition map

north



OmniGroup
Inc

zekemyclog: as
usaul

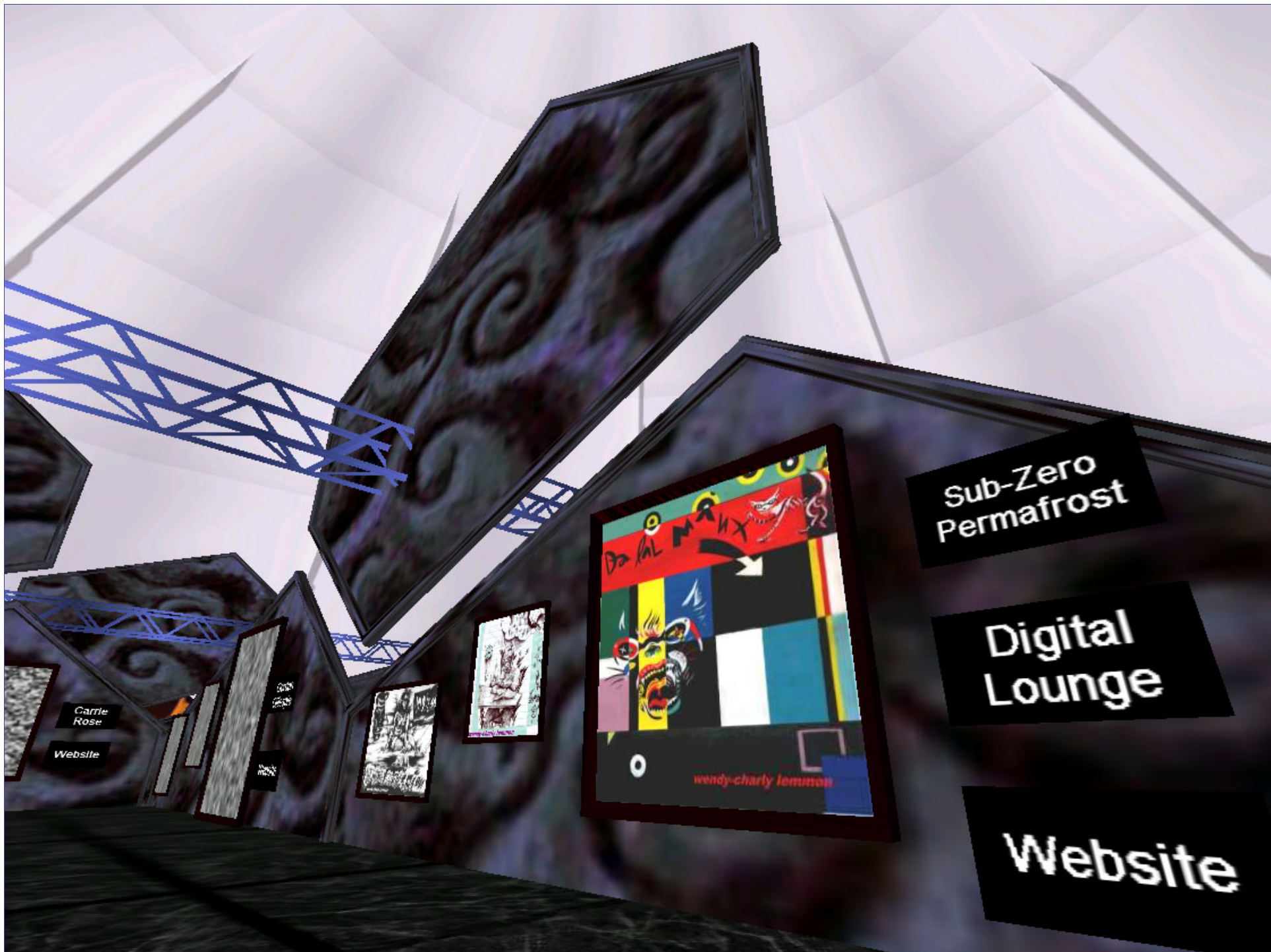
Anni: which one
is your desk?

Chataqua

Kallisti

A-72





Sub-Zero
Permafrost

Digital
Lounge

Website

Carrie
Rose

Website

wendy-charly lemmoon

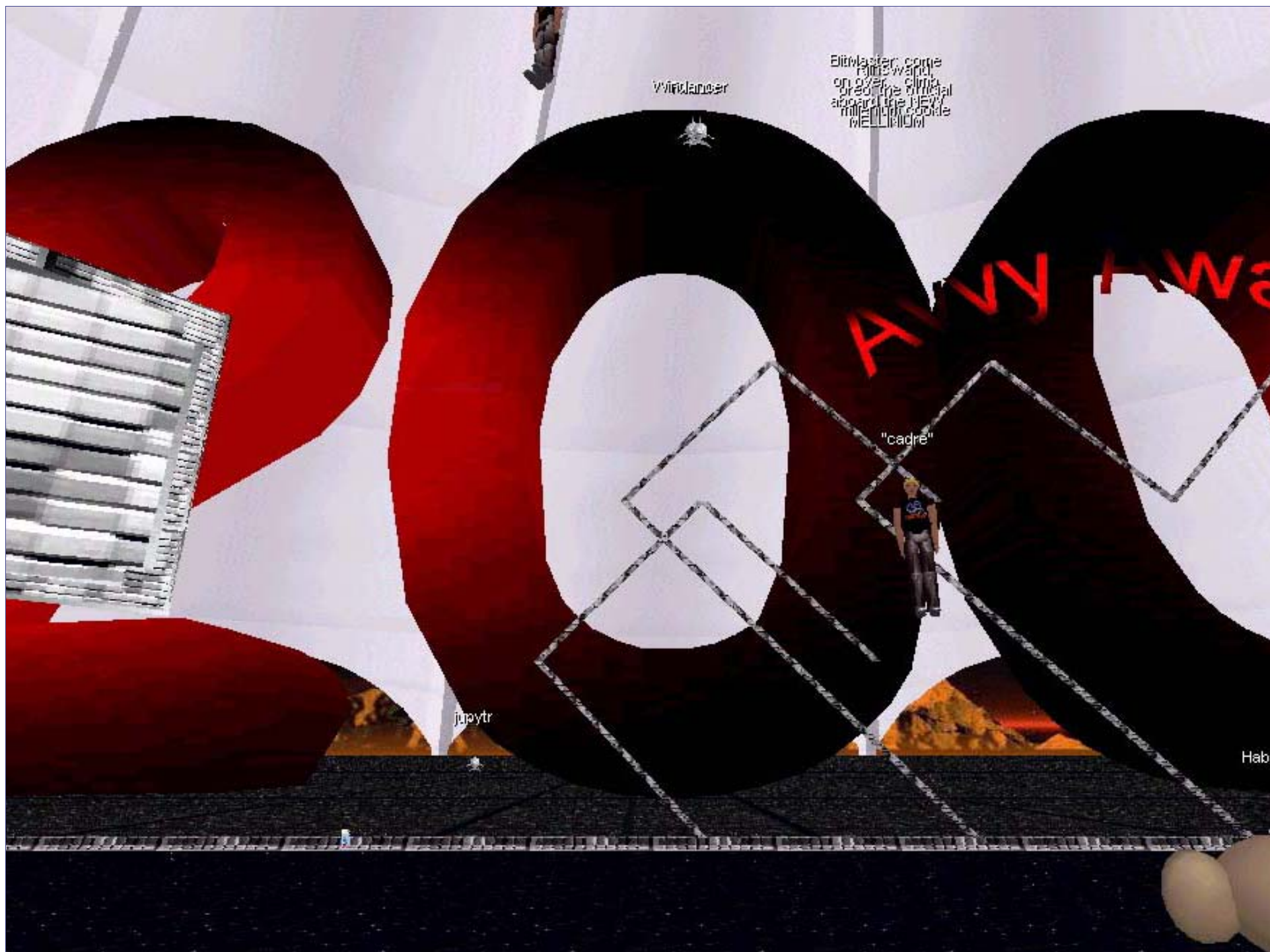


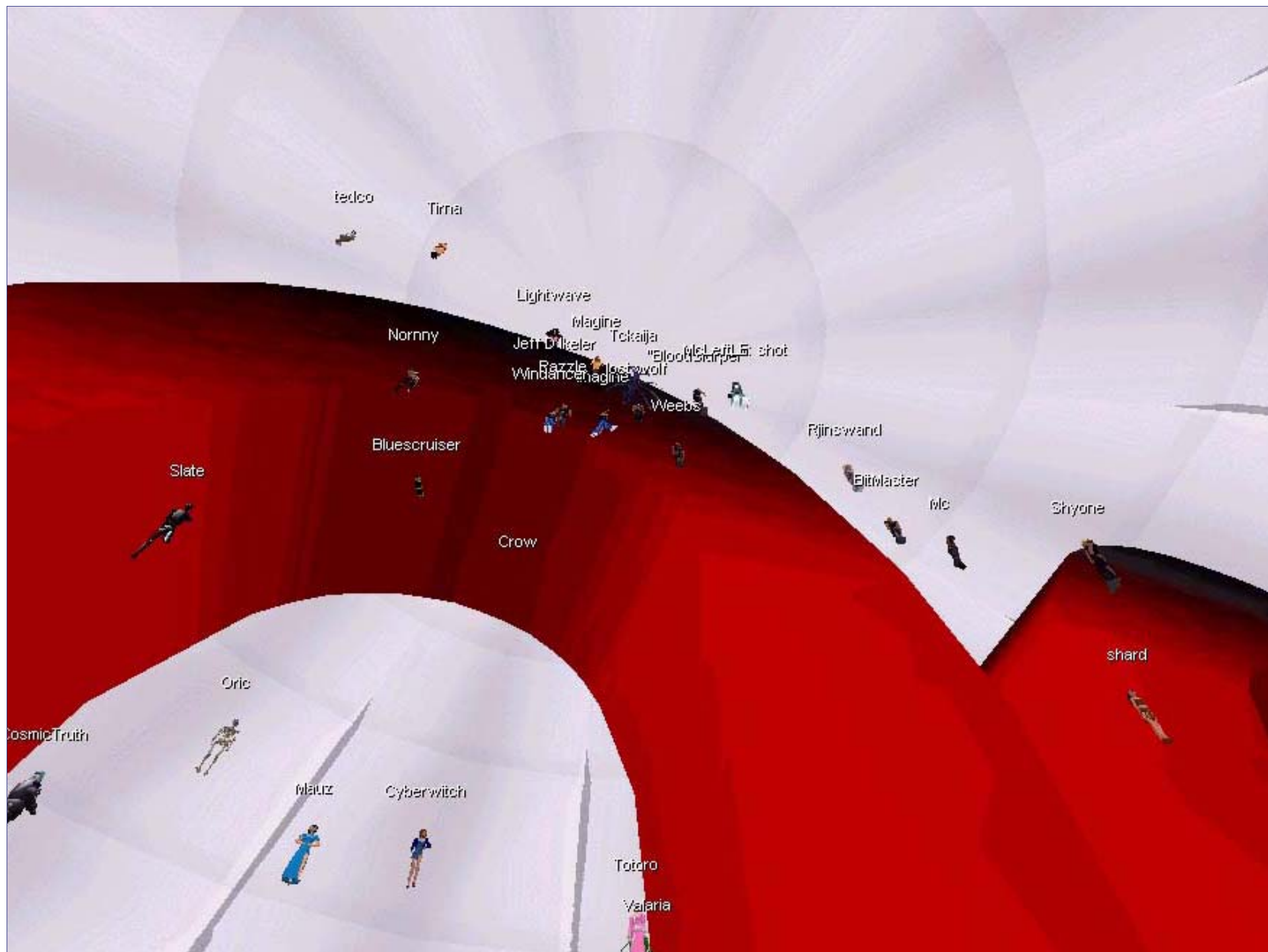
LINK says...

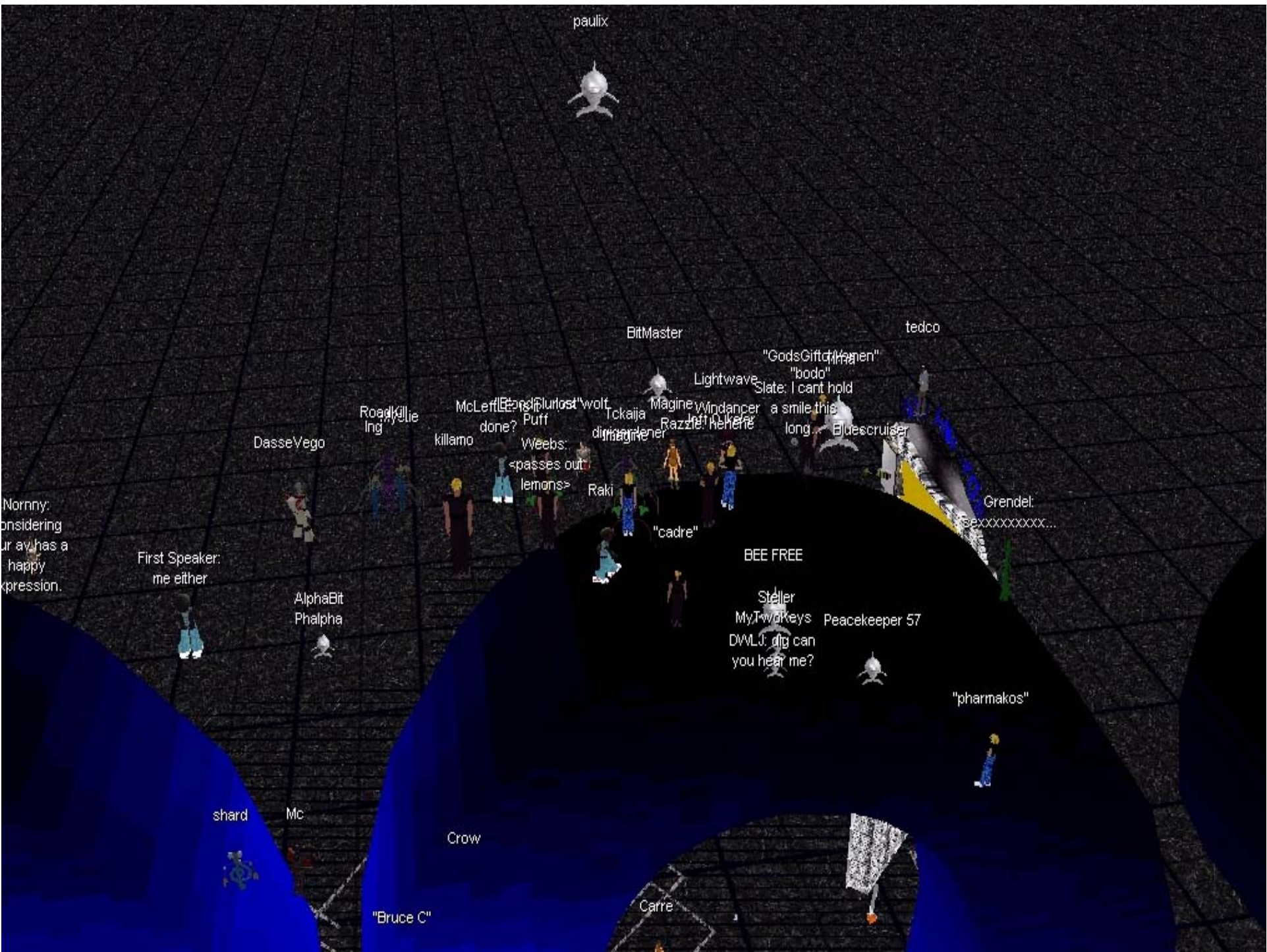
adoption of avatars...Will these masks be shadow selves, wish-fulfillment











paulix



BitMaster

tedco

"GodsGiftOfHaven"

"bodo"

Lightwave

Slate: I cant hold

a smile, this

long

Bluescruiser

Imagine

Windancer

Razzle: Hehehe

Tckaija

dimagine

Raki

"cadre"

BEE FREE

Steller

MyTwoKeys

Peacekeeper 57

DWLJ: dig can

you hear me?

Grendel:

sexxxxxxxxxx...

First Speaker:

me either

AlphaBit

Phalpa

shard

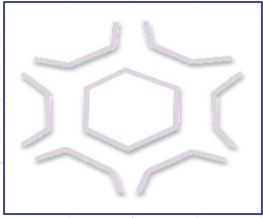
Mc

Crow

"Bruce C"

Carre

Nornny:
onsidering
ur av has a
happy
pression.



The Avatars Cyberconferences

Avatars 2000 Cyberpace for a New Millennium

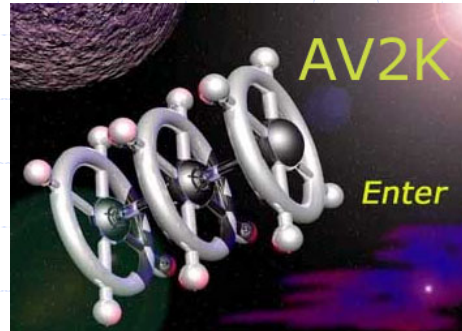
Oct 15, 2000

1996

1997

1998

1999



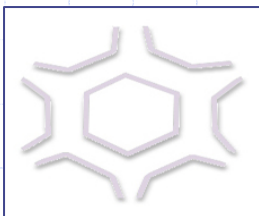
2000

2001

2002

2003

2004



Avatars 2000 Cyber-Spacestation

Center (AV00)

Speaker Hub
(AV00Vhub)

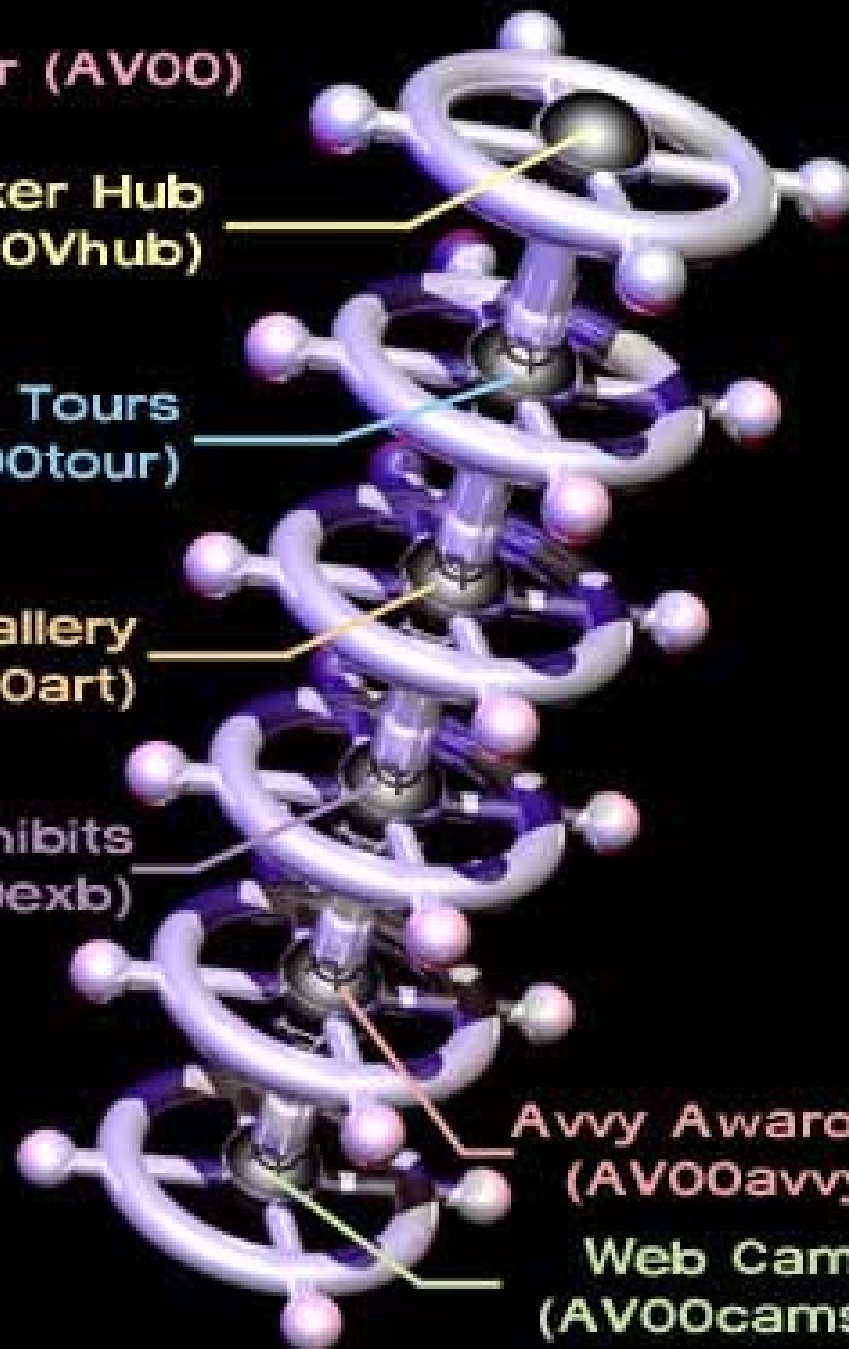
World Tours
(AV00tour)

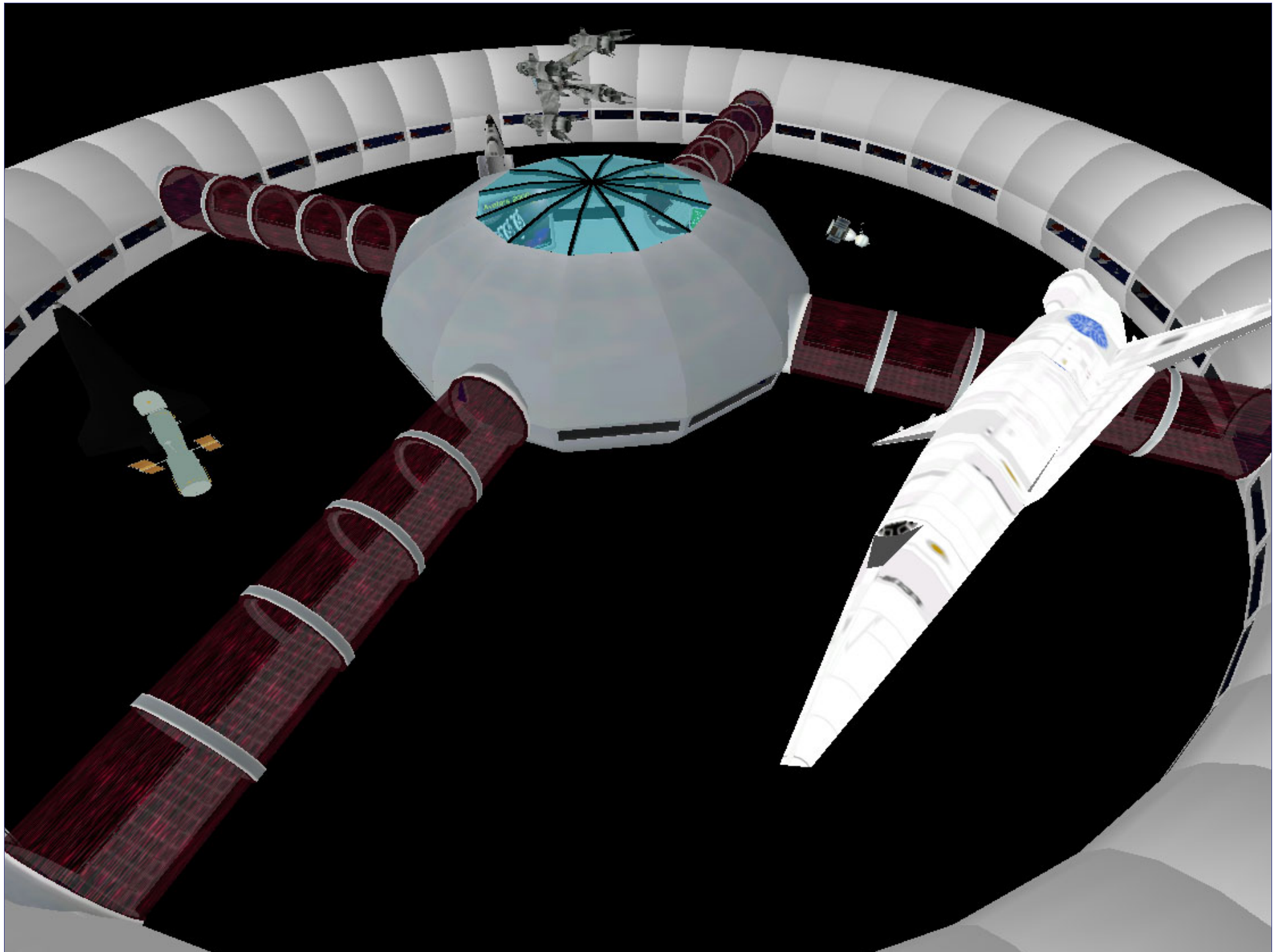
Art Gallery
(av00art)

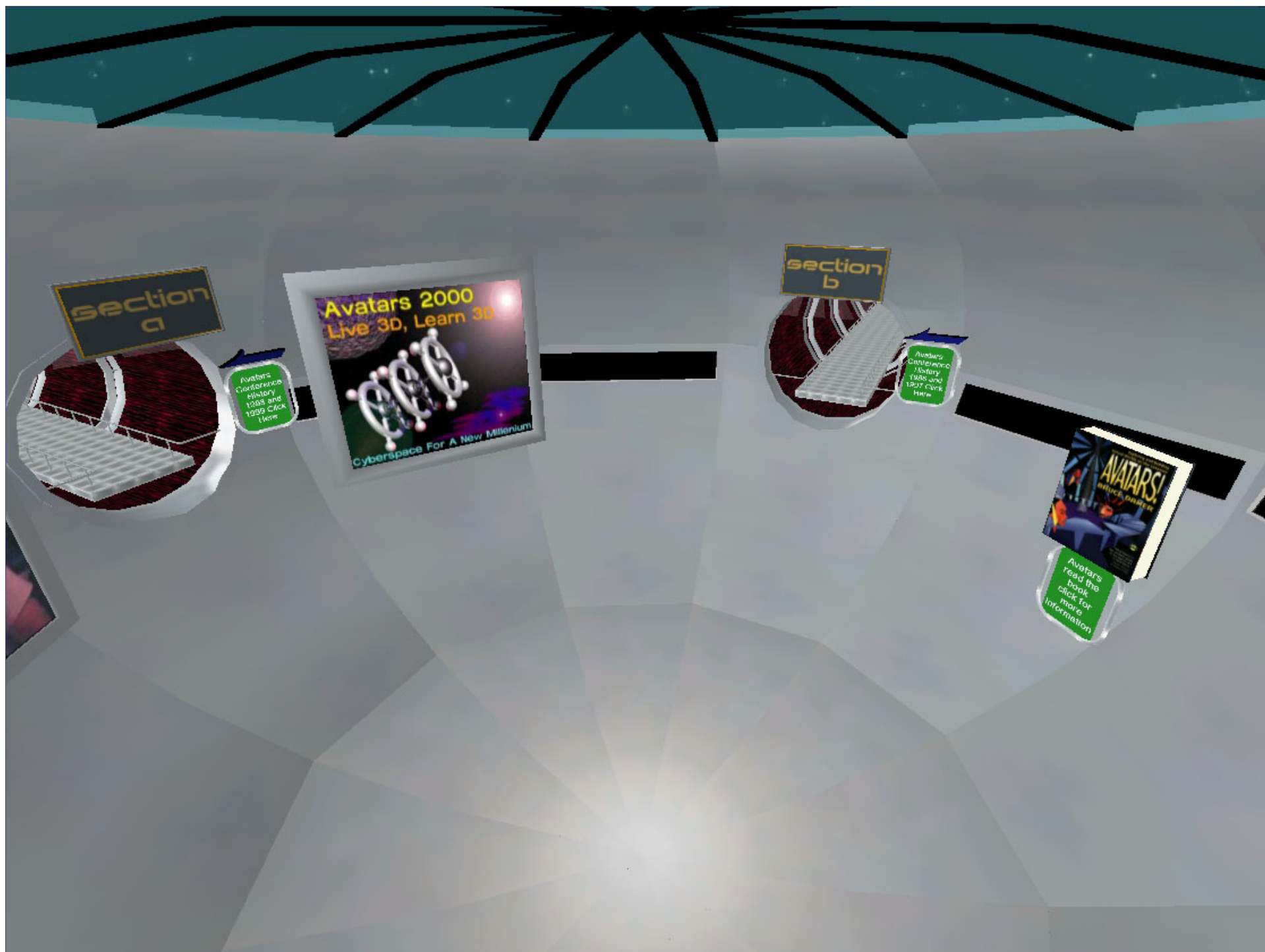
Exhibits
(AV00exb)

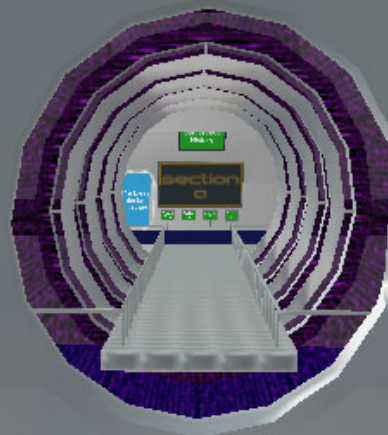
Avvy Awards
(AV00avvy)

Web Cams
(AV00cams)



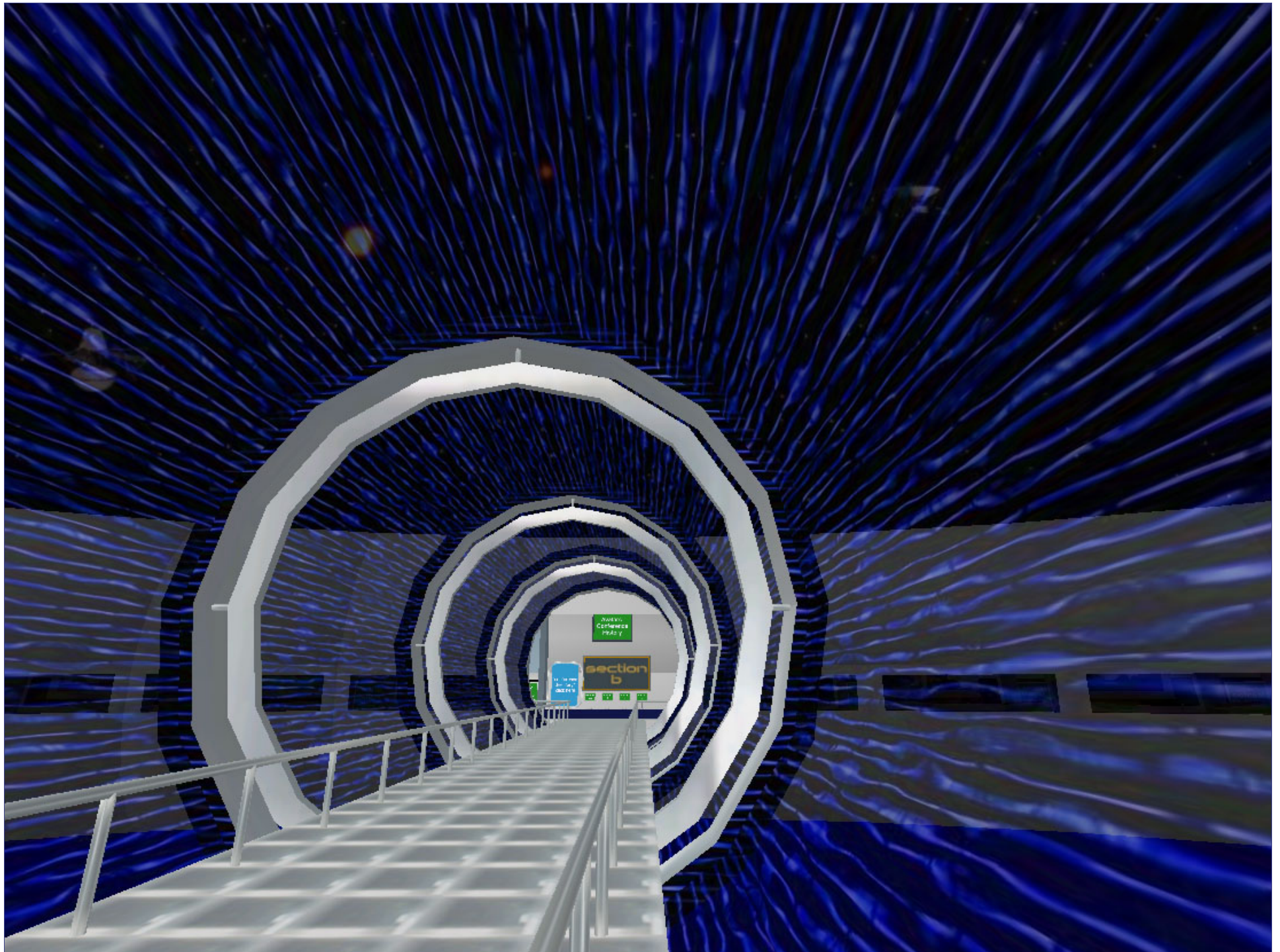


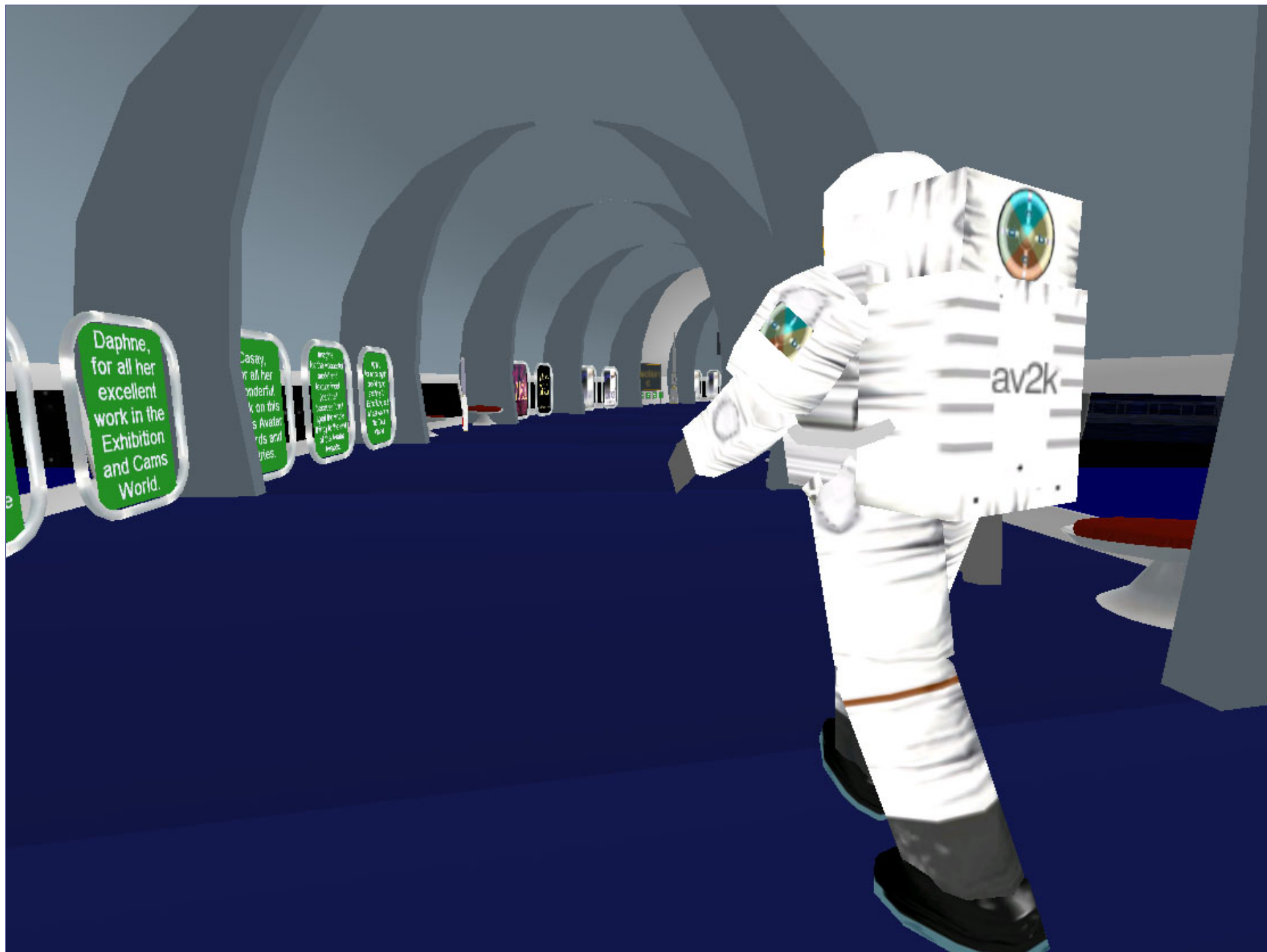




Avatars
Conference
History
1998 and
1999 Click
Here







Earth to
Avatars
1996



Earth to
Avatars
1996 Click
here to read
about it



Earth
Avatars
1996



Earth
Avatars
1996

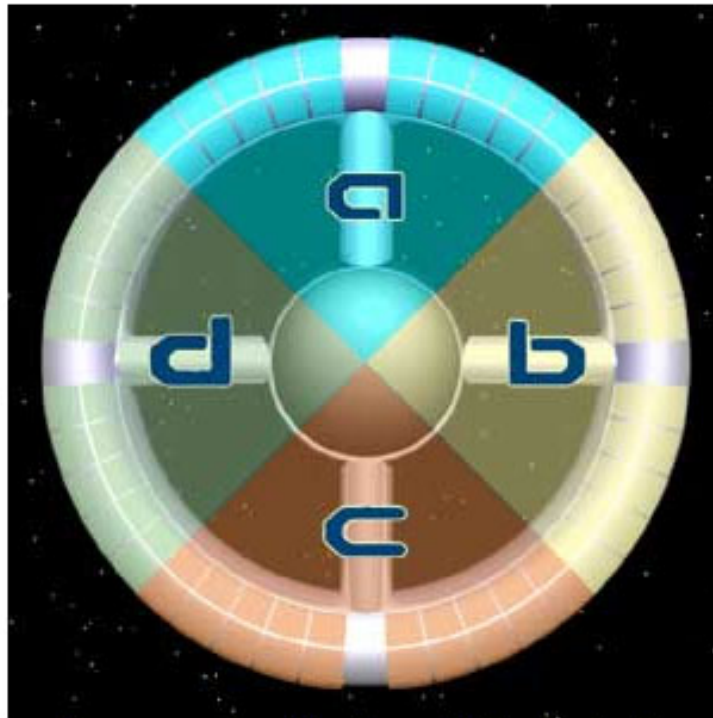


Earth
Avatars
1996



Earth
Avatars
1996

Exhibition Booth Plan

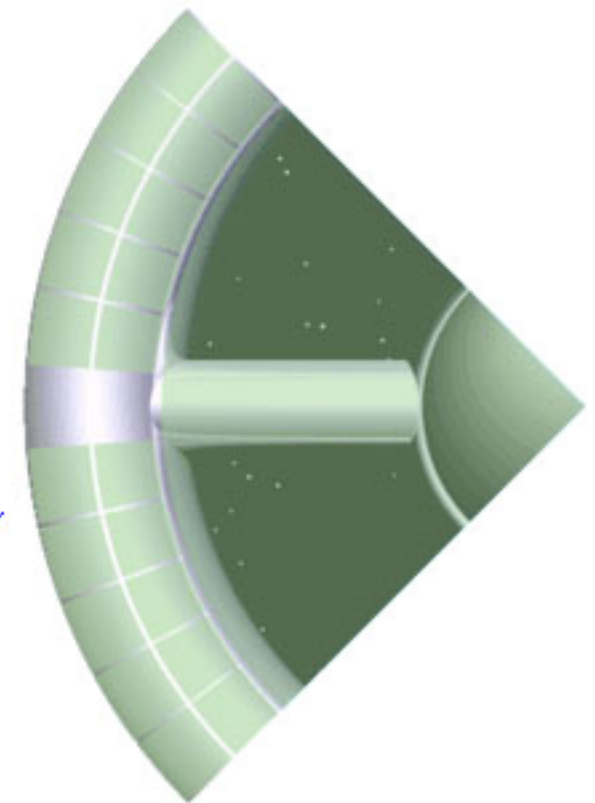


Choose a sector of the Space Station to view the exhibitions being hosted there!

Sector D Exhibitions

1. Raventhorne
2. Virtual World Alliance
3. Stuart Gold
4. SRT Enterprises
5. Justfyde Creations
6. U of C at Santa Cruz
7. Cornell University
8. Krex Direct
9. Holidays
10. AWTeen
11. Checkers / Chess
12. Spades / Trivia
13. Shapeshifter 3D
14. LadyBunny's AW Teleport Center
15. AW's Bingos
16. PRIDE
17. JKMT Builders
18. Matrix! World
19. Count Dracula
20. SW City

Booths Home





digigardener:

AVATARS2000: CYBERSPACE FOR A NEW MILLENNIUM





ay
clap clap clap
ap clap clap clap
clap clap clap
clap
clap clap clap

"bix":
congrats

raiven

Bluescruiser

Paul

Andras

Guardian of
OW
Josh2

GentlemanJ
of OW

C
Razzle Inc

F

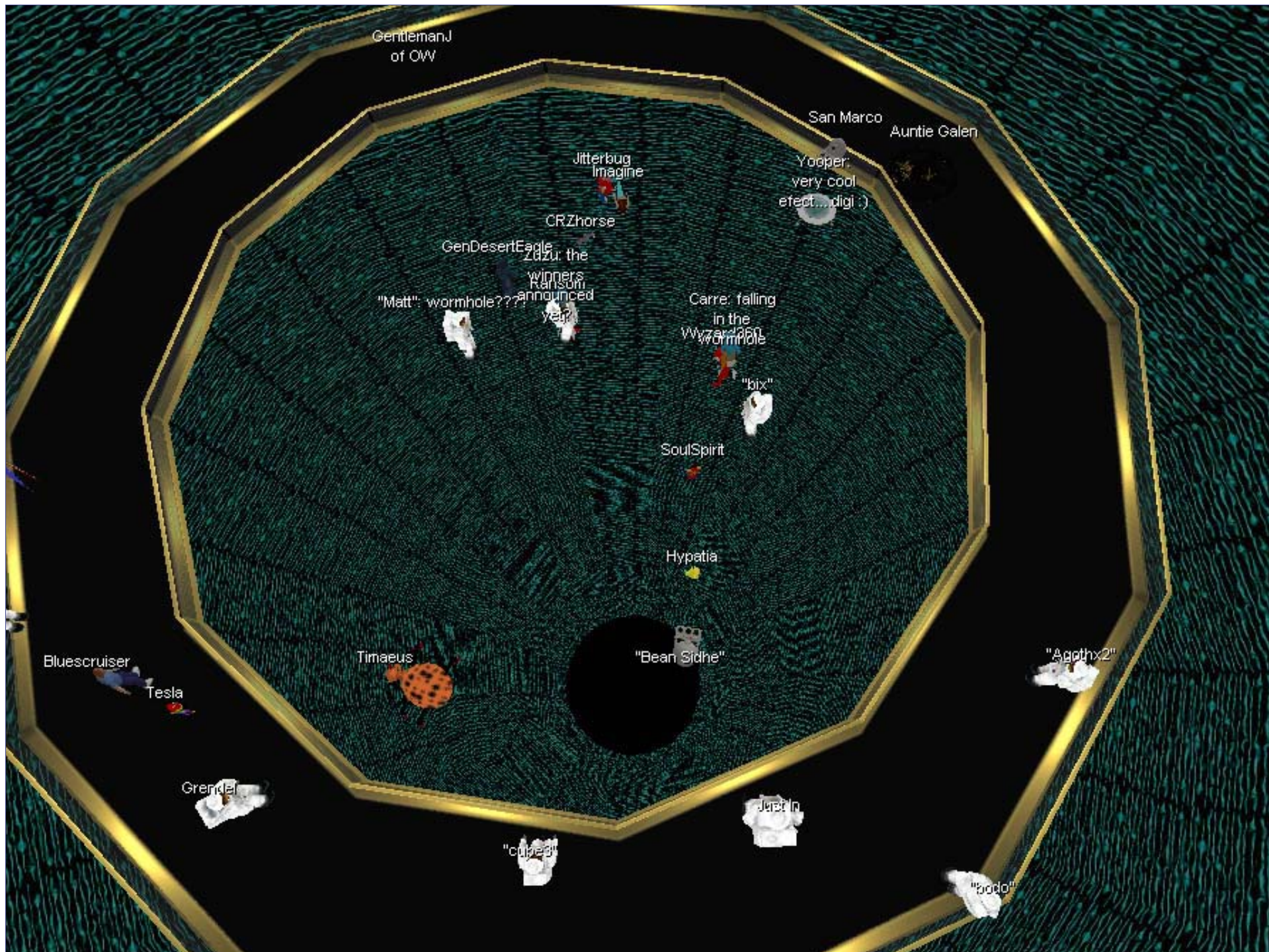
CRZhorse

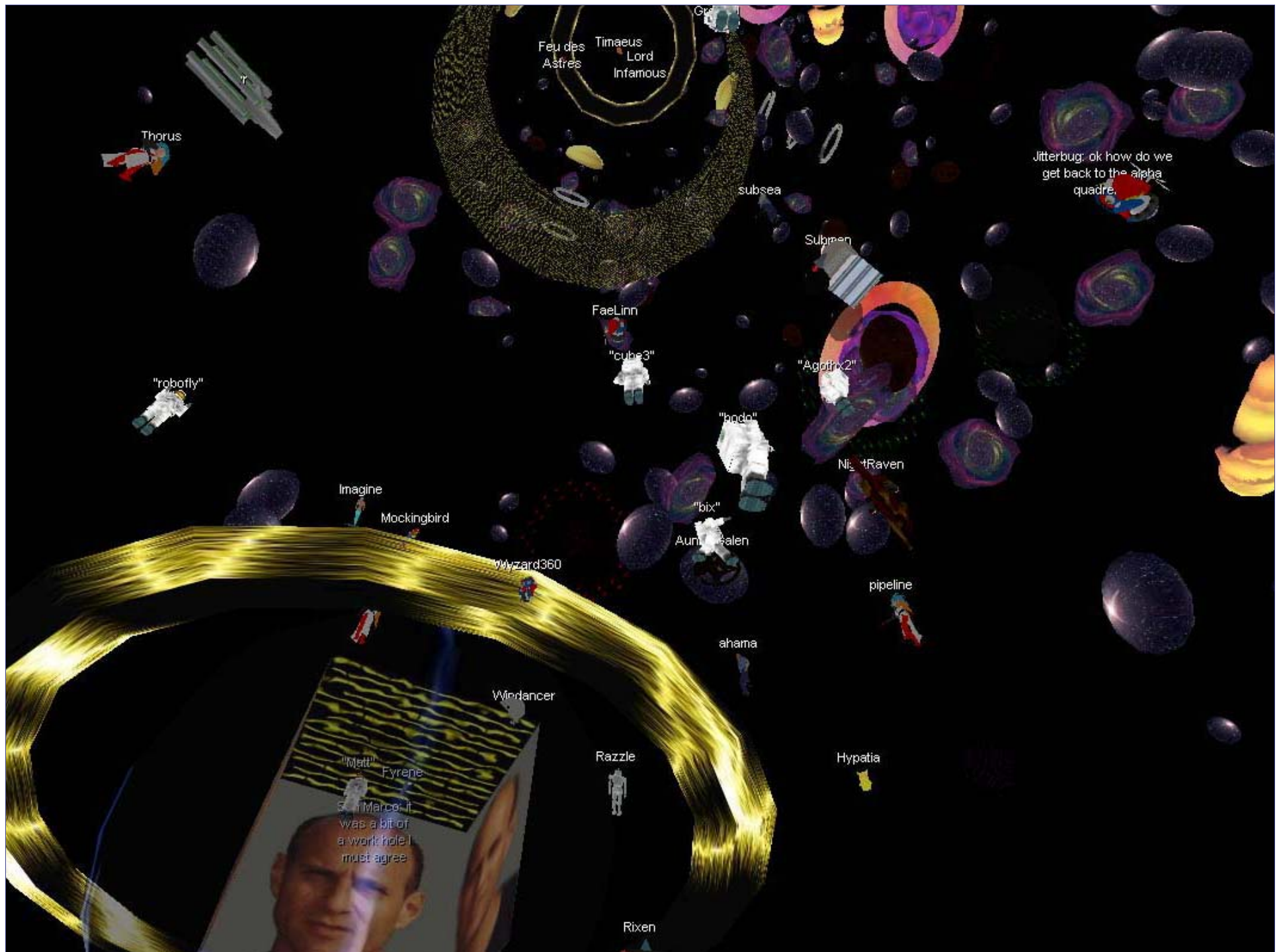
[Delph]

Methus

Euntie-Gale

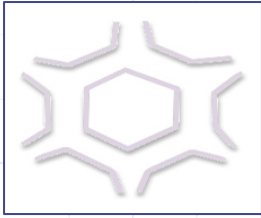
Welcome to
Avatars 2000











The Avatars Cyberconferences

Avatars 2001 An Avatar Cyberspace Odyssey

Dec 1-2, 2001

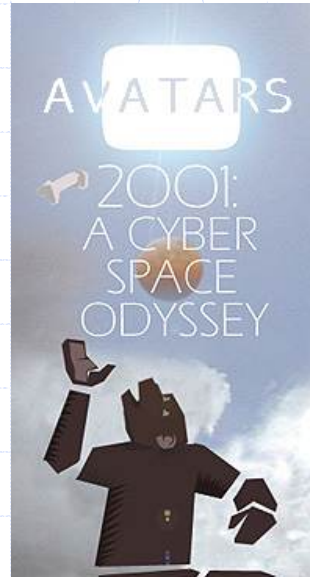
1996

1997

1998

1999

2000



2001

2002

2003

2004

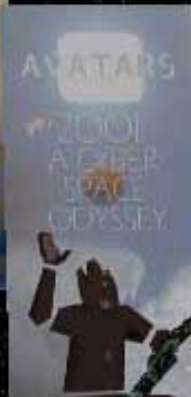


"Dr. Doolittle"

Scooter777

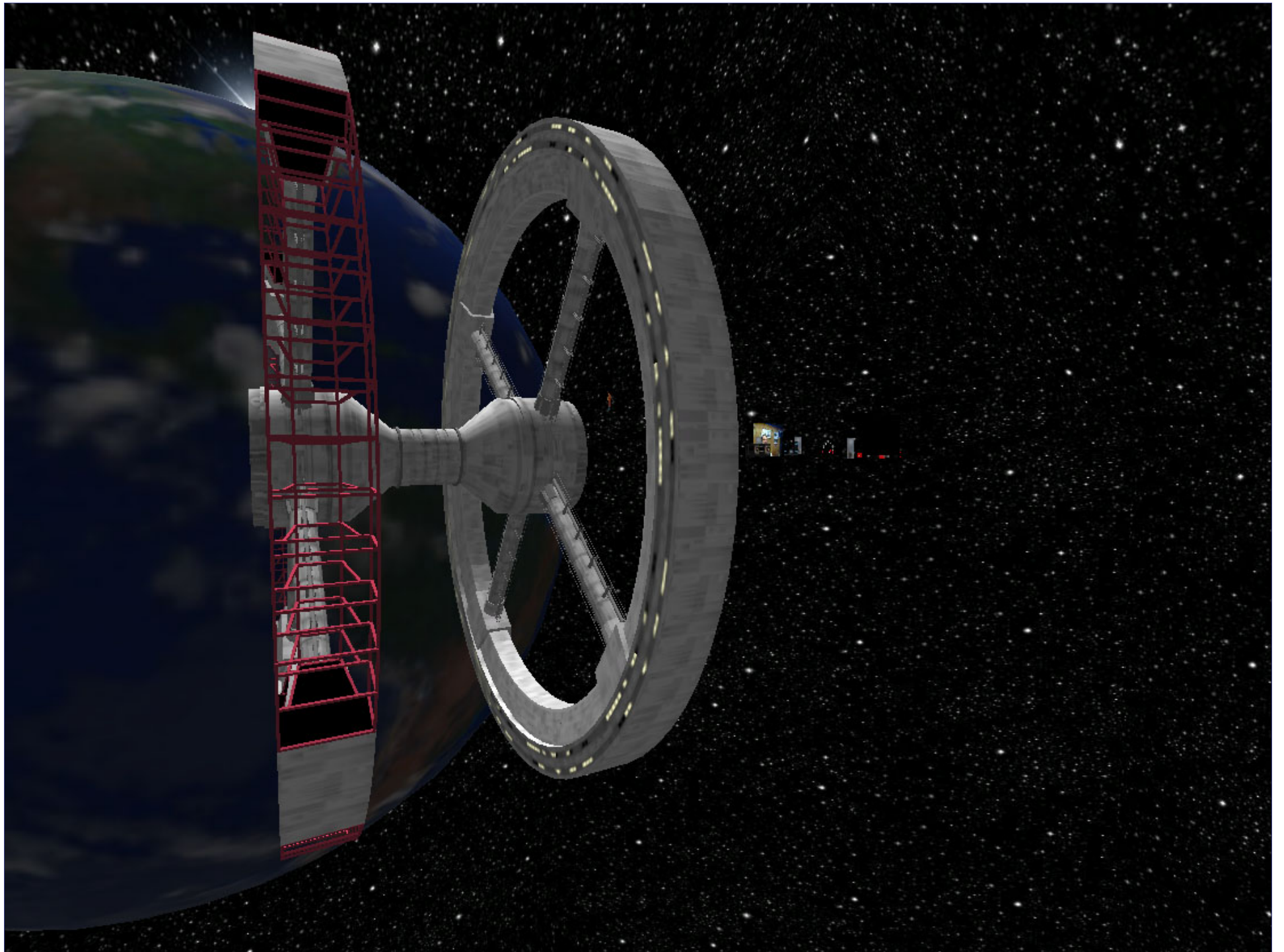
[De]ja

The Hawk.



De De Cyber Mom







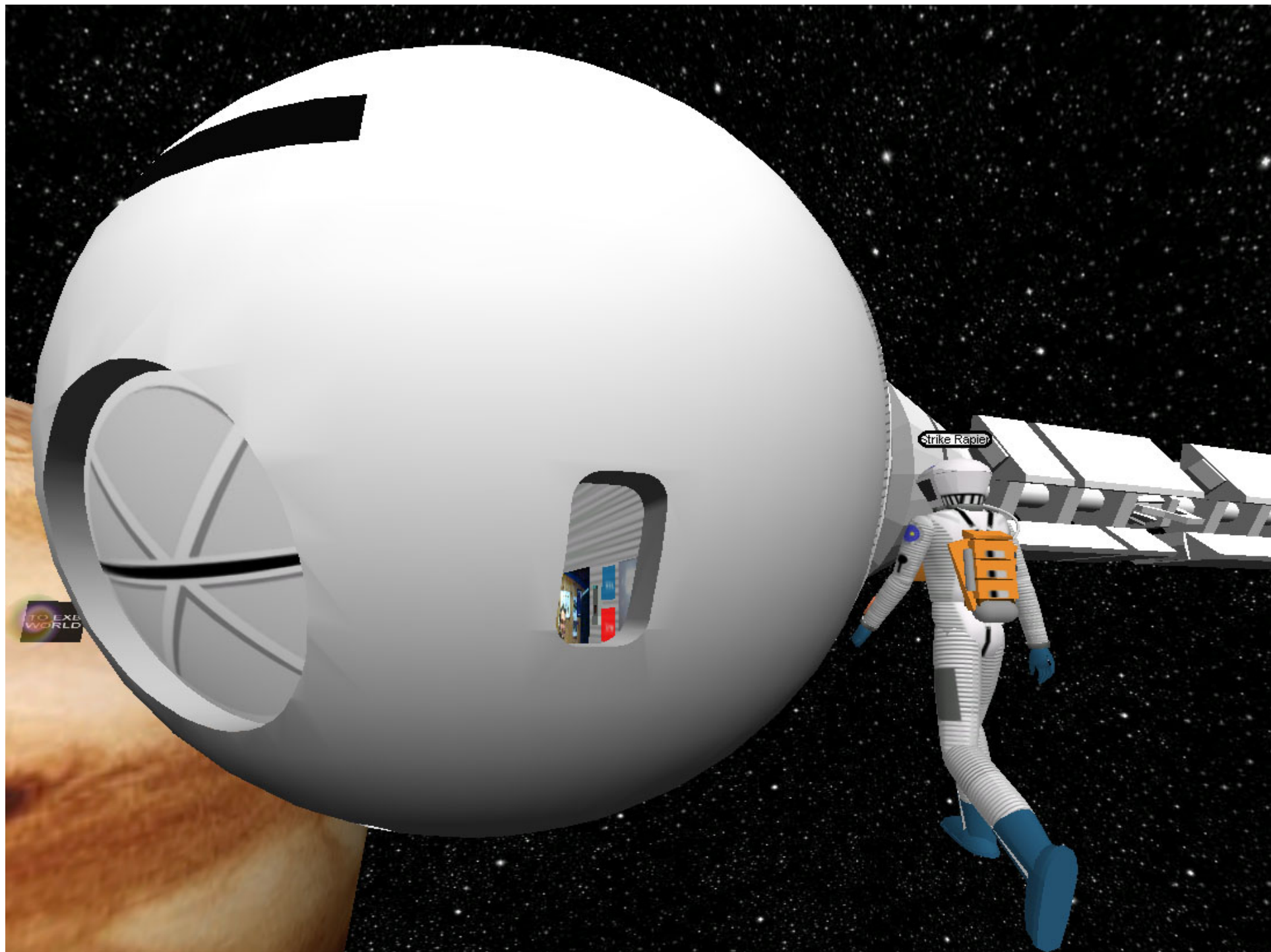
Ananas

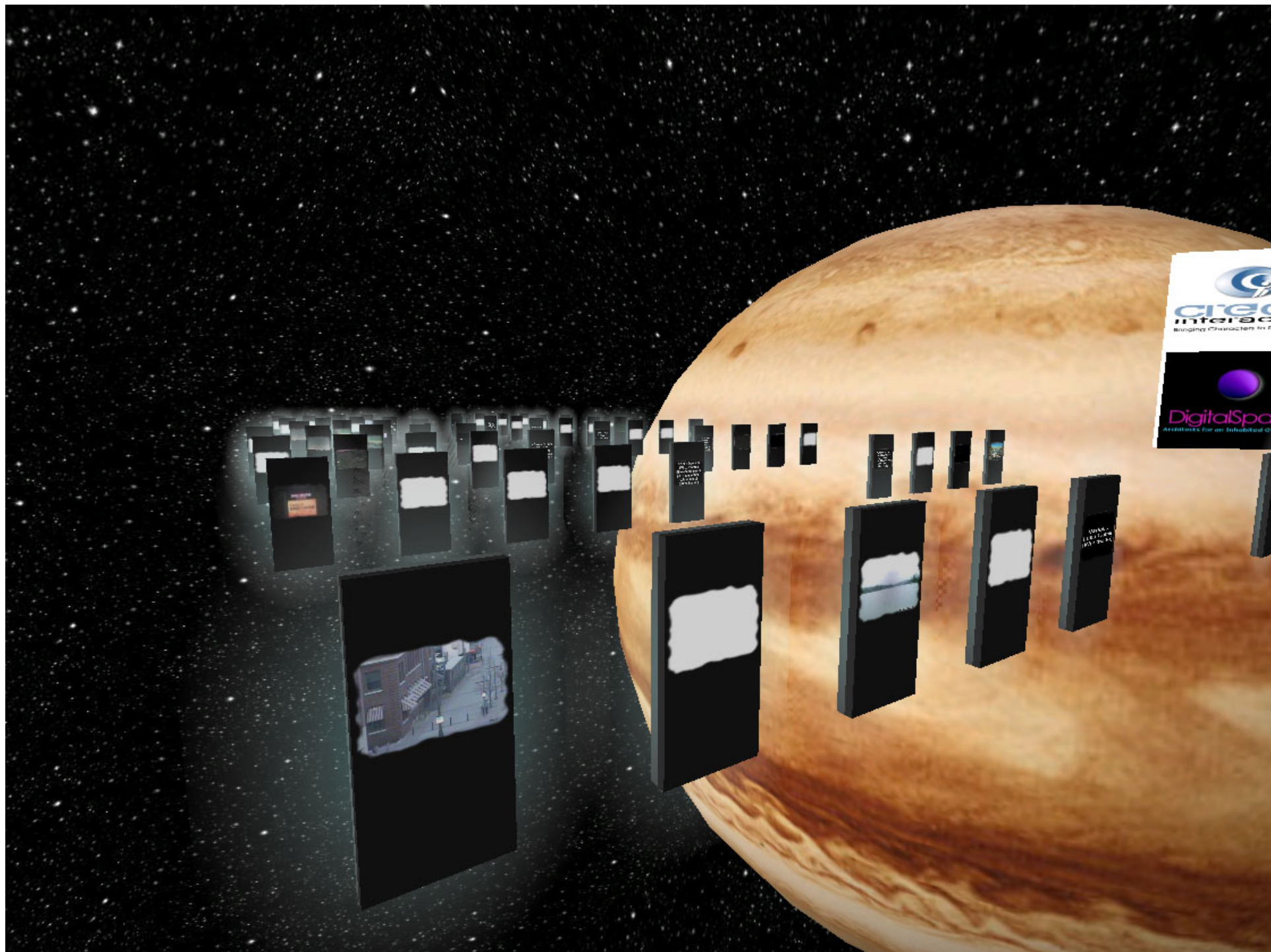
San Marco

CLover

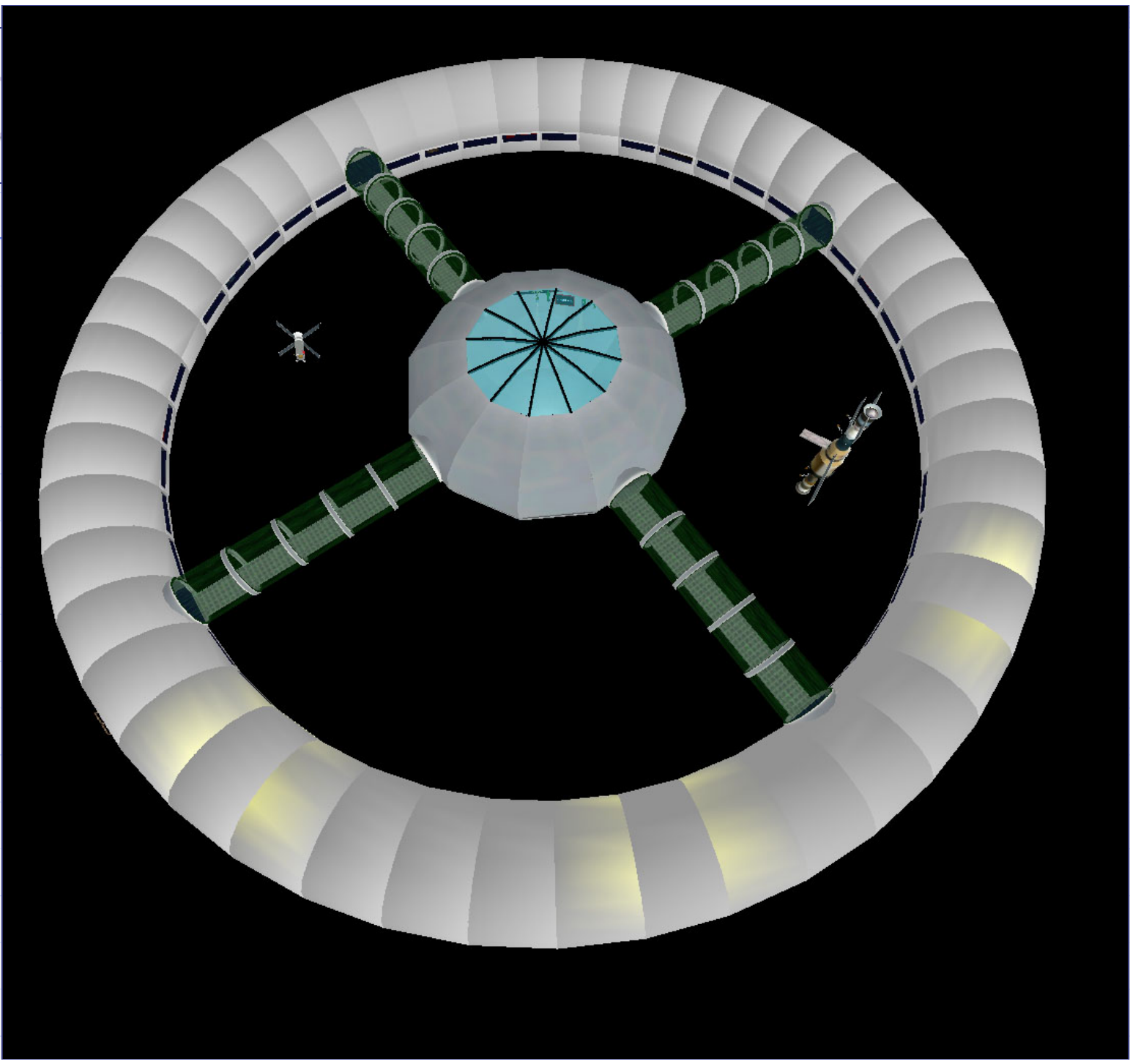
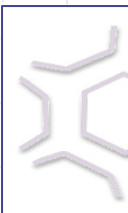
xenoc: like
this dig?



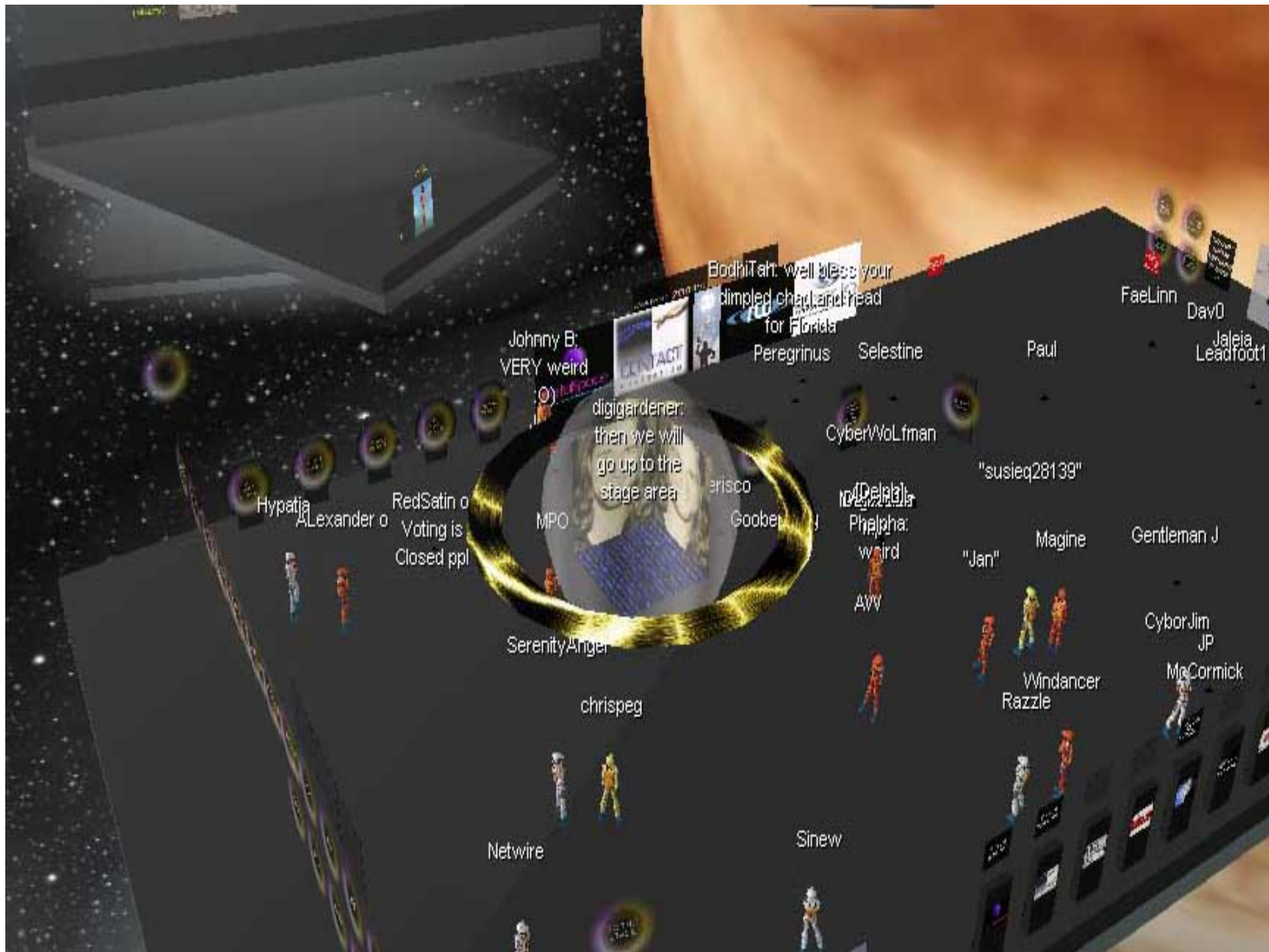














Lord Fett

Jynx Denkar

AMD

AlphaBit
Phalpa

Skink

I put
a little
fire
work!

Activeman
[Delph]

Auntie Helen

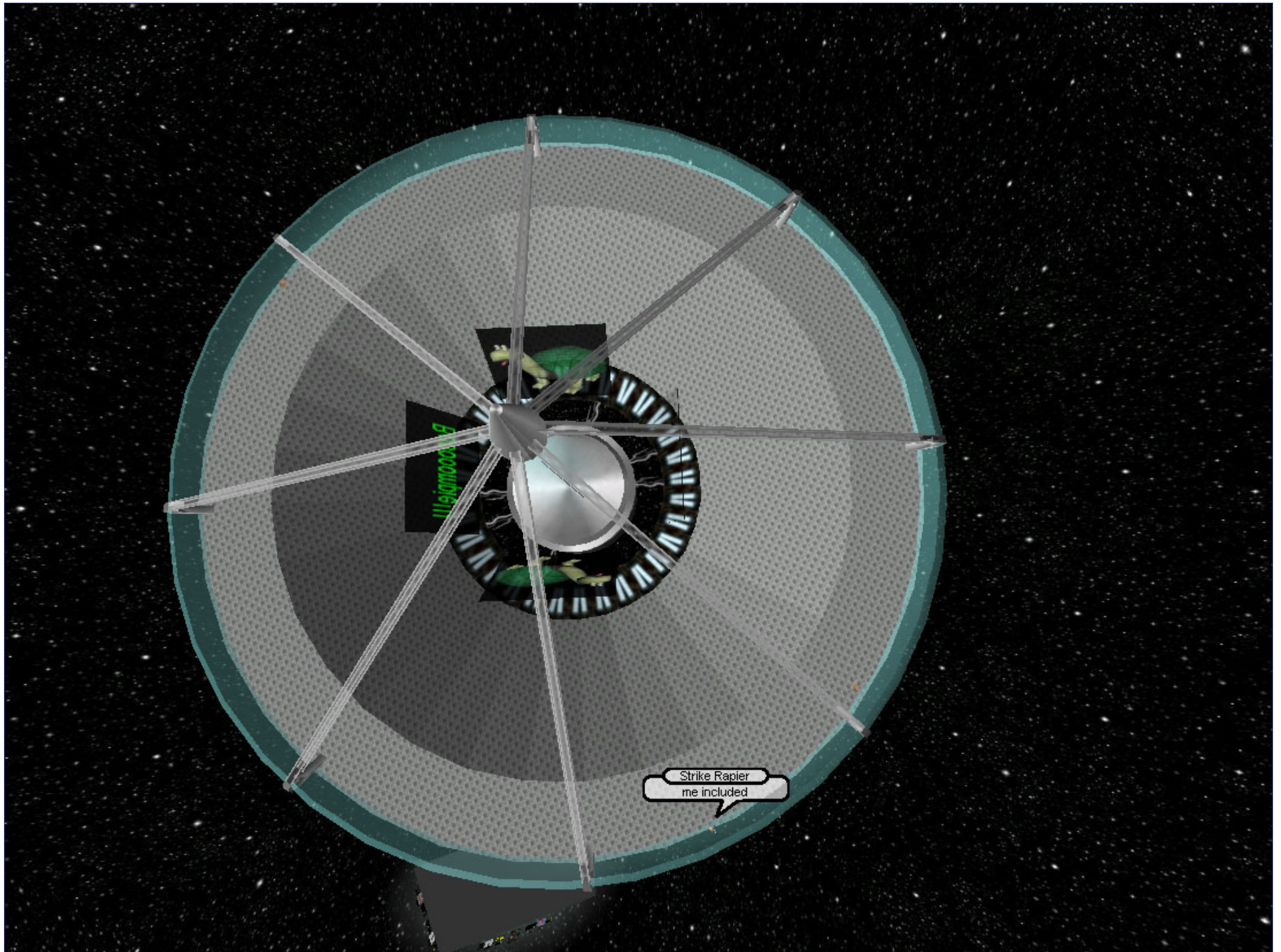
Magine
Dromok

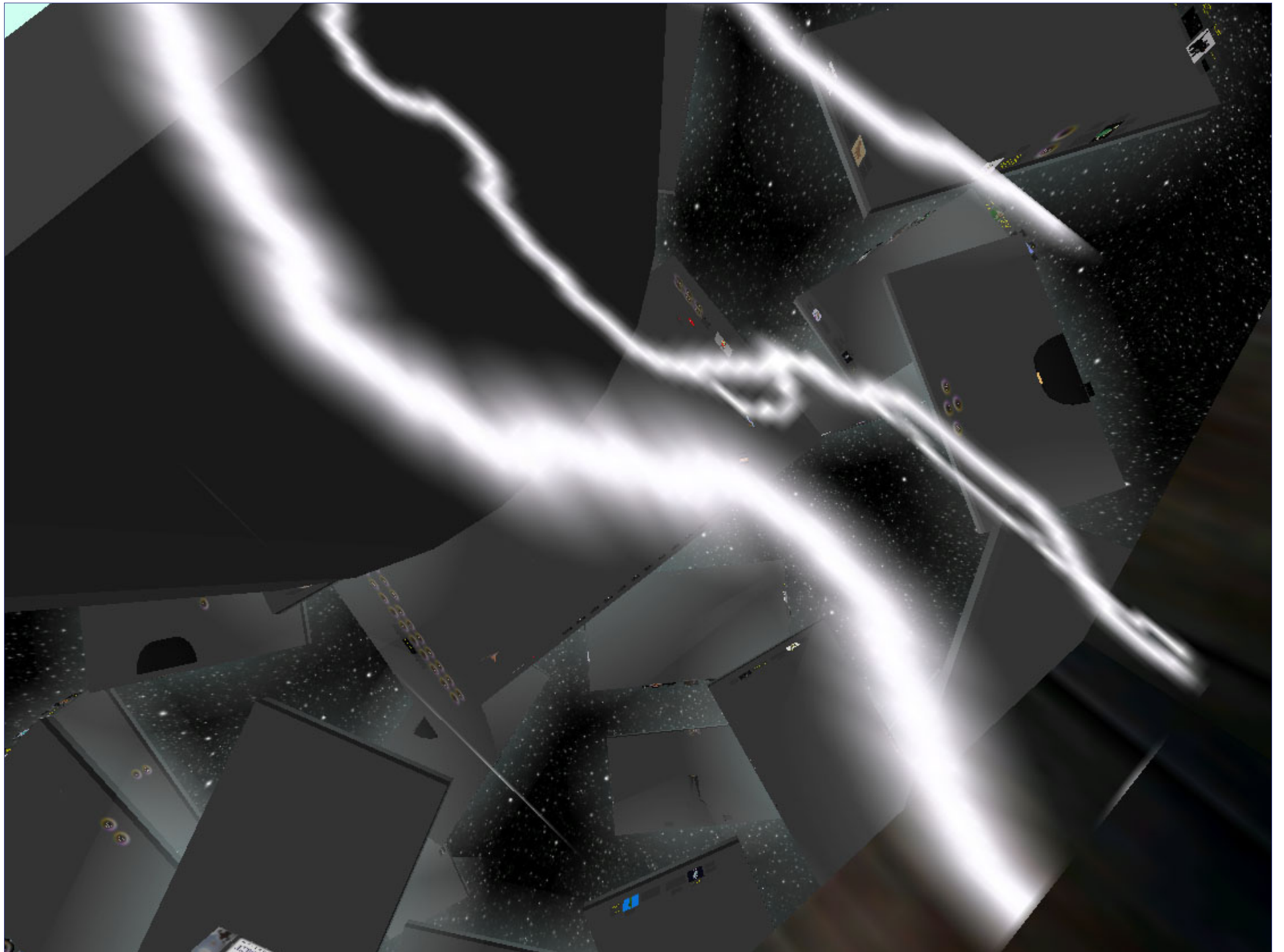
Feu des
Astres

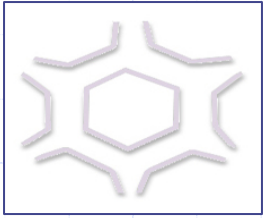
Wolvie

Paul

Dav0: The year is over
already? Happy New
Year!







The Avatars Cyberconferences

Avatars 2002 A Merry Cyber Party

Jan 3-5, 2003

1996

1997

1998

1999

2000

2001



2002 2003

2004













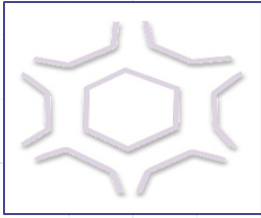












The Avatars Cyberconferences

Avatars 2004 Avamars

Mar 12-14, 2004

1996

1997

1998

1999

2000

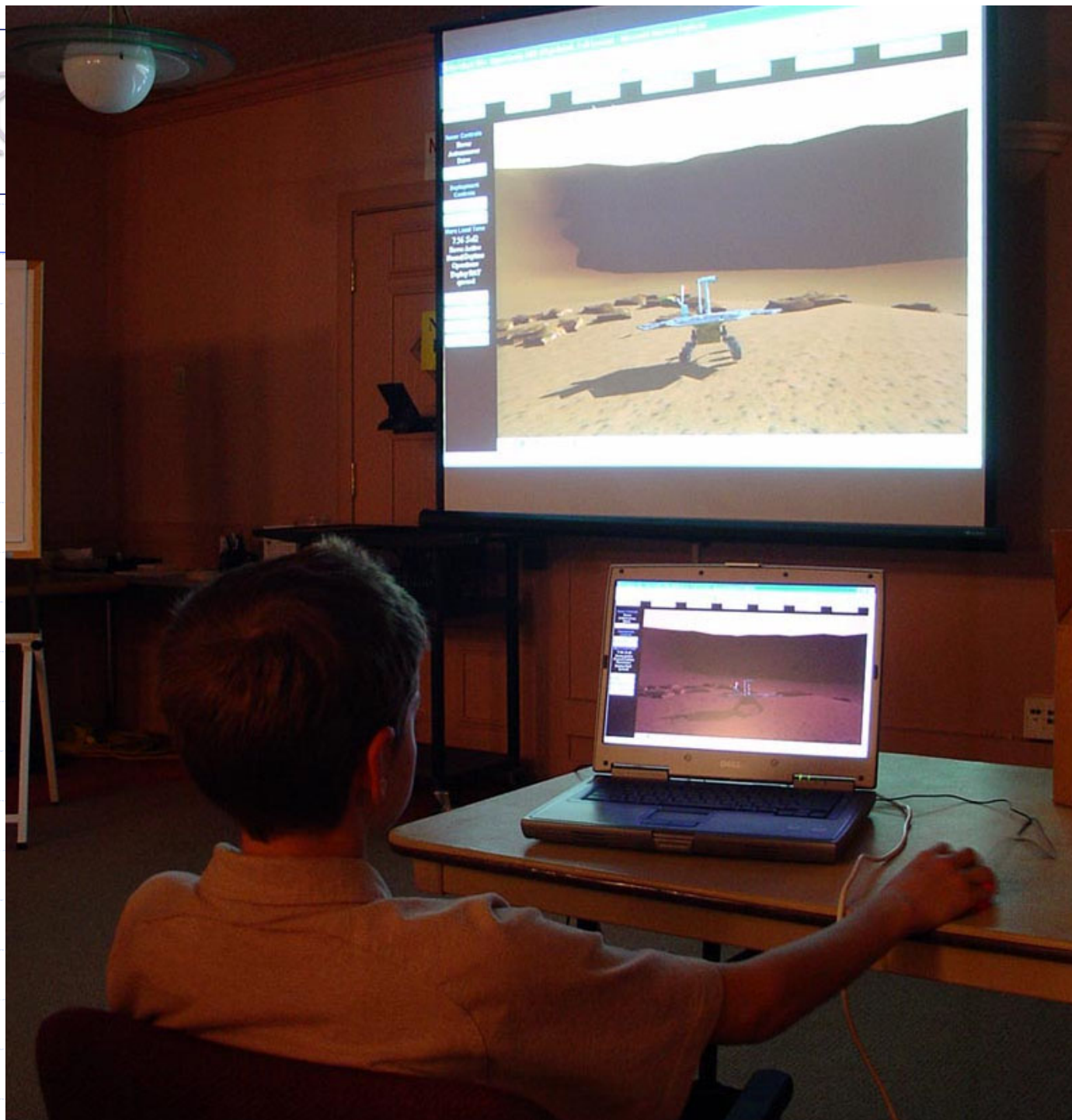
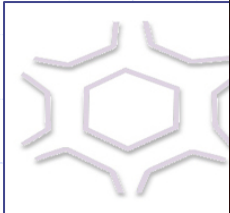
2001

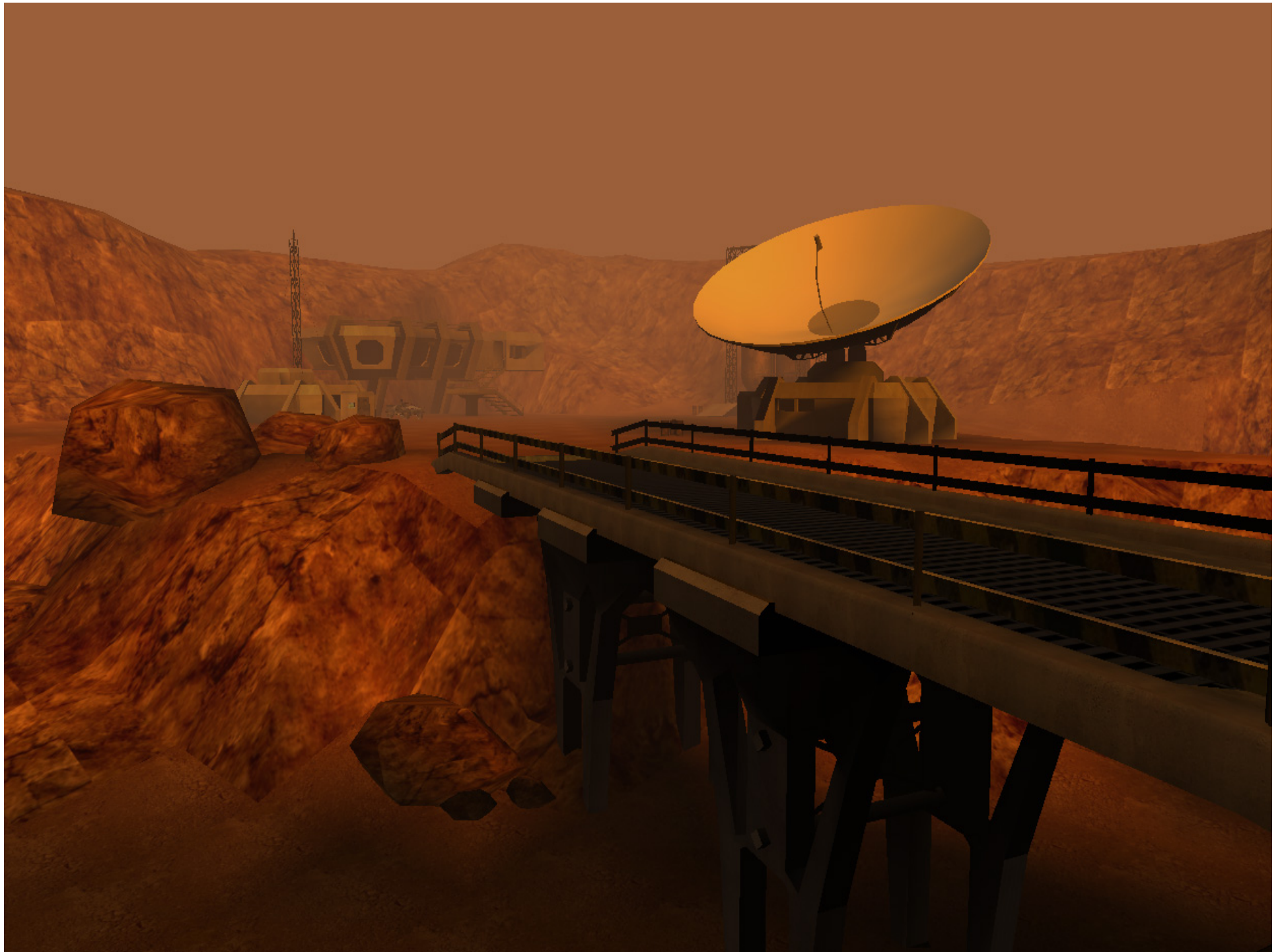
2002

2003

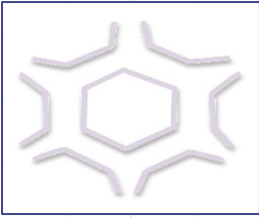


2004



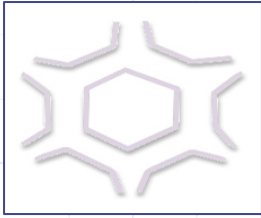






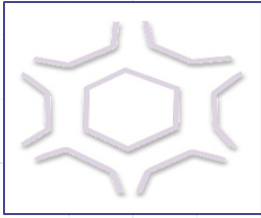
VIII. Acknowledgements and Resources

- ◆ Philip Rosedale, Robin Harper, Char, Jeska, Dustin and all the Lindens
- ◆ Contact Consortium
- ◆ DigitalSpace Corporation
- ◆ DigiBarn Computer Museum
- ◆ Virtual World Studios
- ◆ All the tireless providers and users of all the social virtual worlds platforms over the past thirty years.



Online Resources

- ◆ This presentation is at: www.ccon.org/vw-timeline/
- ◆ www.ccon.org Contact Consortium
- ◆ www.digitalspace.com The Digital Space Commons
- ◆ DigiBarn Computer Museum: www.digibarn.com
- ◆ Contact: Bruce Damer: bdamer@digitalspace.com
831 338 9400



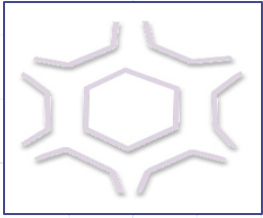
Phase III: 2000s Third Generation bids for the Mainstream



It's
all in your
Good Hands!

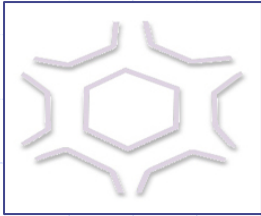






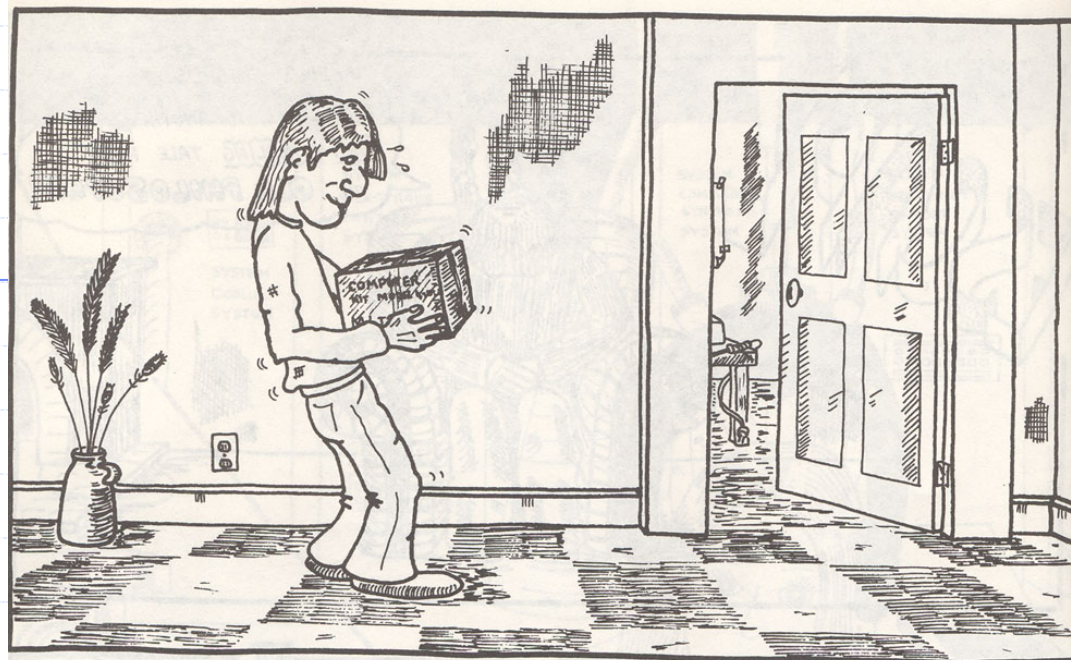
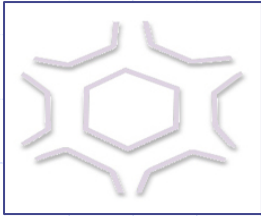
Bonus!

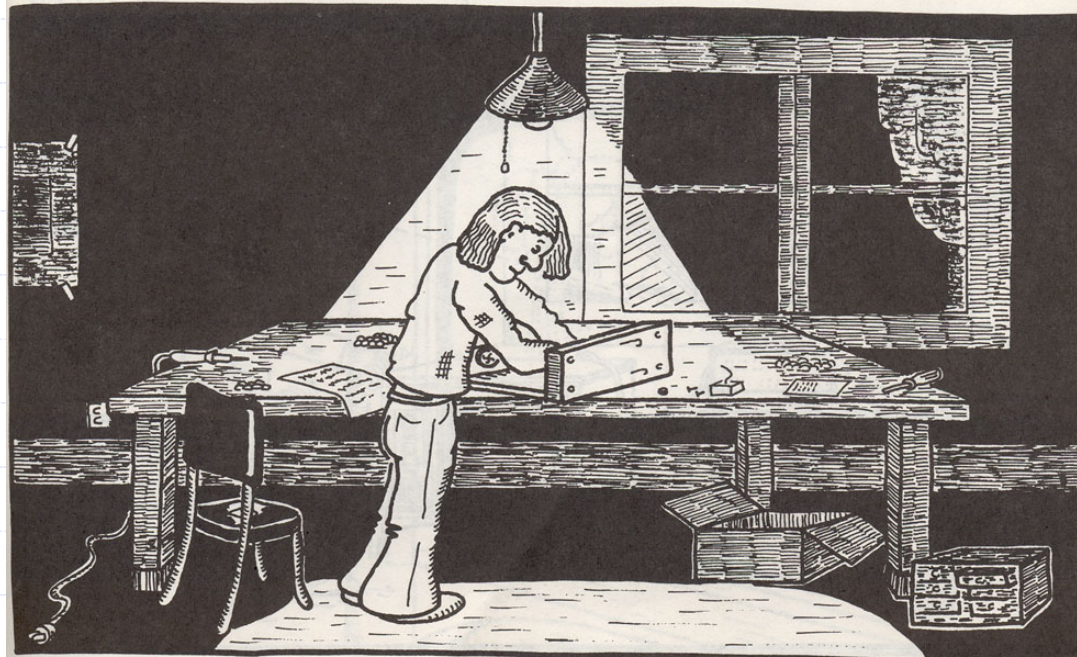
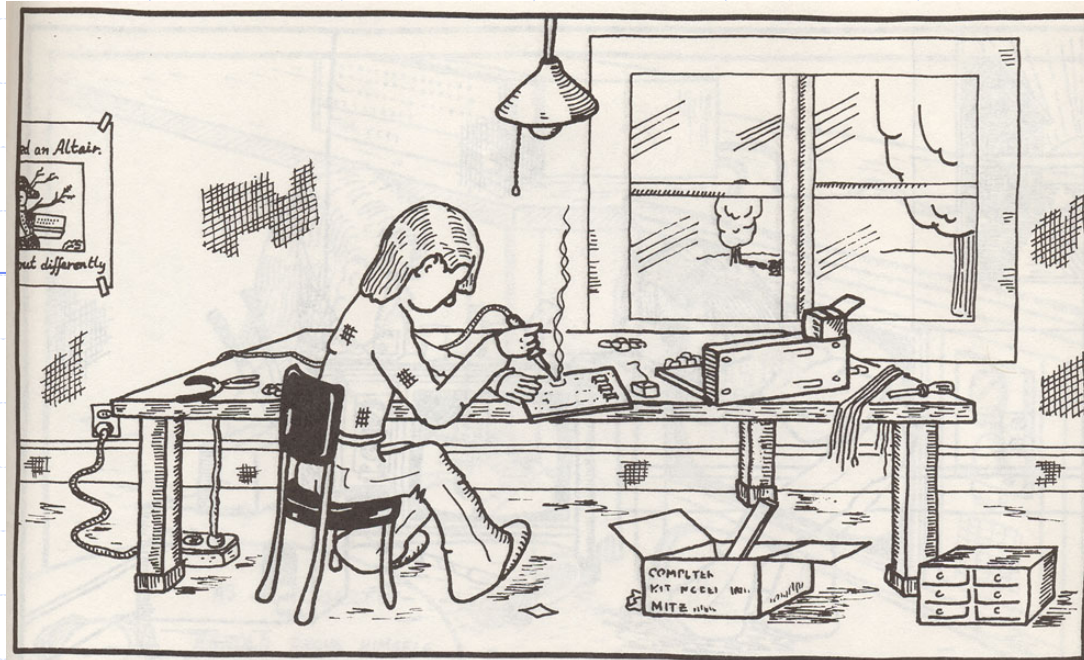
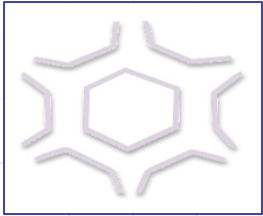
(This has been a vision of cyberspace for a long time)

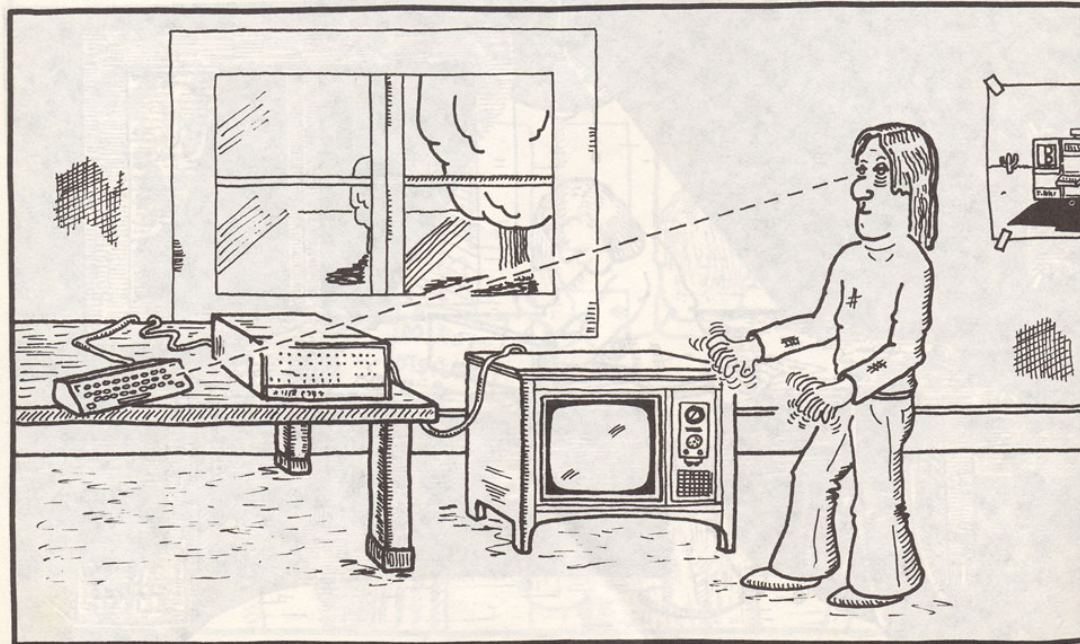
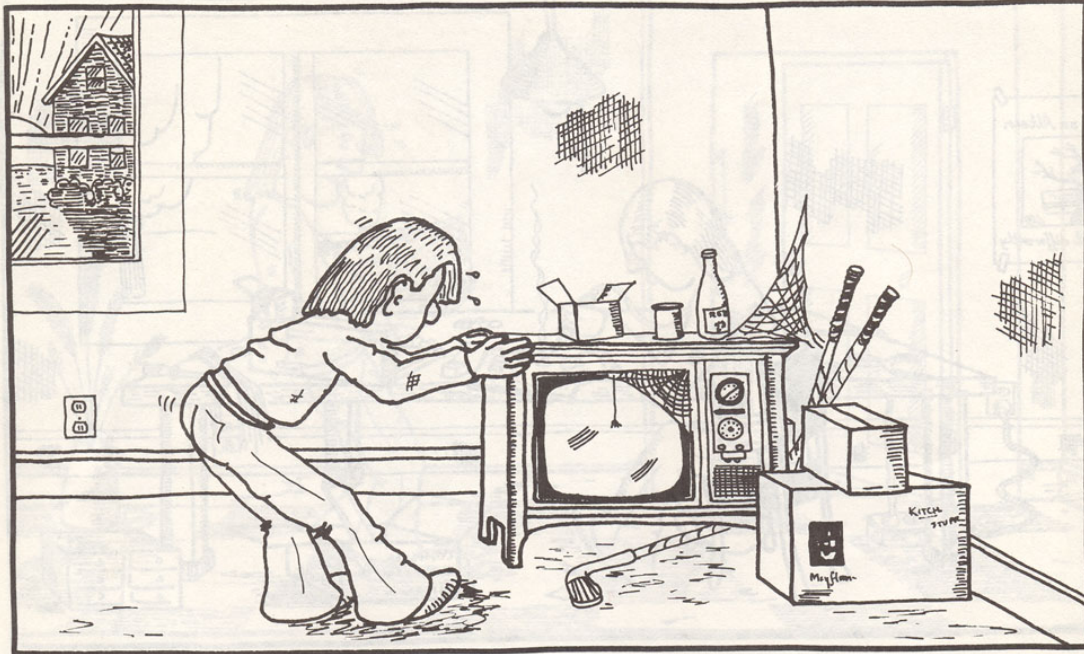
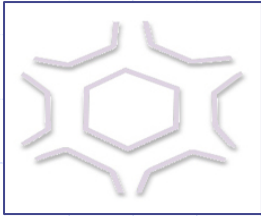


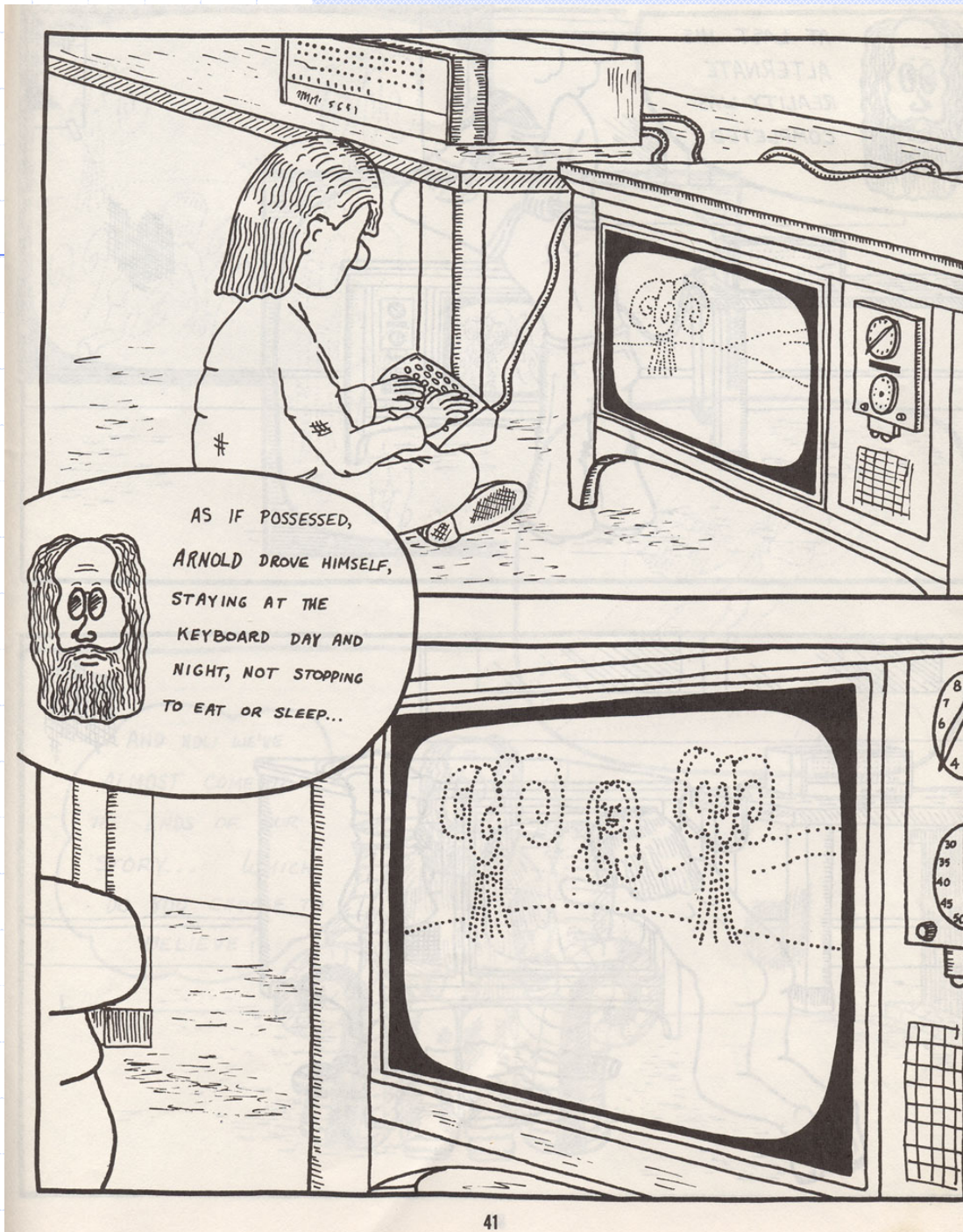
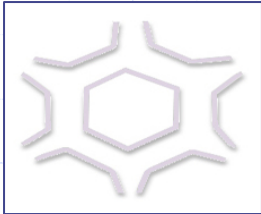
“Escape” in Finite State Fantasies (1976) by Rich Didday

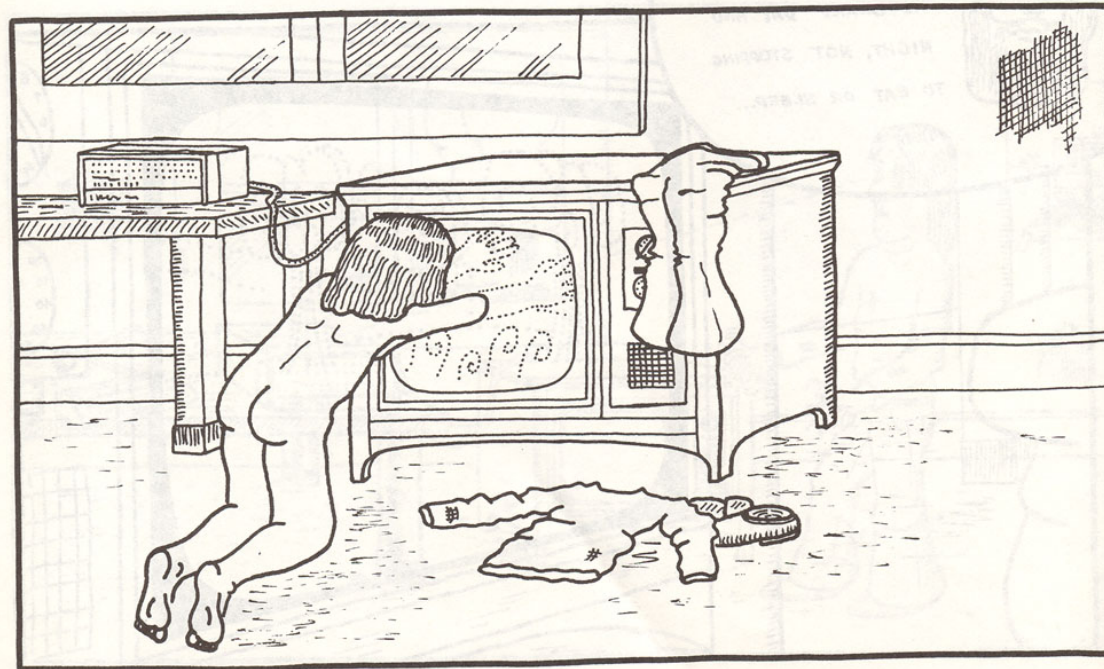
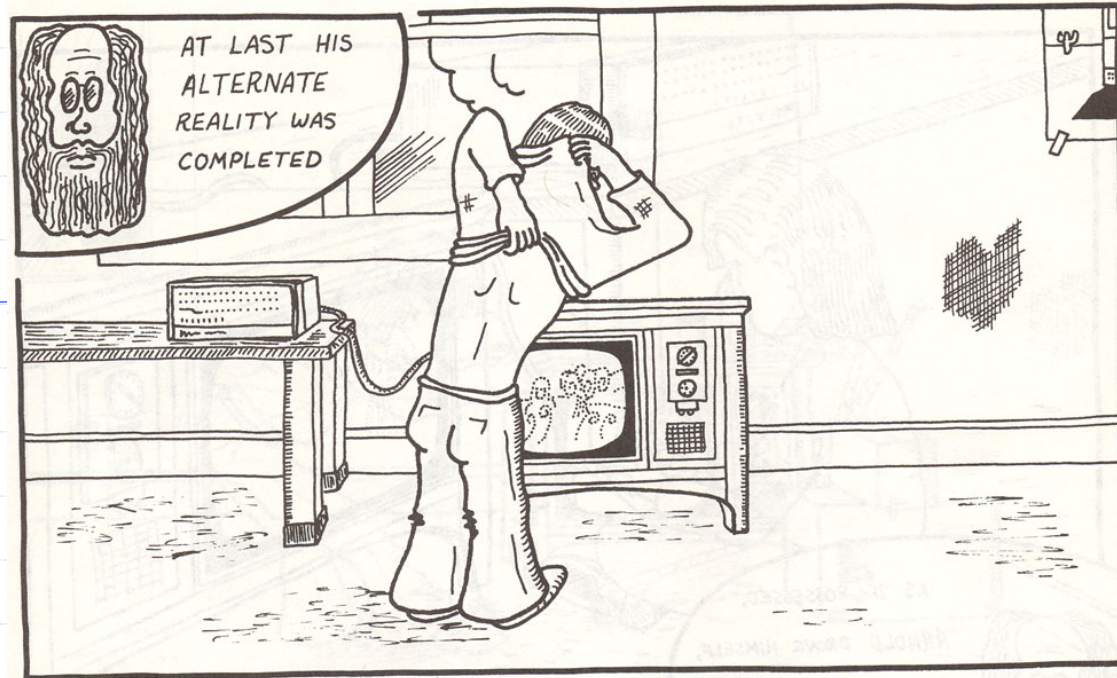
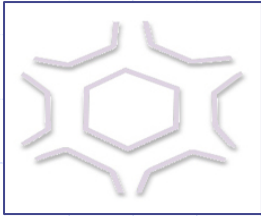


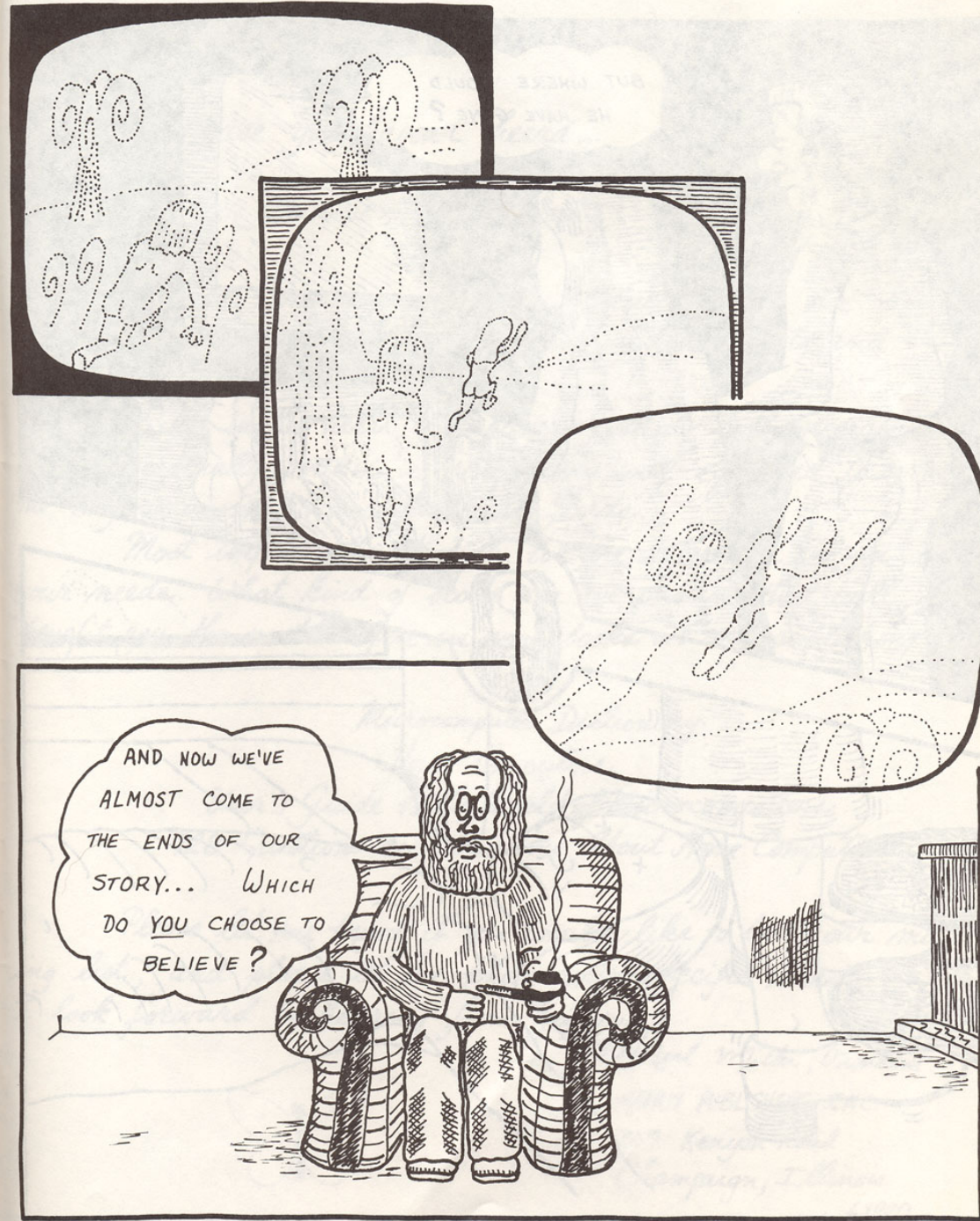
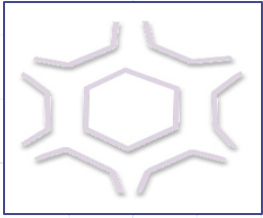


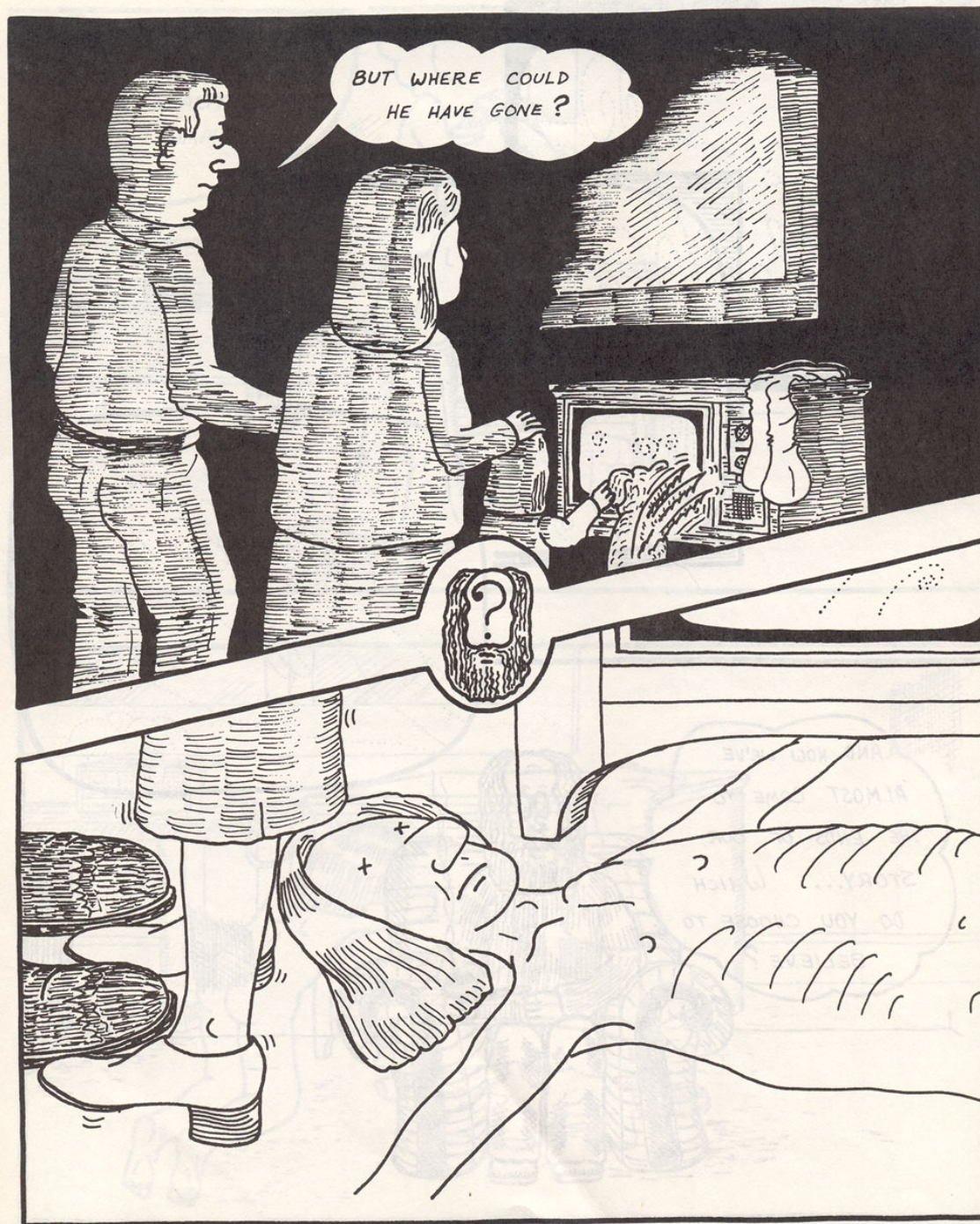
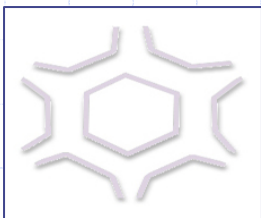


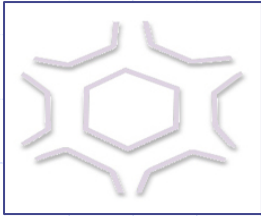




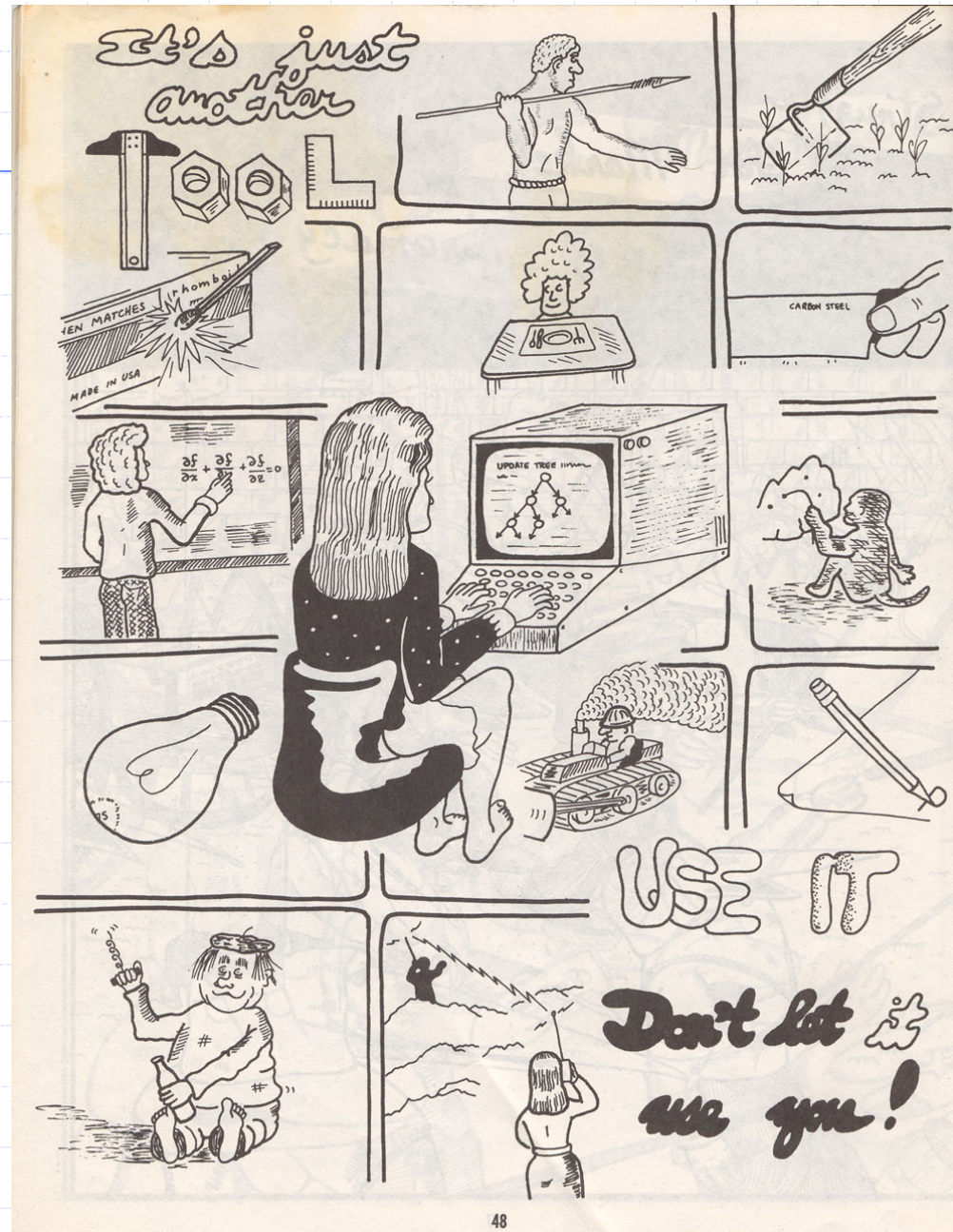


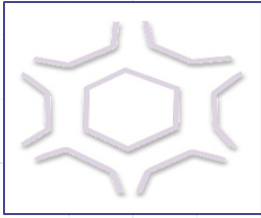






"The Personal Computer, Use it, Don't let it use you!"





Future of Social Virtual Worlds discussion

- ◆ **Make a buck, sustain high development and content creation costs**
- ◆ **Creating inclusive community experiences, sustainable companies**
- ◆ **Distributed vs centralized content**
- ◆ **Shared realities, political organization**
- ◆ **New medium of artistic expression**
- ◆ **Learning spaces, research environments**
- ◆ **Open source?**
- ◆ **Your thoughts?**